




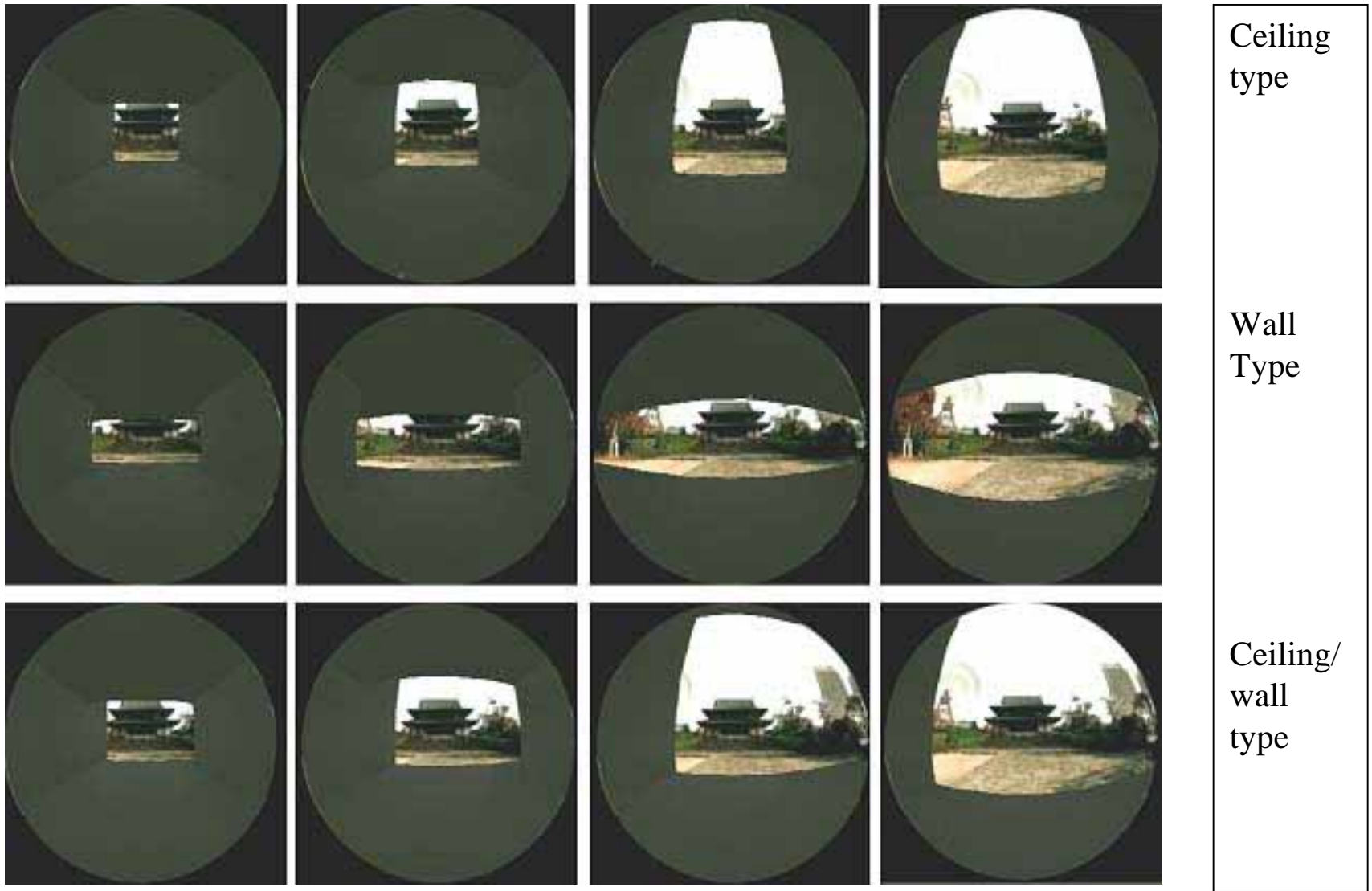
scene	scene	scene	scene
visual stimuli			
characteristics	many components are scattered over the scene	components are located on both sides of the scene	components are located in the center and on both sides of the scene
components of the scene	trees/old apartments / high-rise buildings	sea/blue sky /high-rise buildings	temple /high-rise building / Ferris wheel

