

RESEARCH DESIGN

Experimental Design and Procedure

The experiment was conducted in a laboratory setting. Participants were seated at a computer workstation and viewed the stimulus through a 21-inch monitor. The stimulus was a grayscale image of a 3D object, a rectangular prism, which was rotated around a vertical axis. The rotation was controlled by a mouse. The rotation angle was 0°, 45°, 90°, 135°, 180°, 225°, 270°, and 315°. The rotation speed was 10°/s. The rotation direction was either clockwise or counter-clockwise. The rotation angle and direction were randomized across trials.

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