



 KEYMAKR

# Annotation Precision Levels





- **Precision level 1+** is applied when detailed, high-precision annotation is required. The labeling is affixed **strictly to the object** at this level.  
*Using significant zoom for detailed annotation and revealing all the necessary features.*
- **Precision level 1** is applied when detailed, high accuracy annotation is required. The labeling is affixed with a **1-4 pixel spacing** at this level.  
*Using significant zoom for detailed annotation and revealing all the necessary features.*
- **Precision level 2** is applied when a detailed annotation with less precision is needed. At this level, the labelings are marked with a **small gap** of 3-9 pixels between the objects and the annotation boundaries. *Working at medium zoom. Less attention is paid to the detection of invisible/distant/overlapped objects.*
- **Precision level 3** involves **even less precise annotations** that do not include detailed labeling of the objects. *The zoom is practically not done. Annotation of the main objects, ignoring objects in the background, overlapped and hardly noticeable objects.*
- **Precision level 4** assumes a general annotation with objects detection, without detailed labeling

Precision level is directly related to the velocity of annotation. The lower precision level, the faster the annotation will be done

All precision levels are conditional and might be adjusted to **client's needs**



# Bitmap annotation

Precision level 1+





# Bitmap annotation

Precision level 1



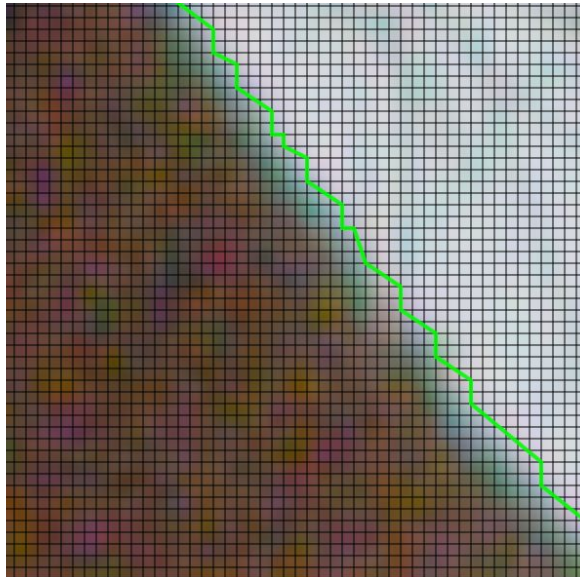
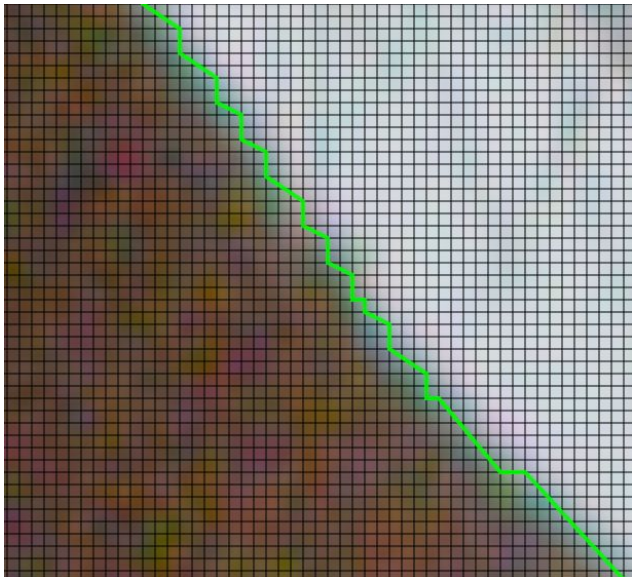


# Bitmap annotation

## The difference between precision level 1+ and 1

**Precision level 1+** is applied when detailed, high-precision annotation is required. The labeling is affixed **strictly to the object** at this level. **The smallest gap is unacceptable.**

**Precision level 1** is applied when detailed, high accuracy annotation is required, which is carried out along the boundaries of the object. However, a gap of up to 4 pixels is allowed.





