

Instructions and Examples

Outlining Animate Image Areas Task

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

In this study, you are to carefully outline every part of each image that depicts an **animate being**. Animate is understood as something that is alive, although some examples on the next pages challenge this idea! A better way of thinking of “animate” is by asking: does this thing have consciousness or sentience, or have the capability and/or the potential to move and communicate autonomously?

You are provided an online interface to directly outline areas on a comic page image. When making the outlines, **do your best to outline them in the order that you naturally read them or see them on the comic page**. This is very important!

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 outline, 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.
- Try to be as accurate as possible when making your outlines, please!

Examples

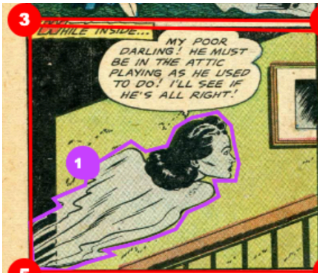
Animate v. Inanimate

There are cases where there are depictions of beings that may not be obviously judged as animate - for instance, zombies aren't alive! In ambiguous cases, think about whether the depiction **has or can potentially have communicate autonomously, or produce motion autonomously**.

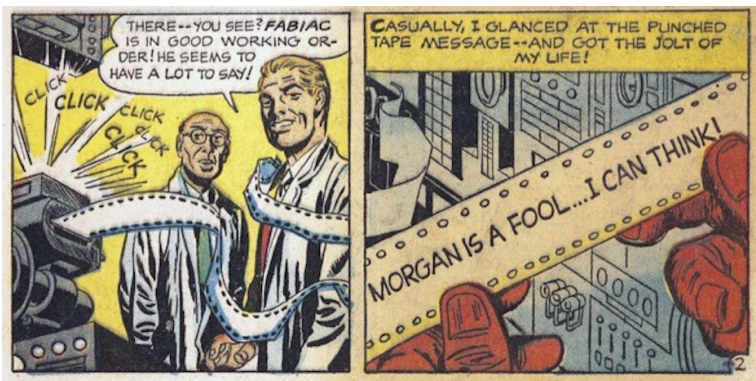
- Examples that **should** be considered animate are: a talking tree, a regular dog, a free-moving fireball with clear intentions, a dead bird (because it had the potential to be animate), an aquatic sponge, a zombie, and a sentient AI.

- Examples that **should NOT** be considered animate are: a tree blowing in the wind, a regular plant, a computer, a book, a car, a self-playing piano, a virus.

Also keep in mind that something that was not animate in a previous panel may become animate in the next panel! This is why it is important to make your outlines **panel by panel, as you would naturally read them**. It is completely fine if something that becomes animate is not outlined in previous panels when it was not known to be animate. See some examples below.



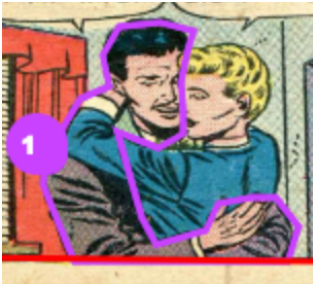
Example 3: This image depicts a humanoid ghost. Ghosts are not alive and therefore do not technically fit the definition of animate (which means being alive). However, the ghost can move and communicate, and therefore should be outlined as an area on the page showing an animate being.



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).

Discontinuous areas

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 it 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.