

Comics Annotation Tool (CAT) - Instructions

Overview

The CAT is a browser-based tool that will lead you through a step-by-step comic annotation process.

The CAT stores a number of comic pages. These are displayed one at a time on the left side of the webpage. The right side of the webpage presents a panel with a series of tasks. New tasks will appear as each consequent task is completed, leading you through the annotation process. All tasks essentially involve drawing rectangles directly on the provided comic page to drag to the outlines of the different panels/sections, characters, and text sections, and then typing in or indicating some simple information about these elements.

This guide describe these tasks step by step. Please refer to this guide as needed throughout the annotation process.

General Instructions: Heuristics of how to use the CAT

- The CAT works best on a Chrome browser, when the browser is made as large as possible. If not, some of the elements on the webpage may begin to overlap.
- The CAT works best when completing the steps and tasks one at a time - that is, make sure you **fill out all the forms and inputs in the “character” or “text” section tasks before pressing the “End Task” button that prompts the next task.**
- The annotations are meant to reflect the order you read the comic and take in the visual and textual information. Please annotate the elements on the page in the order you read them to the extent that it is possible.
- **Please use the controls on the CAT to navigate between pages and stories, and do not refresh or go backwards or forwards using the browser controls!**

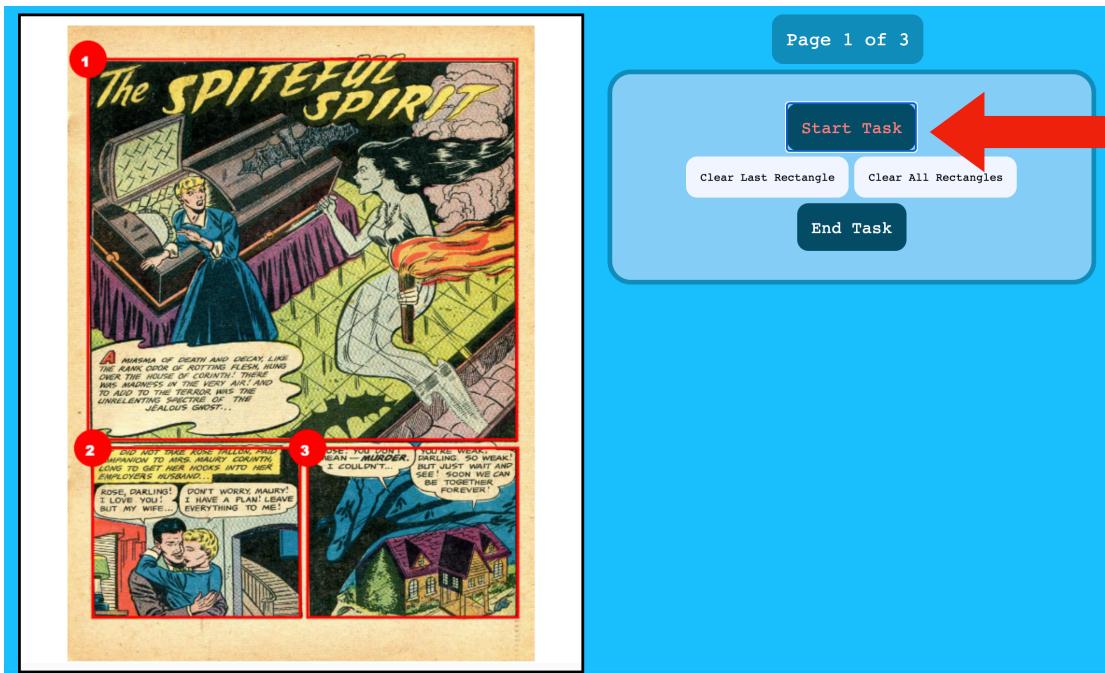
The annotation process consists of 5 Steps, which are explicated below.

Step 1: Outline the Image Sections/Panels

On the first page of each comic story you will see a button: [Start Annotations](#). Click this to start the annotation process for all the comic stories stored in the CAT.