# Bitmap annotation

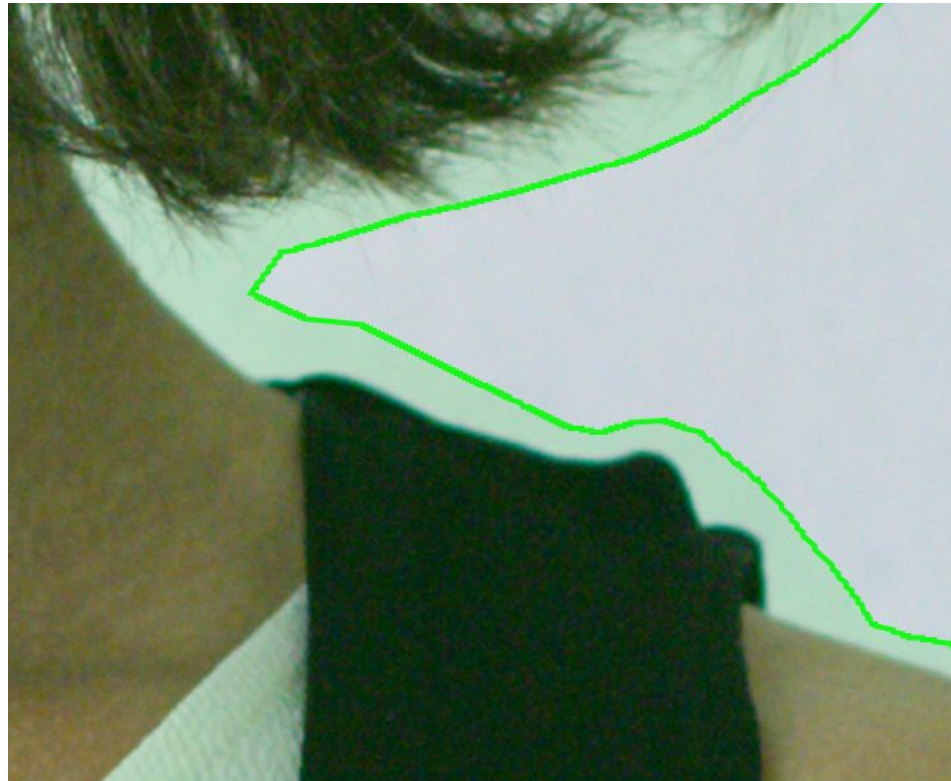
Precision level 2





# Bitmap annotation

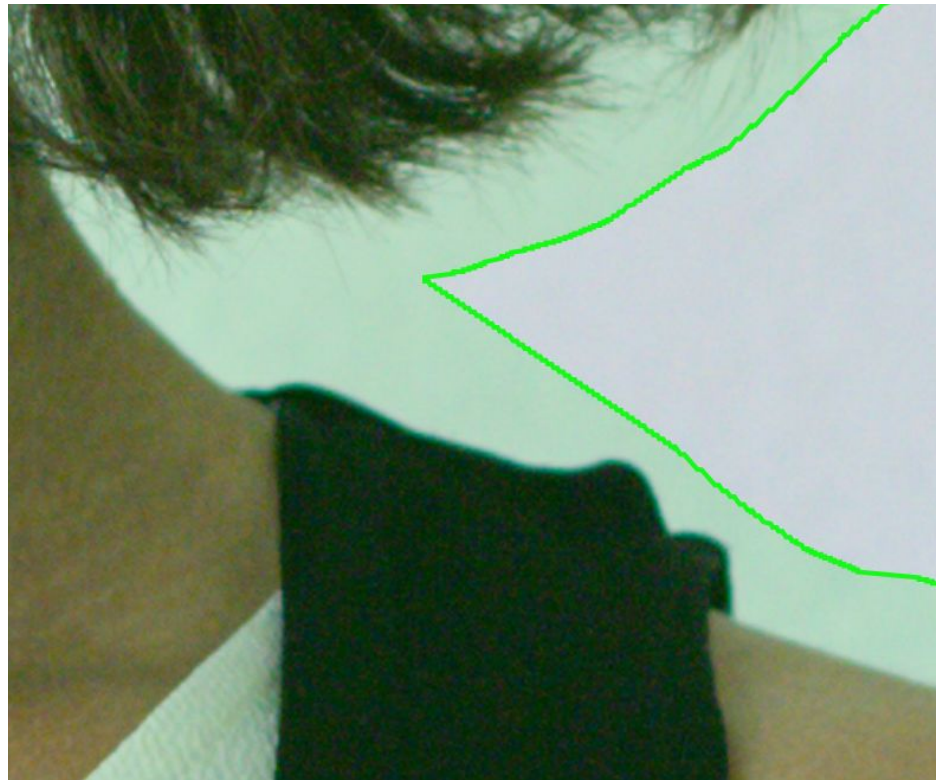
Precision level 3





# Bitmap annotation

Precision level 4







# Bounding box annotation

Precision level 1+





