

## Annotation Scheme

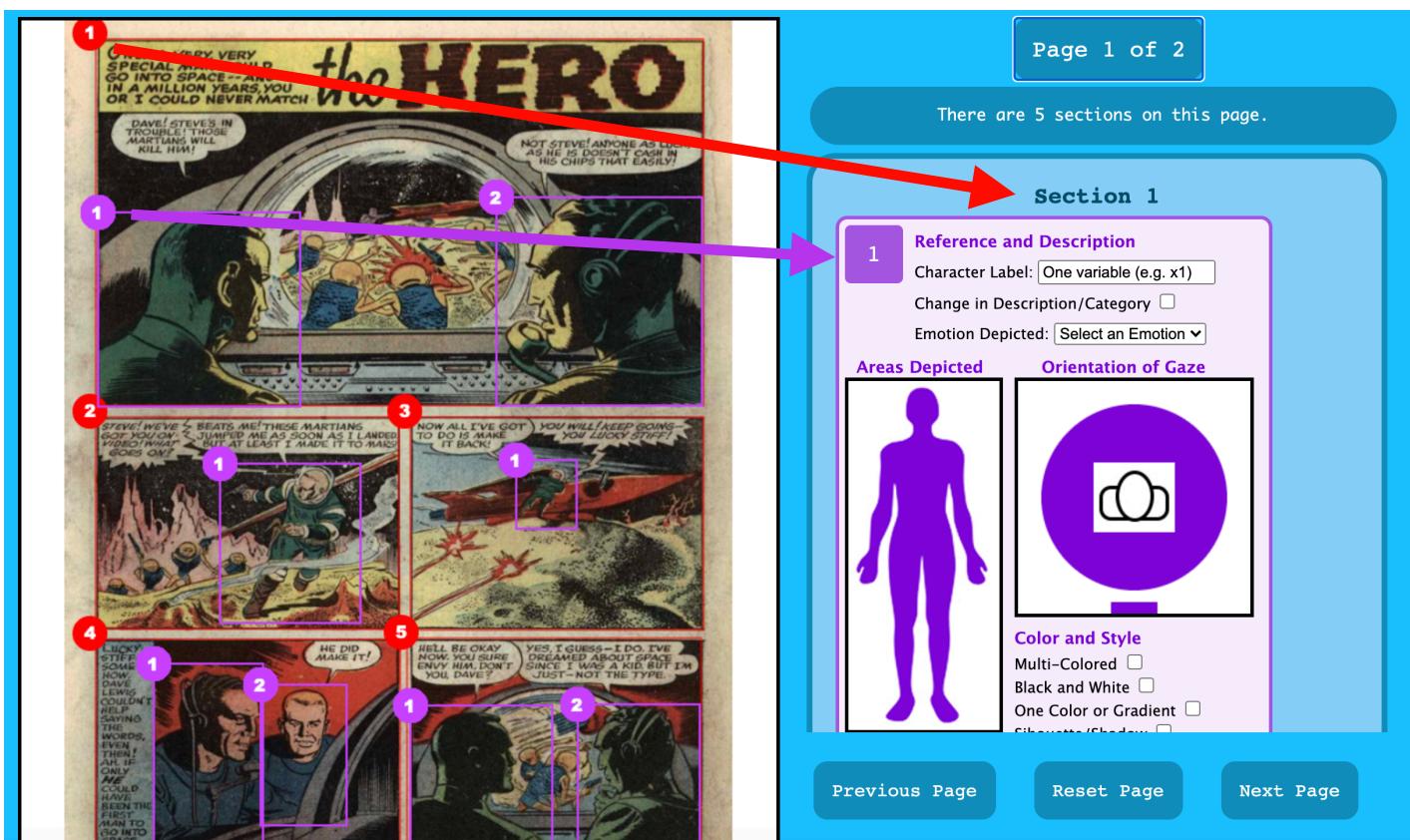
## Character Features in Comics using the Comics Annotation Tool (CAT)

## Overview:

The Comics Annotation Tool (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, which are displayed one at a time on the left side of the webpage. The right side of the webpage presents a series of tasks - scroll up and down to access all the tasks. The same set of tasks are provided for each character outlined on the comic page. These tasks essentially involve typing in or indicating information about characters that are outlined and numbered on the comic page.

In the below image showing the basic CAT interface, note that the task shown on the right side of the page pertains to the character outlined and indexed 1 in purple, in the section indexed 1 in red.