Figure 1 The three outdoor scenes used in the experiment

	symmetrical type	asymmetrical type		
		ceiling type	wall type	ceiling/wall type
shape		<p>movie</p>	<p>movie</p>	<p>movie</p>
surface characteristics	all surfaces have equal length	the ceiling is shorter than the walls	the walls on both sides are shorter than the ceiling	the ceiling and the wall on the right are shorter
movement of the occluding edges	the occluding edges move uniformly on all sides and disappear at the same time	the occluding edge at the top moves faster and disappears at an earlier stage	the occluding edges on both sides move faster and disappear at an earlier stage	the occluding edges at the top and the right-hand side move faster and disappear at an earlier stage

Figure 2 The four exit spaces used in the experiment



4 seconds → 6 seconds → 8 seconds → 10 seconds

Figure 3 Movement of occluding edges for the three asymmetrical types of exit space (scene)



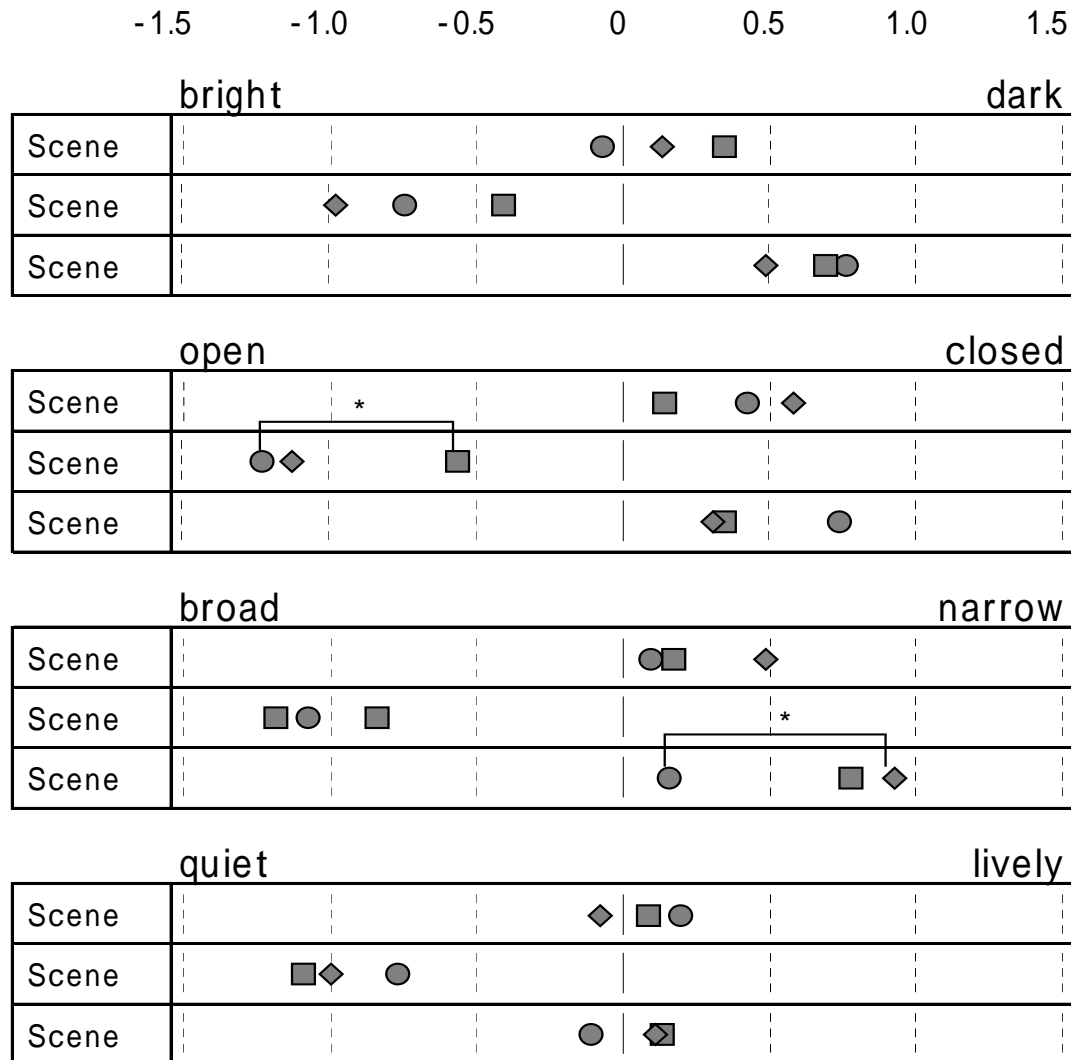
Eye-mark recorder

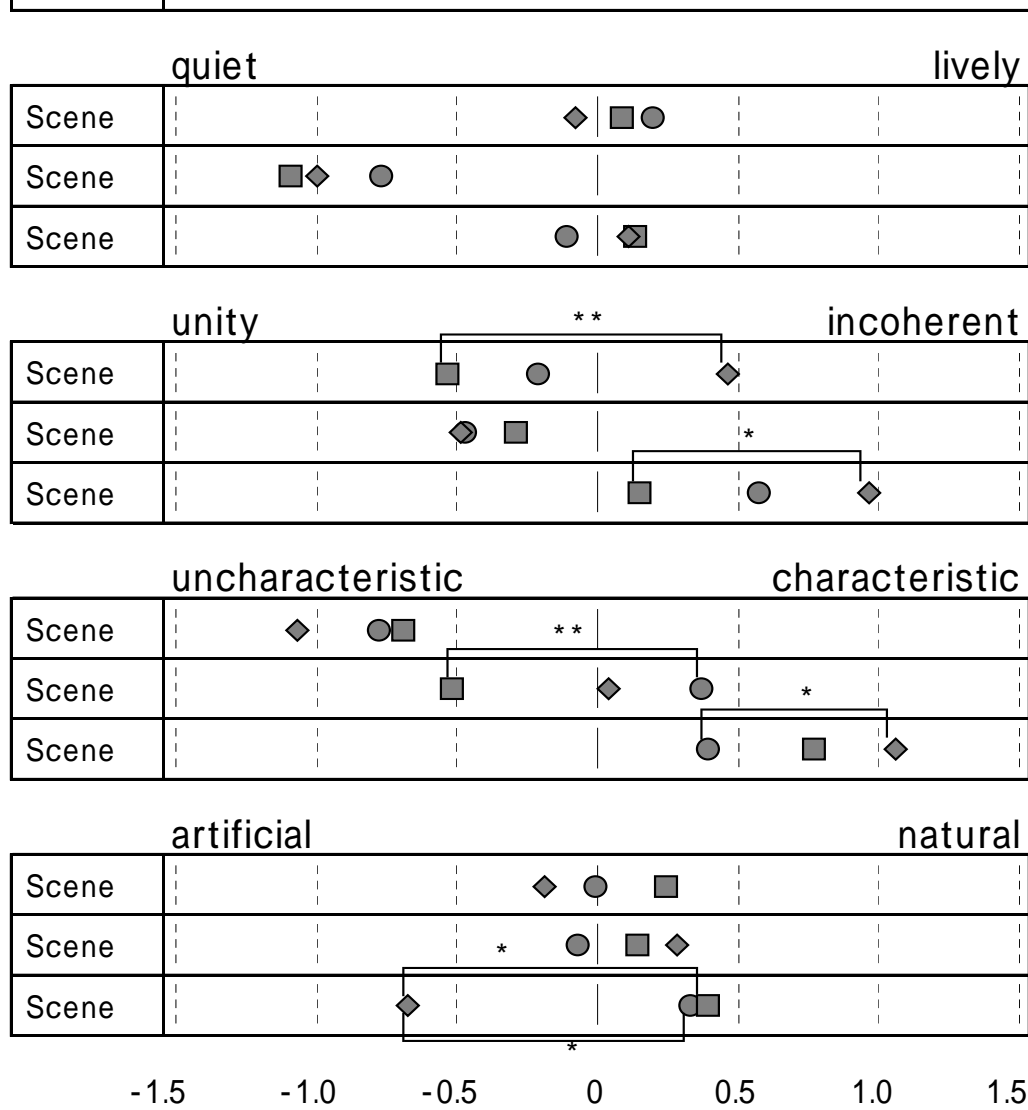


Figure 4 The orthographic projection screen

Figure 5-1 Differences in overall impression ratings according to exit space type

