

Stimuli:

Level 1 visual perspective-taking task

The material uploaded here are the stimuli used in the following paper:

Samson, D., Apperly, I. A., Braithwaite, J. J., Andrews, B. J., & Bodley Scott, S. E. (2010). Seeing it their way: Evidence for rapid and involuntary computation of what other people see. *Journal of Experimental Psychology. Human Perception and Performance*, 36(5), 1255–66.
doi:10.1037/a0018729

Content of material

We provide here:

- (1) The original pictures (bmp format) of the female and male avatars
- (2) Improved pictures (bmp format) where both avatars wear a black T-Shirt
- (3) The original pictures (bmp format) for the nonsocial control objects of Experiment 3
- (4) The empty rooms (bmp format) which can be used as control or background to insert other types of avatars etc.

Additional information

The pictures were created with Poser 6 (Smith Micro Software) thanks to Luc Vennes.

Filename coding for the human avatars: SX=Self sees X dots; OX=Other sees X dots (with X ranging from 0 to 3); F=Female; M=Male; L=Avatar is oriented to the Left; R=Avatar is oriented to the Right.

Conditions of use

No commercial use is allowed.

Should you use this material for your own research, please cite (1) the original paper (see reference above) and (2) the Figshare DOI.

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