



## **ANNOTATION GUIDE**

**HEALTH & SAFETY  
PERSON, HI-VEST JACKETS, HARD HATS**

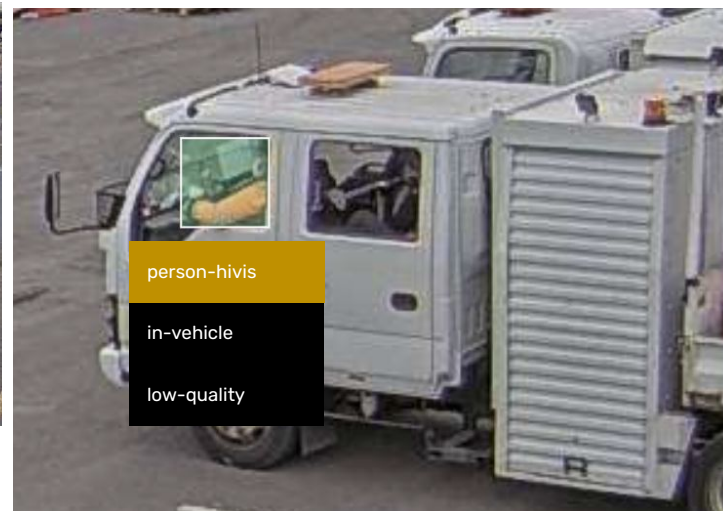
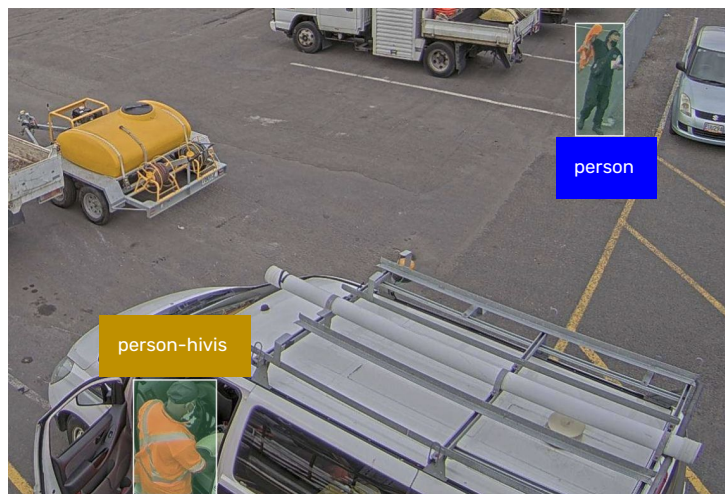
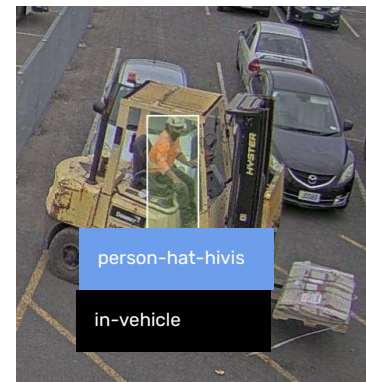
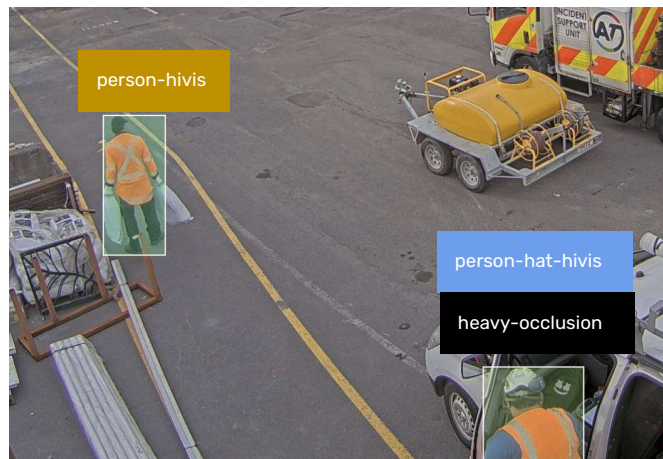
# What to annotate?

