

Renninger, L. W., Verghese, P., & Coughlan, J. (2007). **Where to look next? Eye movements reduce local uncertainty.** *Journal of Vision*, 7(3):6, 1-17, <http://journalofvision.org/7/3/6/>, doi:10.1167/7.3.6.

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### CODE

This matlab code was used to generate our novel shape stimuli from *base shapes* (see below). We make this code available to you for 1) full disclosure and 2) instruction on how you might make your own “novel objects”. It is not intended to be run as is, i.e., you will need to make modifications for file structure, etc.

### BASE SHAPES

The *base shapes* are originally from the Snodgrass & Vanderwart dataset, with transformation to silhouettes made De Winter & Wagemans as described at VSS 2001:

De Winter, J., & Wagemans, J. (2001). Segmentation of object outlines into parts: From a large-scale normative study to a model [Abstract]. *Journal of Vision*, 1(3):421, 421a, <http://journalofvision.org/1/3/421/>, doi:10.1167/1.3.421.

See also Joeri's webpage:

<http://ppw.kuleuven.be/labexppsy/winterj/>

### SHAPE PAIRS

These are the shapes used in our experiment. The images are scaled to actual presentation size on a 1024x768 screen, with a viewing distance of 80cm. There are 500 shape pairs. The member of the shape pair displayed for study with eye movements is named #.bmp. The shape pair is labeled #\_0.bmp and #\_1.bmp. These smaller versions were used during the matching phase. The location of each member of the pair (top or bottom) was randomized.

**Questions??** Send me email! [laura@ski.org](mailto:laura@ski.org)