

Feature 1

Feature 2

Feature 3

Animals - 1 (named Faces in script)



Places - 2 (named Houses in script)



Objects - 3 (named Tools in script)



Check out:

- Lines 72-85 in **LDM\_Run4.m** for how row order was determined
- Lines 104-108 in **LDM\_Run4.m** for how stimulus images are loaded
- Lines 39-48 in **DisplayTrial\_MVPA.m** for how they are drawn

The easiest mapping to use is 1-9, where animals are 1-3, places are 4-6, objects are 7-9