There are 4 classes to label:

- person
- person-hat
- person-hivis
- person-hat-hivis

Each person can also be assigned with the attributes:

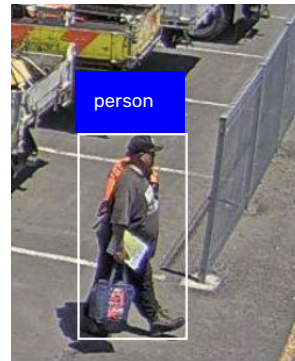
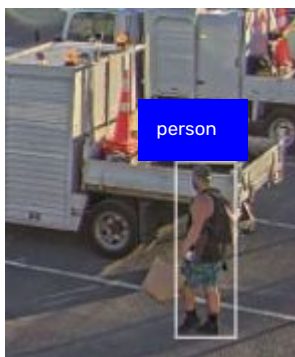
- low-quality
- heavy-occlusion
- in-vehicle
- on-bike



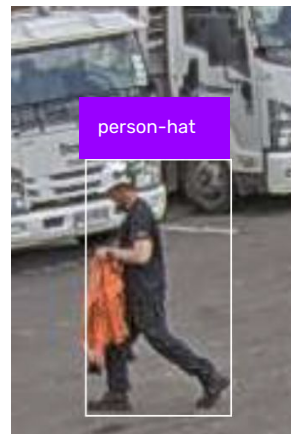
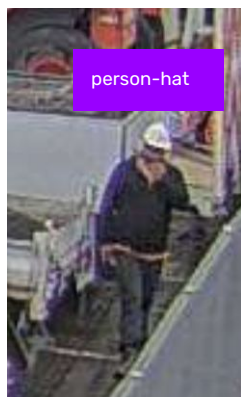
## Class/attribute definitions

	Name	Definition
Classes	person	Person not wearing any protective clothing
	person-hat	Person wearing a hard-hat and no hivis
	person-hivis	Person wearing hivis and no hard-hat
	person-hat-hivis	Person wearing hard-hat and hivis
Attributes	low-quality	If annotator is unsure which class the person belongs to, label with low-quality attribute. This can occur when the person is too small/far away, person is too blurry or lighting is too dark
	heavy-occlusion	If more than 30% of an object is covered. This typically occurs when a person is: behind another person, behind a vehicle, carrying a large object that covers 30% of body, or when the person is out of the frame
	in-vehicle	Person is sitting inside a van, car, forklift, truck or other vehicle
	on-bike	Person is sitting on a bicycle or motorcycle

# person class examples

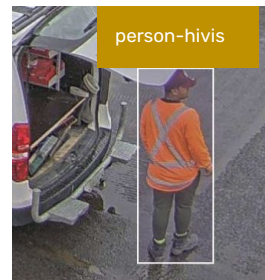
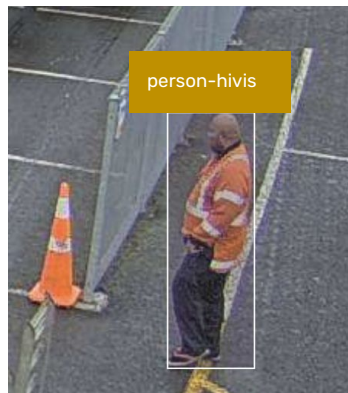
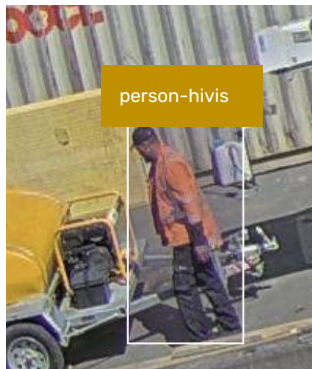


