



Human Evaluation Platform

Task Information

Displays the environment type, elapsed time, and number of answers provided.

Manipulation Tools

Tools to manipulate objects in the scene: move, rotate, and scale.

USER ID
0

INDOOR • 00:41
answered 5

Finish + Next ...

TOOL

Move (W)

Rotate (E)

Scale (R)

OPERABLE OBJECTS

- 1 bed ✓
- 2 table ✓
- 3 table ✓
- 4 lamp ✓
- 5 lamp ✓
- 6 bin ✓
- 7 door ✓
- 8 pillow ✓
- 9 pillow ✓

Operable Objects

Select an object in the scene to edit.

TRANSFORM #7

POSITION

X -2.100

Y 1.200

Z 0.500

ROTATION (DEG AROUND UP AXIS)

Z 0.000

SCALE (UNIFORM)

0.300

Transform Properties

View and edit the transform values of the selected object.

ACTION LIST (4)

#1 pillow

Move (North, 0.7) & Move (East, 0.6)
(-1.4, -0.1, 0.5) → (-2.0, 0.6, 0.5)

#2 pillow

Move (North, 1.4) & Move (East, 0.3)
(-2.5, 0.7, 0.5) → (-2.2, 2.1, 0.5)

#3 door

0.41 → 0.30

Scale(0.73)

#4 table

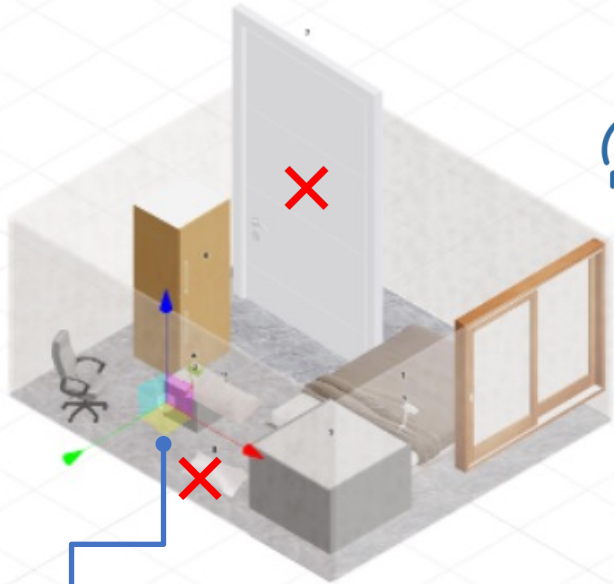
0° → 85°

Rotate(85)

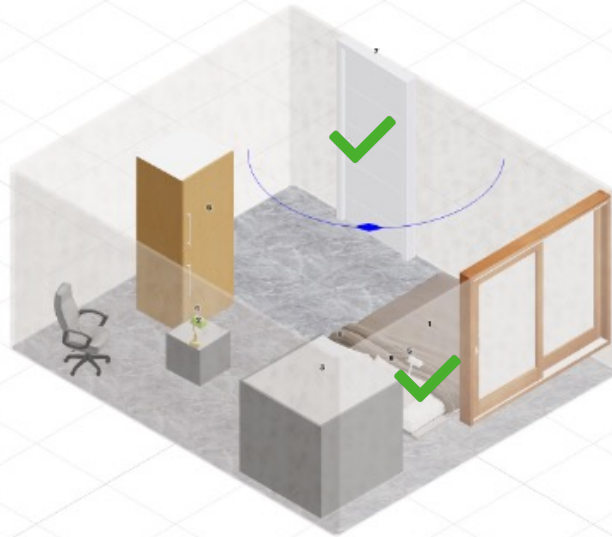
Action List

Chronological list of actions applied during refinement.

Original erroneous scene



Refined plausible scene



Interactive Refinement

Manipulation Tools

Apply geometric transformations to refine the scene.



Perspective Switching

Toggle between top-down and isometric views.

Top (T)

Iso (I)