● Ceiling type ■ Wall type ◆ Ceiling/Wall type * p<0.05 ** p<0.01





● Ceiling type ■ Wall type ◆ Ceiling/Wall type * p<0.05 ** p<0.01

Figure 5-2 Differences in overall impression ratings exit space type

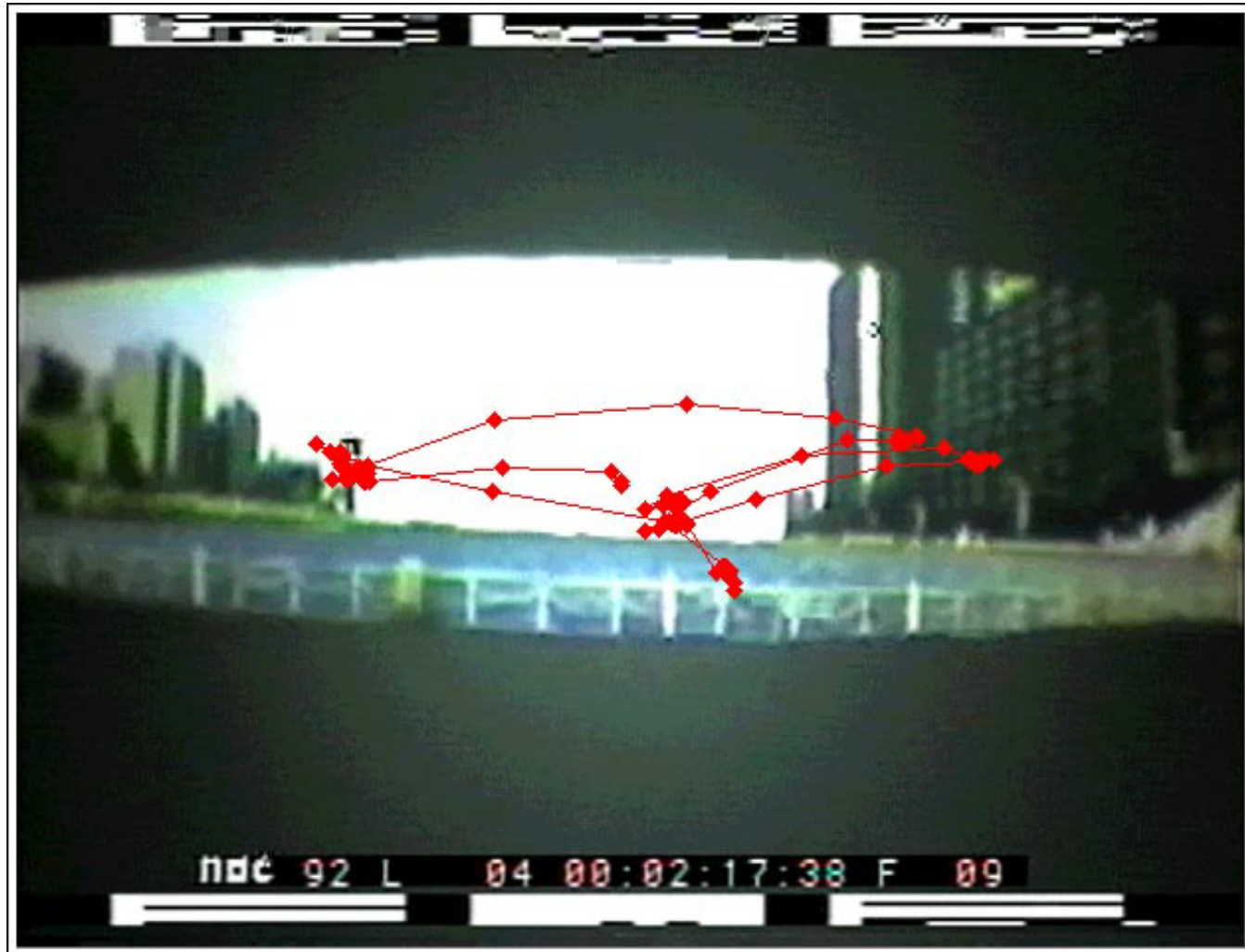
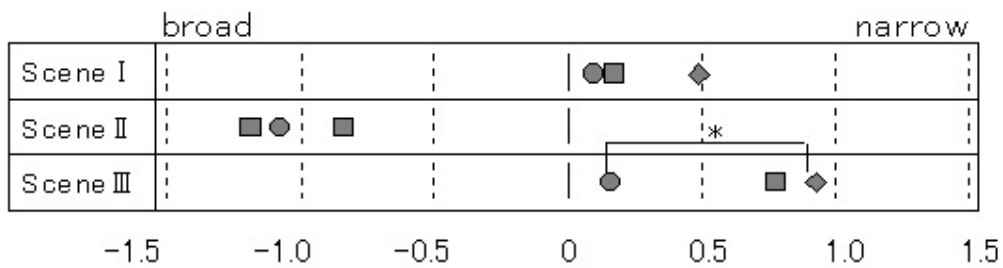
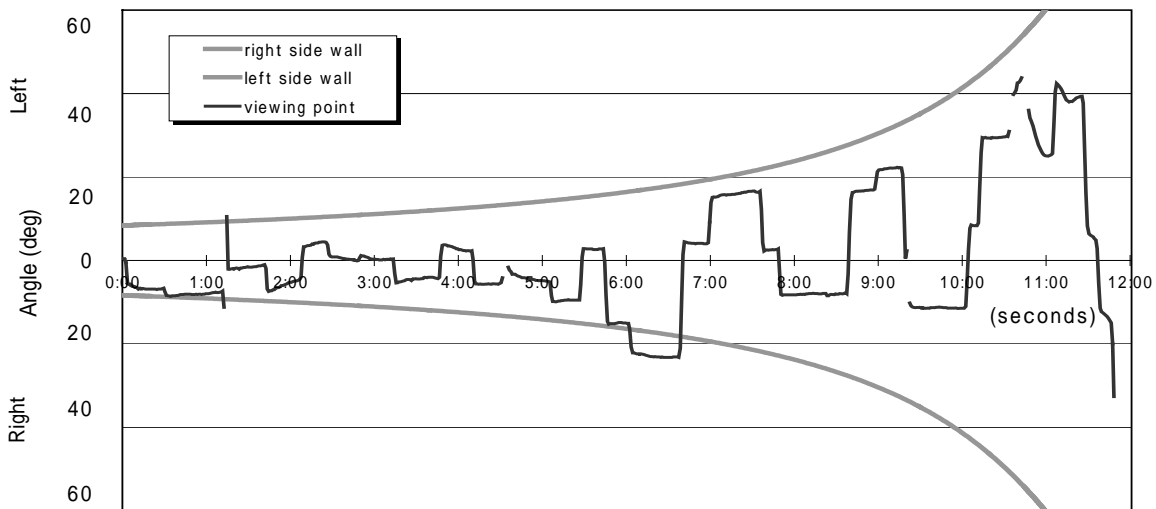
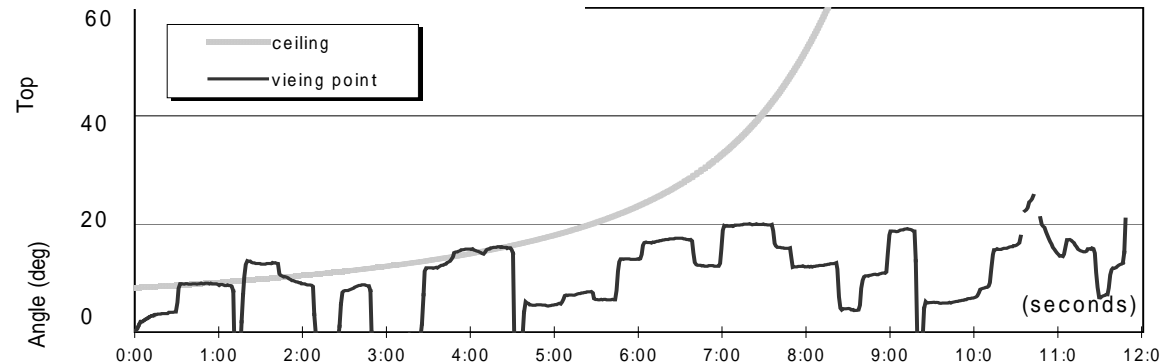