# person-hat class examples

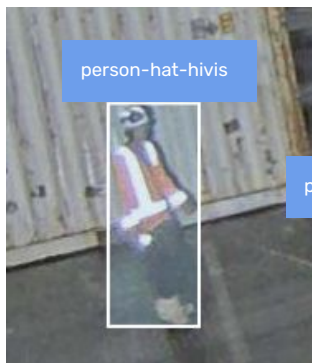




# person-hivis class examples



# person-hat-hivis class examples

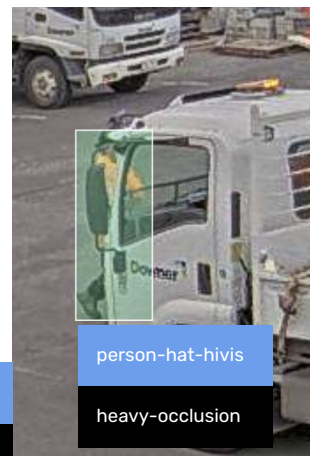
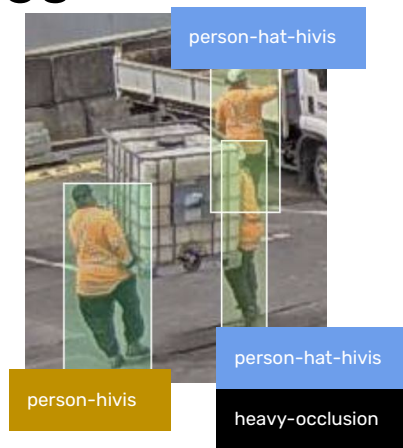
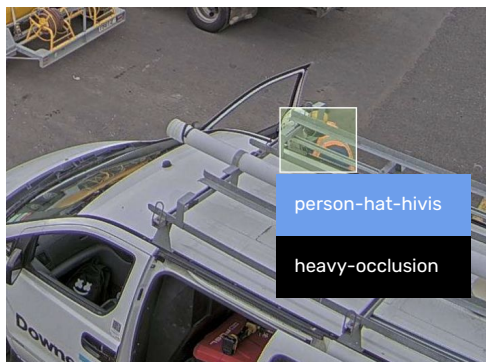


# low-quality attribute examples

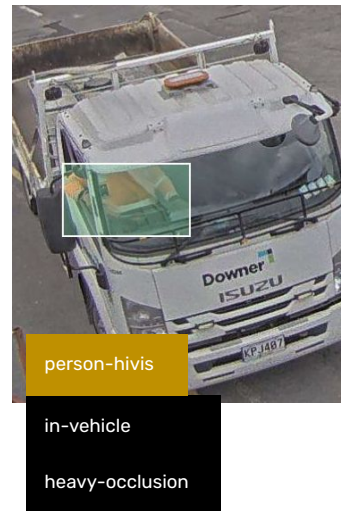
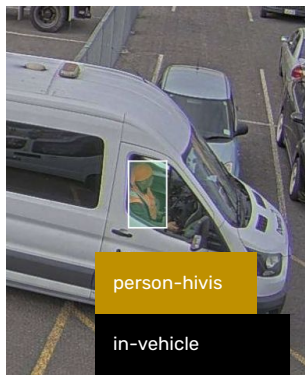


Class objects can be assigned zero, one or many attributes as applicable.

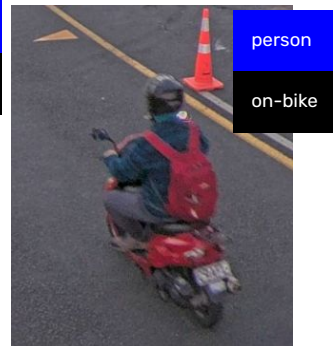
# heavy-occlusion attribute examples



# in-vehicle attribute examples



# on-bike attribute examples



Class objects can be assigned zero, one or many attributes as applicable.

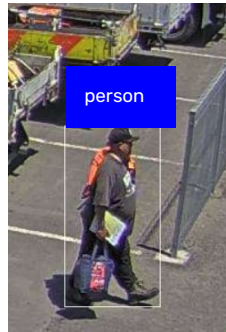
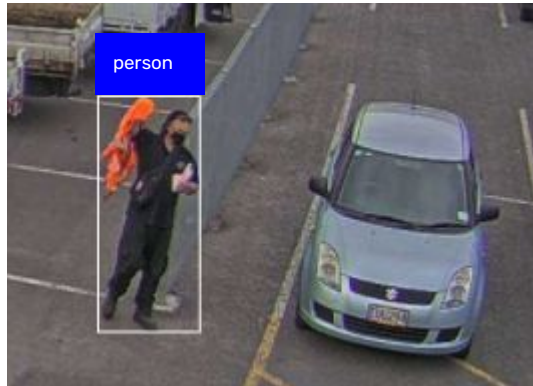


# Hivis notes

If someone is holding a hi-vis or if it is draped over their shoulder and not worn properly, this should **not** be labelled as the hivis class.