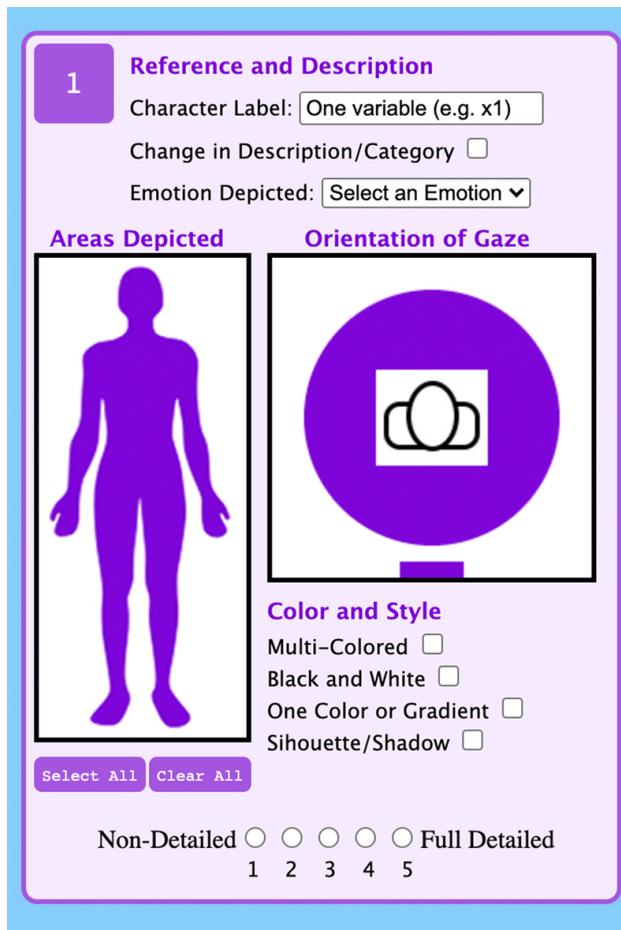


## Tips for using the CAT:

- The CAT works best in a Chrome Browser.
  - Enlarge the browser to take up the whole screen, or as much of the screen as possible.
  - Use the controls on the CAT to navigate between comic pages and stories, rather than using the browser controls to go backwards and forwards between pages, or to refresh the page.

## Character Annotation Tasks:

The below image shows the character annotation task form, which contains each annotation task per character outlined on the comic page. The character index is in the square on the top left of the form, and matches with the outlined character on the comic page per outlined section.



The form is a light blue rectangle with rounded corners. In the top-left corner, there is a purple square containing the number '1'. To its right, the title 'Reference and Description' is displayed in bold purple font. Below this, there are three input fields: 'Character Label:' with a text input box containing 'One variable (e.g. x1)', 'Change in Description/Category' with a checkbox, and 'Emotion Depicted:' with a dropdown menu labeled 'Select an Emotion'. Below these sections are two large rectangular boxes: 'Areas Depicted' on the left showing a silhouette of a human figure, and 'Orientation of Gaze' on the right showing a circular icon with a cloud-like shape. Underneath these boxes is a section titled 'Color and Style' with four checkboxes: 'Multi-Colored', 'Black and White', 'One Color or Gradient', and 'Silhouette/Shadow'. At the bottom of the form are two buttons: 'Select All' and 'Clear All', followed by a row of five radio buttons labeled 'Non-Detailed' and 'Full Detailed' with numbers 1 through 5 underneath.

### Reference and Description:

**Character Label:** Give each character a label that stays with that specific character throughout the whole story. That is, the same label should be used for every instance of that character across all sections and pages. A new label is created when a new character is introduced.

The recommended sequence of character labels as they appear, for n total characters, is x1, x2, x3 ... xn.

**Change in Description/Category:** On the first instance of a character, select the checkbox and provide a simple description of the character using only one or two nouns or adjectives (e.g. Tall woman, bald man). A text input will appear when the box is checked.

In later instances, if a character depicts a change in their fundamental identity, select the checkbox and provide a new short description. For example, if a human character becomes a zombie, check the box on the first instance the zombie is shown and write "zombie". Keep in mind that the character label should not change, and only the description of the character may change.

If a character does not exhibit a change in their fundamental identity, keep the box unchecked.

A change in character description or category is not a change in character colour or drawing style.

