**Memory details**

**Compared models (glmmTMB with negative binomial):**

1. Memory detail ~ Emotion\_Condition + OSIQ\_Spatial + MRT + (ID|Random effect)
2. Memory detail ~ Emotion\_Condition + OSIQ\_Spatial + MRT + OSIQ\_Object+ VVIQ + (ID|Random effect)

All memories models were predicted better by first model, so object imagery did not lead to any improvement in model fit.

Except thought-details, all details including internal, perceptual, event and time details were positively predicted by MRT, and negatively predicted by OSIQ-Spatial.

**Only spatial imagery predicted:**

Internal details, event details, and perceptual details.

**Both spatial imagery and emotion predicted:**

In addition to their relations with MRT and OSIQ-Spatial:

-Time-details are positively predicted by positive memory condition (higher in positive memories).

-Place details are also positively predicted by both neutral and positive conditions (higher in than positive and neutral than negative memories).

**Interactions**

For time, model with interaction did not improve the fit, but for place details, interaction of visual imagery with emotion predicted a better model fit but any of the interactions are significant.

**Only emotion predicted:**

Thought details were not predicted by MRT or OSIQ-Spatial, but predicted negatively predicted by neutral emotion condition (higher in both emotional memories).

**Phenomenology**

**Compared models (CLMM models):**

1. Phenomenology ~ Emotion\_Condition + OSIQ\_Object+ VVIQ + (ID|Random effect)
2. Phenomenology ~ Emotion\_Condition + OSIQ\_Object+ VVIQ + OSIQ\_Spatial + MRT + (ID|Random effect)

All memories models (except **importance** and **verbal** details, where OSIQ\_Spatial predict the phenomenology) were predicted better by first model, so spatial imagery did not lead to any improvement in model fit.

Most of the variables are influenced by emotion.

**Only visual skills predict these details:**

Only, MTT and visual details are predicted by visual imagery skills only (MTT-> OSIQ-object, Visual details-> VVIQ, OSIQ-object).

**Both emotion and visual skills predict:**

Vividness and odor details are predicted by positive emotion and VVIQ.

Auditory details are predicted negatively in neutral condition (higher in both emotional memory conditions) and positively by VVIQ, and OSIQ-object.

Reliving, intensity, and importance was also predicted negatively by neutral and positive condition (higher in negative memories), positively by VVIQ, and OSIQ-object. *(Note, when spatial imagery and MRT included, the OSIQ-spatial predicts importance and fits better).*

**Only emotions predict these:**

Verbal details are only negatively predicted by neutral and positive emotions (higher in negative memories).

**Neither emotions nor visual skills:**

Tactile details are not predicted by neither emotions nor visual skills.

**Interactions**

I completed comparisons of models with visual skills and emotion, and models with interaction of visual and emotion are added as below (I only added the significant factors and its interaction with emotion)

1. Phenomenology ~ Emotion\_Condition + OSIQ\_Object+ VVIQ + (ID|Random effect)
2. Phenomenology ~ Emotion\_Condition\*OSIQ\_Object+ Emotion\_Condition\*VVIQ + (ID|Random effect)

* Only vividness model improved, and vividness was negatively predicted by the interaction of VVIQ and neutral condition (interpreting, in emotional memories people with high VVIQ reported higher vividness).