These are examples of objects that should NOT be labelled as hivis





# Hard-hat notes

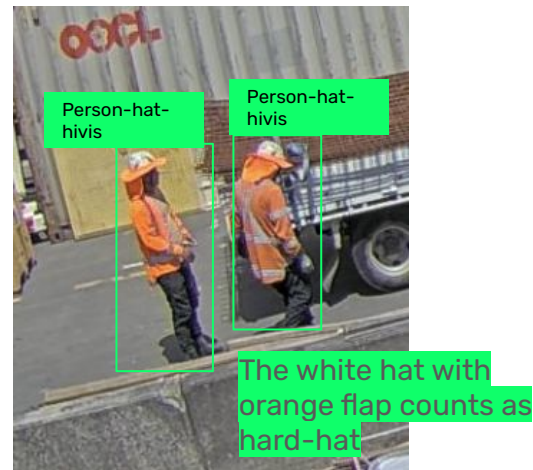
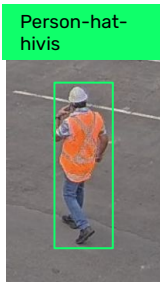
Please check the type of hat when labelling the hard-hat class.

A hard hat is a plastic hat worn at a construction site.

Baseball caps do not count as hard-hats. You can check the hat by looking closely at its shape.



These are examples of hats that count as hard-hats



# Hard-hat notes

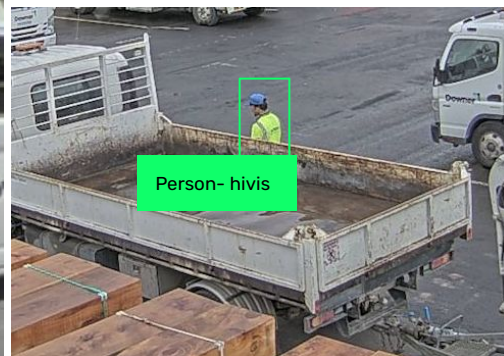
Please check the type of hat when labelling the hard-hat class.

A hard hat is a plastic hat worn at a construction site.

Baseball caps do not count as hard-hats. You can check the hat by looking closely at the shape of the front cap. Baseball caps also can be identified by the distinct hole at the back. Hard hats do not have the same hole at the back.



These are examples of hats that do NOT count as hard-hats



# Heavy-occlusion notes

Heavy-occlusion is defined by 30% of the body being obscured by another object/person

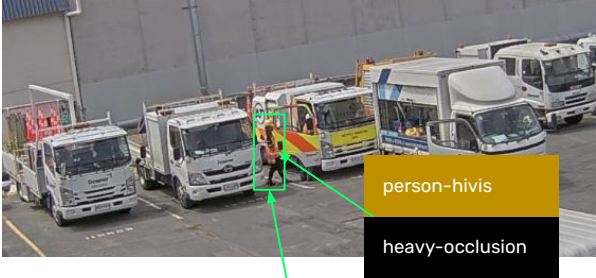


Examples of objects that should be labelled with heavy-occlusion label



person-hivis  
heavy-occlusion

person-hivis  
heavy-occlusion



person-hivis  
heavy-occlusion

This person is obscured by the car door and standing outside the vehicle



person-hivis  
heavy-occlusion

# Heavy-occlusion notes

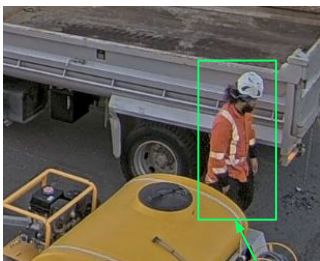
These people DO NOT count as heavy-occlusion because less than 30% of their body is occluded/covered by other



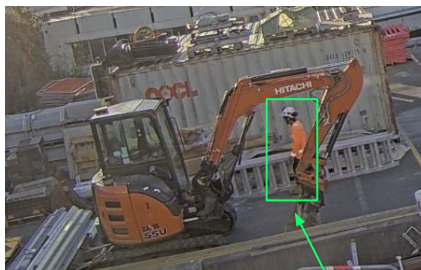
Examples of objects that should NOT be labelled with heavy-occlusion label



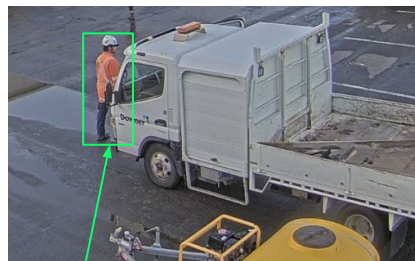
person-hat-hivis



person-hat-hivis



person-hat-hivis



person-hat-hivis



person-hivis