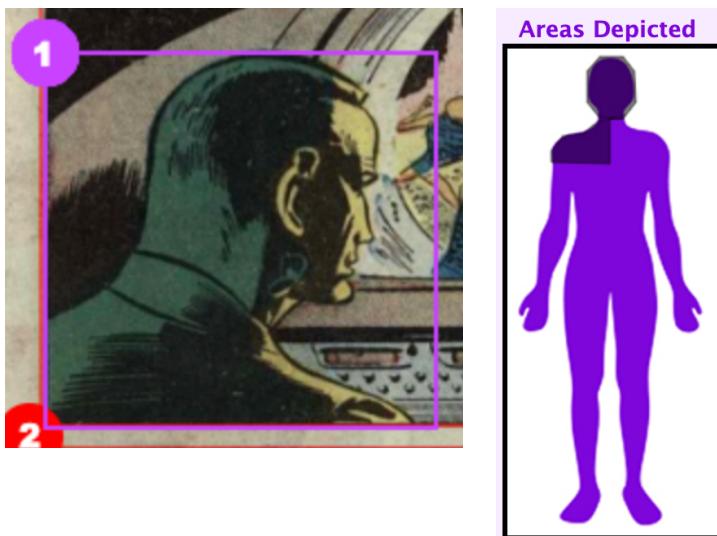
**Emotion Depicted:** Select the emotion from the dropdown menu that most closely describes the emotion that the outlined character appears to be expressing. It is fine to use text and context clues to help determine the emotion.

### Areas Depicted:

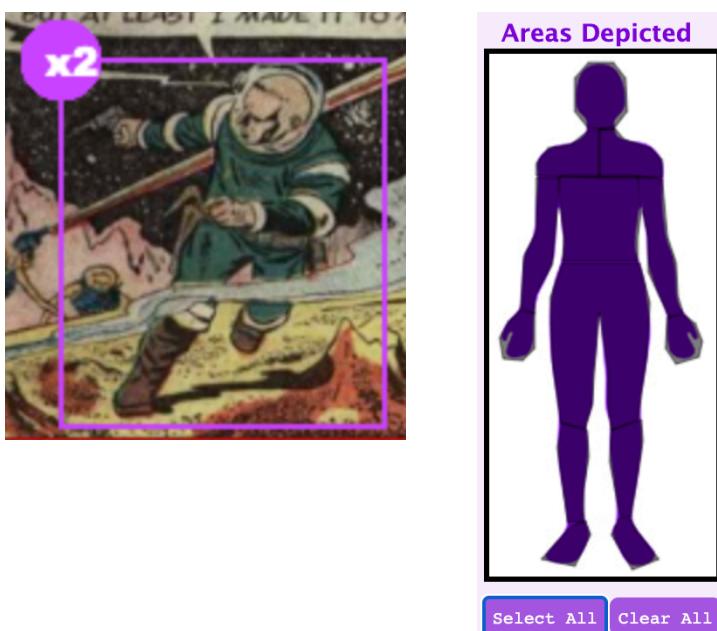
Directly select all the areas on the purple body outline image that most closely resemble the parts of the body shown in the instance of a character. If a character is facing away from the viewpoint, indicate the areas on the purple body outline by imagining the character as viewed from the front.

It may be helpful to think of the panel viewpoint as a camera frame, and to mark all areas of the character that are in the frame. Therefore, if part of the character is covered or obscured (e.g. they are holding an object that covers their arm), that part of the character is technically “on camera” and should still be indicated.

**Example 1:** Head and shoulder are selected. The left shoulder on the outline is selected to reflect the shoulder that is shown if the character were facing forward.

