Instructions and Examples
Outlining Animate Image Areas Task

Please refer to these instructions and examples throughout the study as needed.

Summary on how to use the interface:

- **Click** directly on the comic image to add a point.
- Lines are drawn from the previous point to the next point.
- Use the **Backspace Key** to erase each line to the last point.
- Press the **Enter Key** to end the outline. This will generate a number on the online, and a numbered purple block on the corresponding section.
- Use the **Remove Last Outline** button in a section to completely erase the last completed outline.
- If you are unsure whether a depiction is animate or not, outline it, and describe it and why it is ambiguous in the **Text Box** at the bottom of the page. If you are confident with all your outlines, erase the text in the box and leave it blank to move to the next page.
- Try to be as accurate as possible when making your outlines, and just do your best on difficult outlines.
- Make the outlines in the **order that you naturally read or see them on the comic page**.
- Keep in mind that an entity that is not animate in one panel may become animate in a later panel!

Definition of Animate v. Inanimate

The definition of animate for this study is: **a depiction of an entity that displays human or higher animal-like behaviours, or can communicate autonomously and move intentionally.**

("higher animal-like behaviour" refers to behaviours displayed by mammals, birds, reptiles etc. - basically, animals that have sentience and intentions)

This is **not** a biological understanding of animate. When determining if a depiction is animate, go through this list of questions below. If the answer to any of them are "yes", then it is considered animate and should be outlined.

1. Is the entity showing human or higher animal-like behaviours (talking, thinking, sleeping, running, planning, building, using tools, etc.)?
2. Can the entity communicate on its own, through its own volition?
3. Can the entity move on its own, through its own volition?

Examples:

Depictions that can be described as such should be considered animate and be outlined:

- **A talking tree** (because it is showing human-like behaviour and communicating through its own volition)
- **A wolf** (because it displays animal-like behaviours)
- **A sleeping teacup** (because it displays human-like behaviour)
- **A zombie** (because it displays human-like behaviour and can move through its own volition)
- **A sentient Artificial Intelligence** (because it communicates through its own volition)
- **A dragon** (because it displays animal-like behaviours)

These depictions that can be described as such should **not** be considered animate and should **not** be outlined:

- **A tree blowing in the wind** (because although it is moving, it is not moving through its own volition)
- **A sea sponge** (because although it is an animal, it does not display higher animal-like behaviour, and does not move or communicate through its own volition)
- **A dead wolf** (because although it was once alive, it now does not display higher-animal behaviours, and does not move or communicate autonomously)
- **A supercomputer** (because although it may appear to have human-like behaviour, it cannot communicate through its own volition)
- **A self-playing piano** (because it does not move or communicate through its own volition)
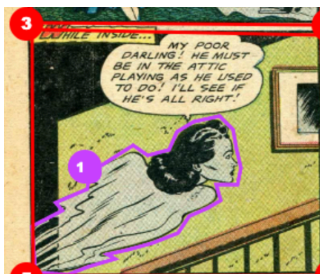
Example Outlines

Sometimes an animate being will be depicted across a discontinuous area on the image. For instance, the animate being depicted may have something shown in front of it, or only parts of the being are shown while is outside of the panel. In these cases, **try your best to capture the area in one outline**. If the animate being is holding an object, try your best to include as little of the object as possible in the outline. See some examples below.


Example 1: In this image, the woman's arm overlaps the man which breaks up the area of the man on the page. Outline as much of the man as possible without making a separate outline.

Example 2: In this image, the woman is mostly outside of the panel, partially covered by the speech bubble, and is also holding an object. In cases like this, you would try to keep the outline as close to the woman as possible while not including the objects and speech bubbles.

Example 3: This image depicts a humanoid ghost. Ghost are not alive and therefore do not technically fit the definition of animate (which means being alive). However, the ghost can move and communicate, and therefore should be outlined as an area on the page showing an animate being.
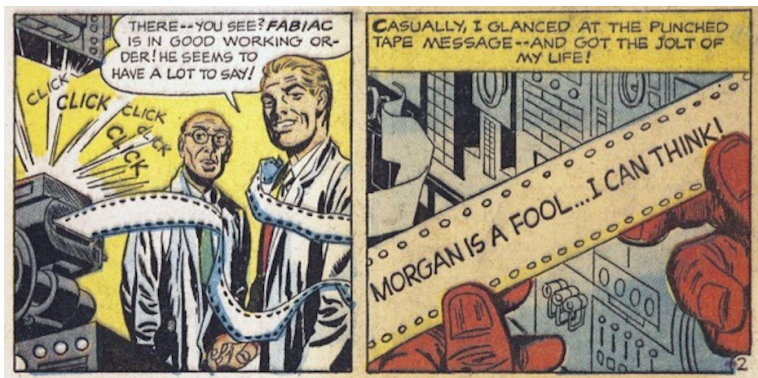
Example 4: This pair of panels shows two scientists that are examining a large computer they programmed. In the first image, the part of the computer shown appears inanimate as it's a regular computer. The second panel, however the computer appears to communicate autonomously. Therefore, in the first panel, the computer would not be outlined, while it would be outlined in the next panel (The actual outlines aren't shown here).