First, you will be asked to outline the distinct image sections on the first page by drawing red rectangles directly on the image. Press the "Start Task" to turn on the drawing capabilities and begin outlining sections by drawing rectangles directly on the comic page.

If you make a mistake or want to redo a rectangle, use the [Clear Last Rectangle](#) and [Clear All Rectangles](#) buttons. Once the sections are all outlined to satisfaction, click the [End Task](#) button.



Step 2: Outline, Label and Describe Characters

After the [End Task](#) button is clicked, the right side of the webpage will generate a series of forms. Each form corresponds with each outlined image section/panel, and the number of each section matches to the number on the top left of the rectangle outlines.

You will have to complete the same tasks in each of these forms. First, you will be prompted to outline the main characters **in that section only**. Click the [Indicate Characters](#) button in Section 1 to start the task.

This task works the same way as in Step 1 - once the [Indicate Characters](#) button is pressed, outline all the characters in that section by drawing purple rectangles directly on the comic page around each character.

Each outlined character will generate a new purple form on the right side of the webpage. Each form asks you to provide a character label, a description of that character, and action that that character is performing. Fill these fields in appropriately for each character (see the [Annotation Examples file](#) for the labelling and naming conventions to use). Use the [Remove Last Character](#) button to erase the last rectangle you created and its associated form if you make a mistake. Once all the characters have been outlined on the canvas and all inputs are filled in, click the [End Task](#) button.

Please input all the character information before clicking “End Task”, rather than fill it out later. The CAT works best when the tasks are done completely and sequentially.

If there are no characters to outline in a particular section, click [Indicate Characters](#) once and then click [End Task](#) once to move on to the next task.

TIP: If you do need to revisit the an indicate character task for a section after moving onto a new section or task, clicking the [Indicate Button](#) again after completing the task won't turn the ability to draw on the comic page. You can restart the task and activate the button by removing all the characters in that section - when the character forms are clear, then you can start redrawing the character outlines. You can also use the [Reset Page](#) button at the bottom of the webpage to start over from Step 1.

1

2

3

Page 1 of 3

There are 3 sections on this page.

Characters seen so far: Locations seen so far:

Section 1

Character Label: X1

Character Description: Woman

Character Action: Standing and looking up

Character Label: One variable (e.g. x1, x2)

Character Description: One or two words (e.g. girl)

Previous Page Reset Page Next Page

The Character Label will appear on the top of the corresponding rectangle once it is inputted.

Step 3: Outline and Describe Text Sections

After the **End Task** button is clicked, the **Indicate Text Boxes and Bubbles** button will appear in the same section underneath the purple forms.

Pressing this button starts a task that works the same way as in Step 1 and Step 2 - outline all the text sections on the comic page by drawing green rectangles to delineate these text sections as accurately as you can.

Each text section outlined will generate a new green form. Each form asks you to indicate the text section type for each corresponding rectangle (see the **Annotation Examples** file for the labelling and naming conventions to use). Use the **Remove Last Text Section** button to erase the last rectangle you created and its associated form if you make a mistake. Once all the text sections have been outlined on the canvas and all the forms have been filled out, click the **End Task** button.

Please input all the text section information before clicking “End Task”, rather than fill it out later. The CAT works best when the tasks are done completely and sequentially.

If there are no text sections to outline in a particular section, click **Indicate Characters** and then click **End Task** to move on to the next task.

TIP: Same as the indicate character task - If you do need to revisit the **Indicate Text Boxes and Bubbles** task for a section after moving onto a new section or task, clicking the **Indicate Text Boxes and Bubbles** again after completing the task won't turn the ability to draw on the comic page. You can restart the task and activate the button by removing all the text sections in that section - when the text forms are clear, then you can start redrawing the text section outlines. You can also use the **Reset Page** button at the bottom of the webpage to start over from Step 1.

1

2

3

Page 1 of 3

There are 3 sections on this page.

Characters seen so far: [] Locations seen so far: []

Character Description: One or two words (e.g. girl)

Character Action: One or two words (e.g. running)

Text Sections

Indicate Text Boxes and Bubbles **Remove Last Text Section**

1: Narration Speech/Thought Other

Character: Title

2: Narration Speech/Thought Other

Character: []

3: Narration Speech/Thought Other

Character: []

End Task

Previous Page Reset Page Next Page

When Speech/
Thought or
Other is
selected, an
input
appears that
asks for the
character
associated
with that text
section.