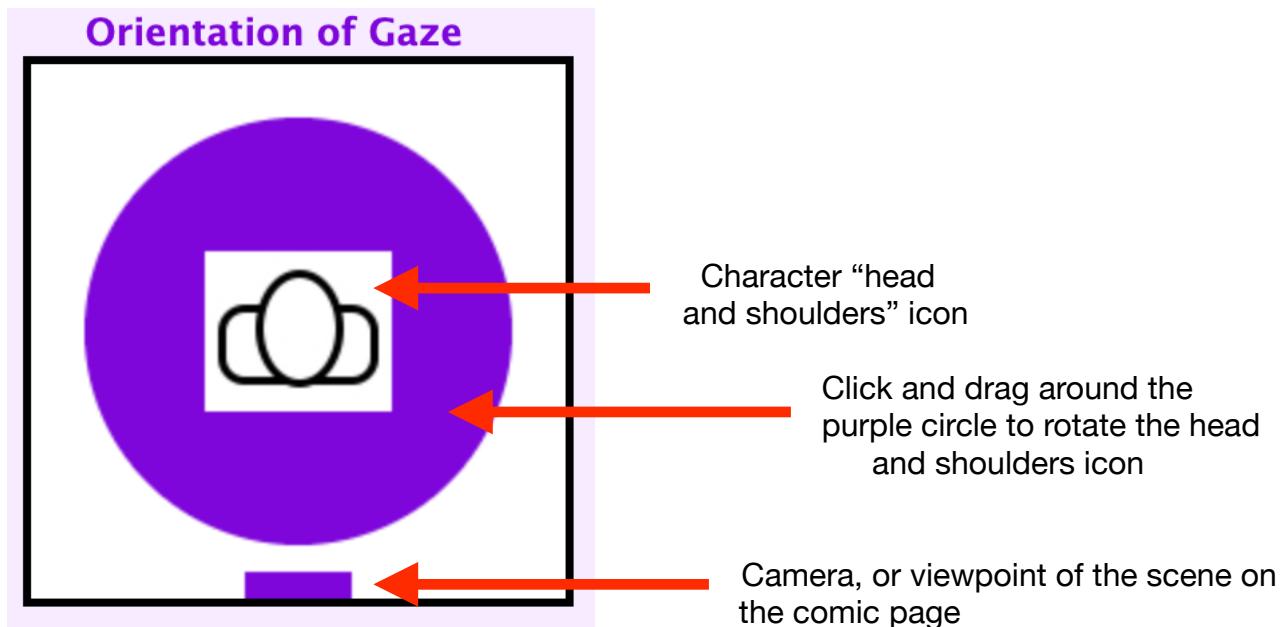


**Example 2:** If the whole character is shown, use the “select all” button below the purple body outline to quickly select all the areas on the outline.



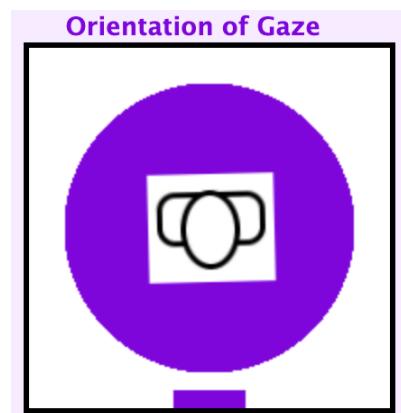
### Orientation of Gaze:

The “orientation of gaze” tool records an approximation of the direction that a character is looking. Drag the mouse around the image in the middle of the purple circle to point the oval that is extended over the rounded rectangle outline in the direction that the character is orientating their gaze and attention.



It may be helpful to imagine looking down onto the scene that is depicted in the particular panel or section of the comic, and think about where the character is looking from a top-down or bird's eye view. The image in the middle of the circle resembles a “head and shoulders” from a top down view, and the purple rectangle at the bottom of the tool represents the “camera” or viewpoint of the scene depicted in the comic.

**Example:** In this panel (labeled 2), the character (indexed 1) is laying down but looking towards the “camera” of this scene. Therefore, the icon should be rotated to face the purple rectangle representing the camera, or viewpoint, of the scene.



## Color and Style:

Select at least one of these choices in this section that best describes how the character appears - try to select just one, but you may select more than one if there is ambiguity.



**Multi-Colored:** The instance of the character is depicted with multiple colors.



**Black and White:** The instance of the character is depicted using black and white. This may also include shades of grey. In other words, the character appears inked and is devoid of any other color besides those on the greyscale.



**One Color or Gradient:** The instance of the character is depicted using just one color, or a gradient with several tones that fills in the character.

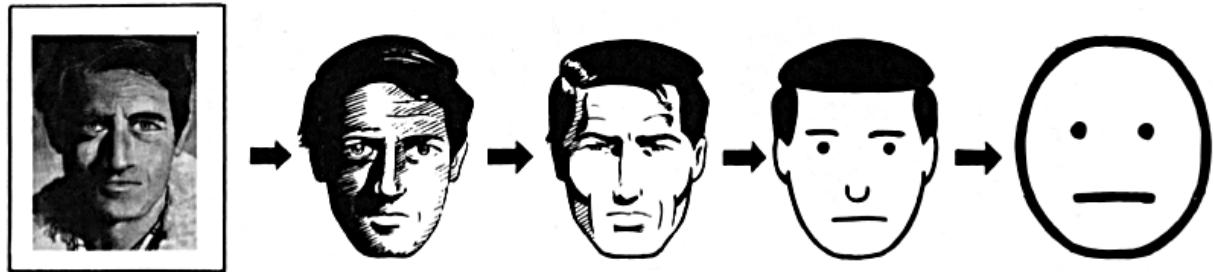


**Silhouette/Shadow:** The character is shown as a silhouette or shadow. This usually appears as the character entirely filled in with black or dark grey.

Non-Detailed to Full Detailed Scale:

Choose how detailed or realistic an instance of a character is drawn from a scale of 1 (non-detailed, very iconic) to 5 (full detailed, very representative).

This illustration of representative to iconic image from Scott McCloud's *Understanding Comics* (1993, p. 36) may be useful.



5 (fully representative)

4

3

2

1 (fully iconic)