# Bounding box annotation

Precision level 1





# Bounding box annotation

Precision level 2





# Bounding box annotation

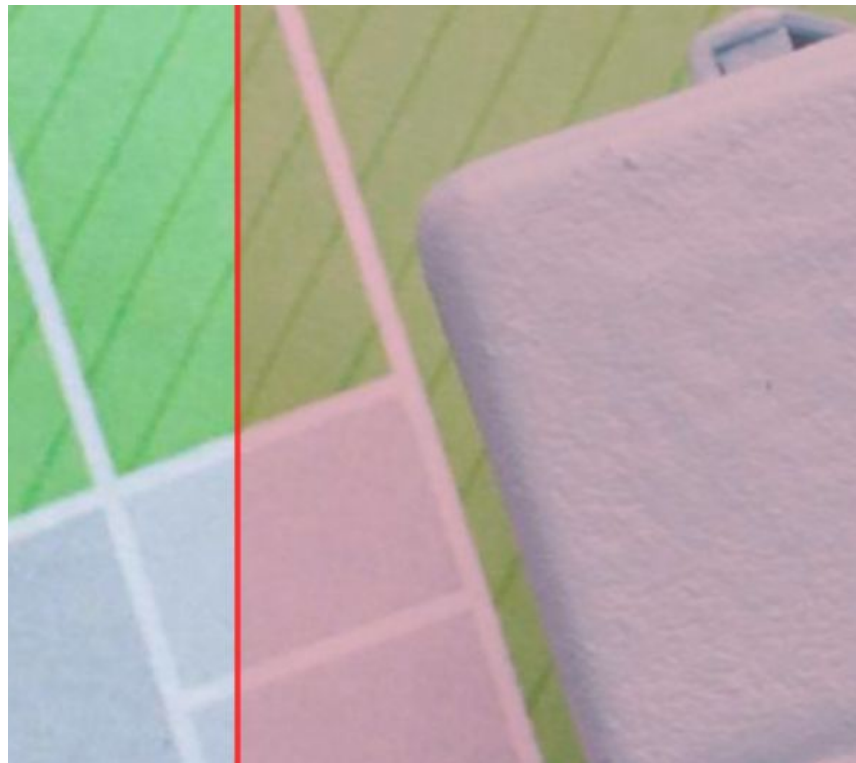
Precision level 3





# Bounding box annotation

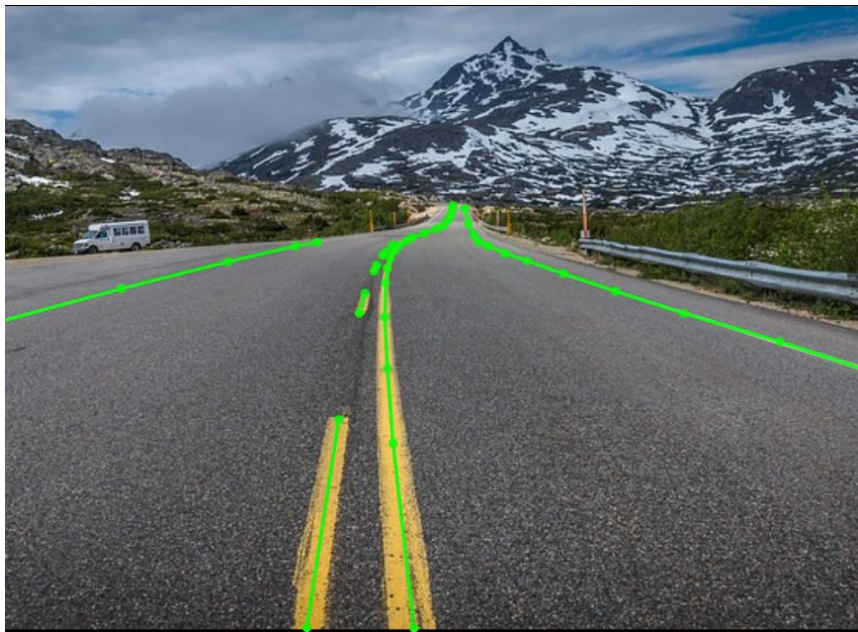