Step 4: Describe the Background

After the **End Task** button is clicked for the text sections task, several questions about the background of the section will appear beneath the green forms.

You will be asked to give a label for the location, a description of the depicted location, and indicate whether the section is one of the three options: Empty, Detailed, or Text Only.

The screenshot shows a comic book page with three panels. Panel 1 at the top left contains the title 'The SPITEFUL SPIRIT' in a stylized font. Panel 2 in the middle left contains a speech bubble with text. Panel 3 at the bottom left shows two characters in a room. A red circle with the number 1 points to the title area. A red circle with the number 2 points to the speech bubble in panel 2. A red circle with the number 3 points to the characters in panel 3. To the right of the comic is a blue interface window titled 'Page 1 of 3'. It displays the following information:

- Text: There are 3 sections on this page.
- Buttons: Characters seen so far: [button], Locations seen so far: [button]
- Form: 2: Narration Speech/Thought Other
End Task
Background
Location Label: One variable (e.g. L1)
Location Description: One or two words (e.g. forest)
 Empty Detailed
- Form: Characters
Indicate Characters
- Buttons: Previous Page, Reset Page, Next Page

Two red arrows point from the numbered circles on the comic to the 'Detailed' radio button in the 'Background' form and the 'Indicate Characters' button in the 'Characters' form, respectively.

The background section will appear beneath the text sections from the previous task.

The **Indicate Characters** button for the next Section will appear.

If there are more sections left to annotate on the page, the **Indicate Characters** button will appear in the next section.

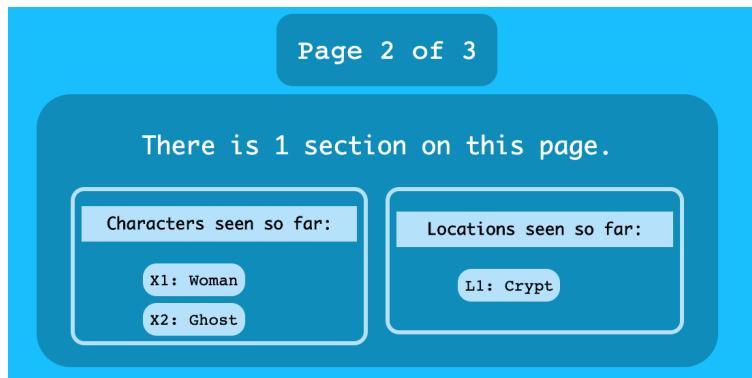
Repeat Steps 2-4 until all Sections have been annotated.

Step 5: Navigating Between Pages

At the bottom of the right side of the webpage are three buttons: [Previous Page](#), [Reset Page](#), and [Next Page](#).

Once all the sections have been filled out for that page, click the [Next Page](#) button to start annotating the next page in the story, beginning again at Step 1. Complete Steps 1-4 for all pages in the story, clicking [Next Page](#) once a page is completely annotated. If any information from the tasks is missing, these will be highlighted so you can fill them out before moving onto the next page.

If there is any need to go back to a page that was already annotated, use the [Previous Page](#) button to go back one page in the story. All the annotations on previously annotated pages will have been saved. However, there are two sections at the top of the page [Characters seen so far](#) and [Locations seen so far](#) that will keep track of all the characters and locations you have described on previous pages to help you remember which labels are assigned to specific locations and characters.



If you need to completely restart the annotation task from Step 1, use the “Reset Page” button. This will get rid of all the annotations completed so you can start from scratch.

Reminder: please use the controls on the CAT to navigate between pages and stories, and do not refresh or go backwards or forwards using the browser controls!

If the annotation tasks get “stuck” (for example, the “indicate characters” button doesn’t work), please use the “Reset Page” button to start the annotation task again from Step 1 for that page - or see more specific instructions on how to solve this problem in Step 2 and Step 3.