Figure 6 An example of an eye movement trace (scene II, wall type)



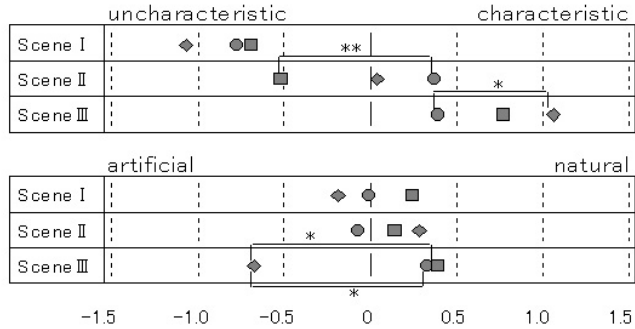
● Ceiling type ■ Wall type ◆ Ceiling/Wall type



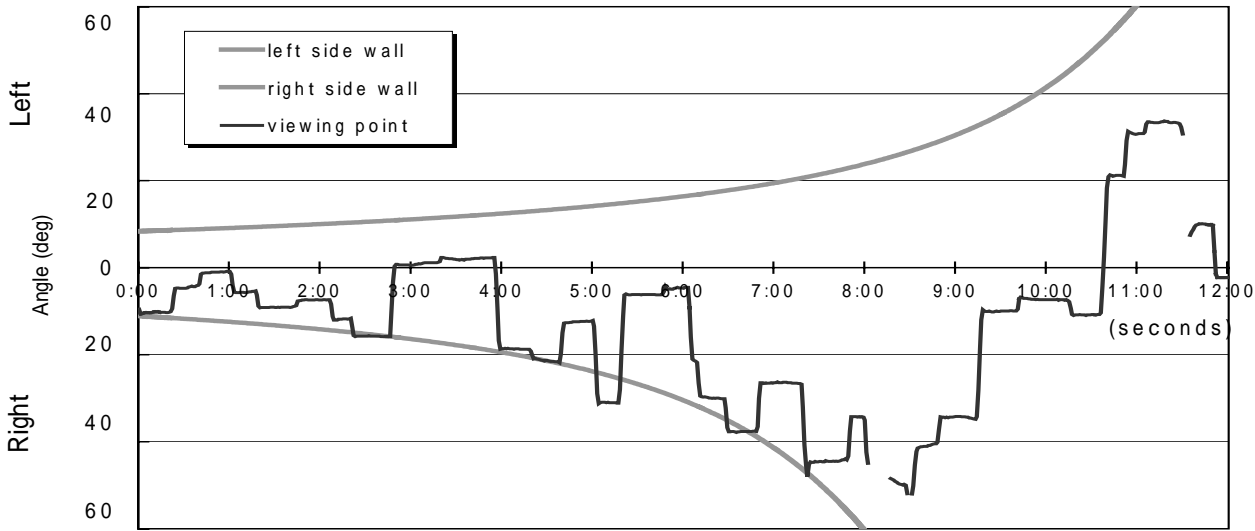
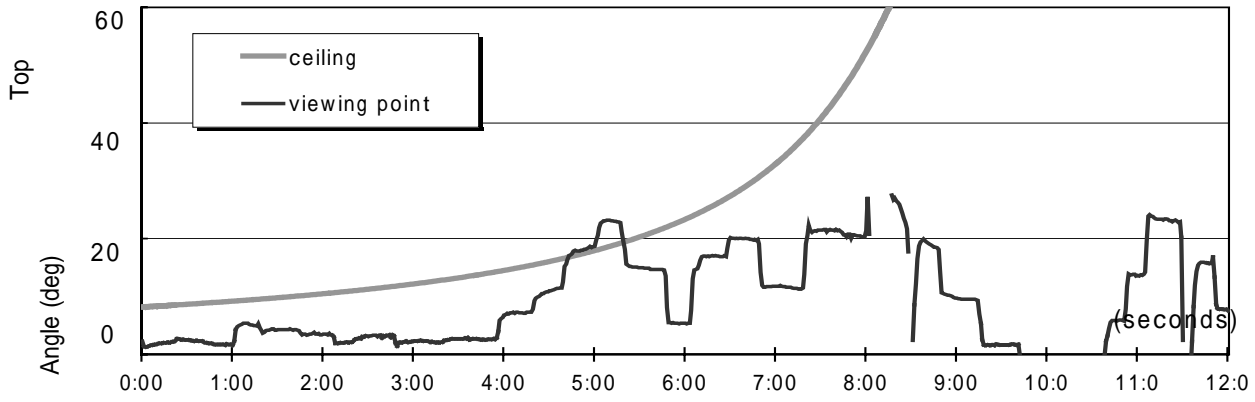
1. Ceiling type
-Scene III
(subject F-5)

[movie](#)

Figure 7-1 A typical eye movement trace



● Ceiling type ■ Wall type ◆ Ceiling/Wall type



3.Ceiling/wall type
-Scene III
(subject E-4)

[movie](#)

Figure 7-3 A typical eye movement trace