Precision level 4



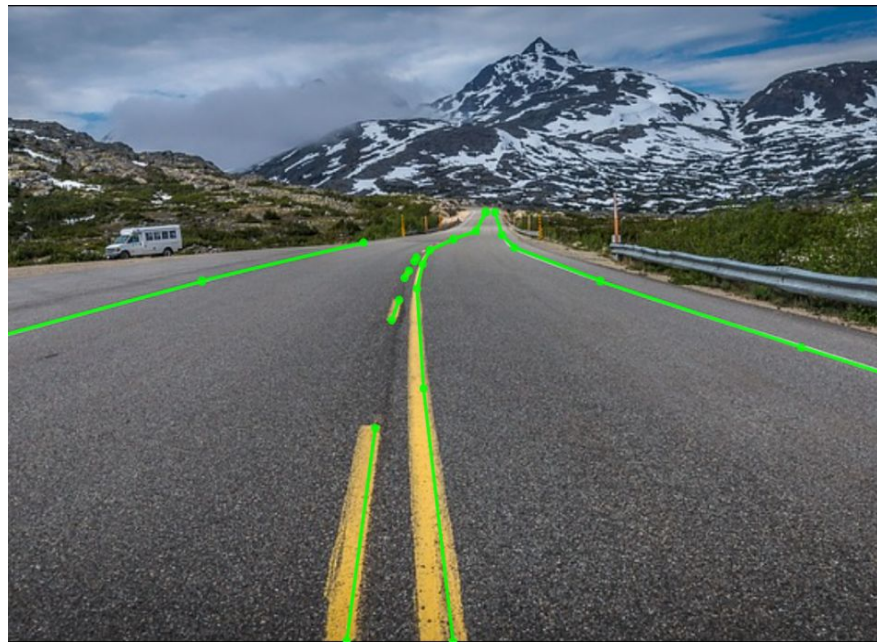


# Multiline annotation

**Precision level 1**



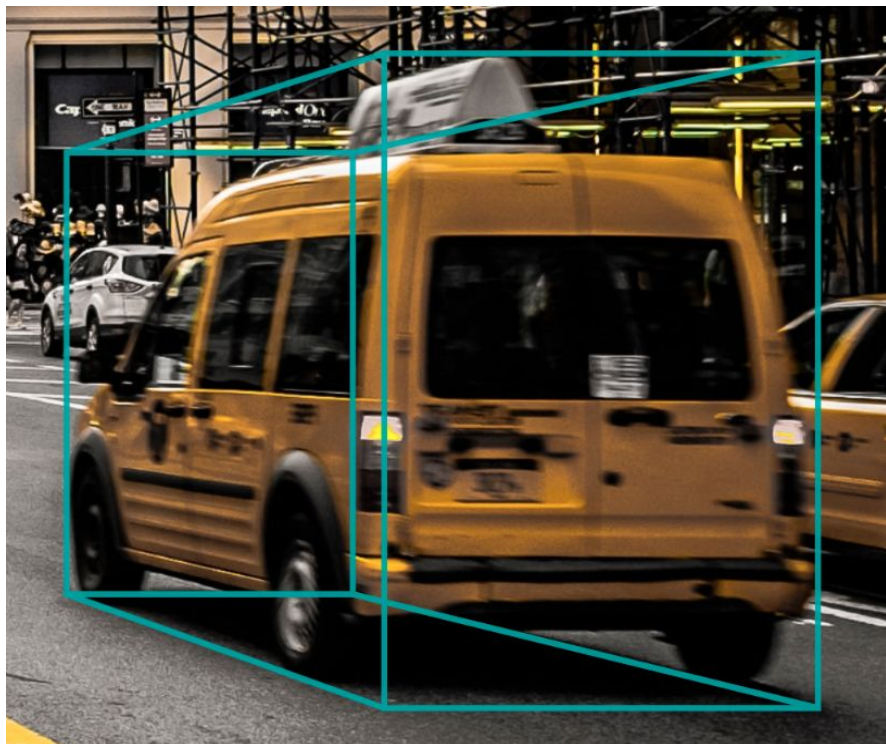
**Precision level 2**





# Cuboid annotation

Precision level 1



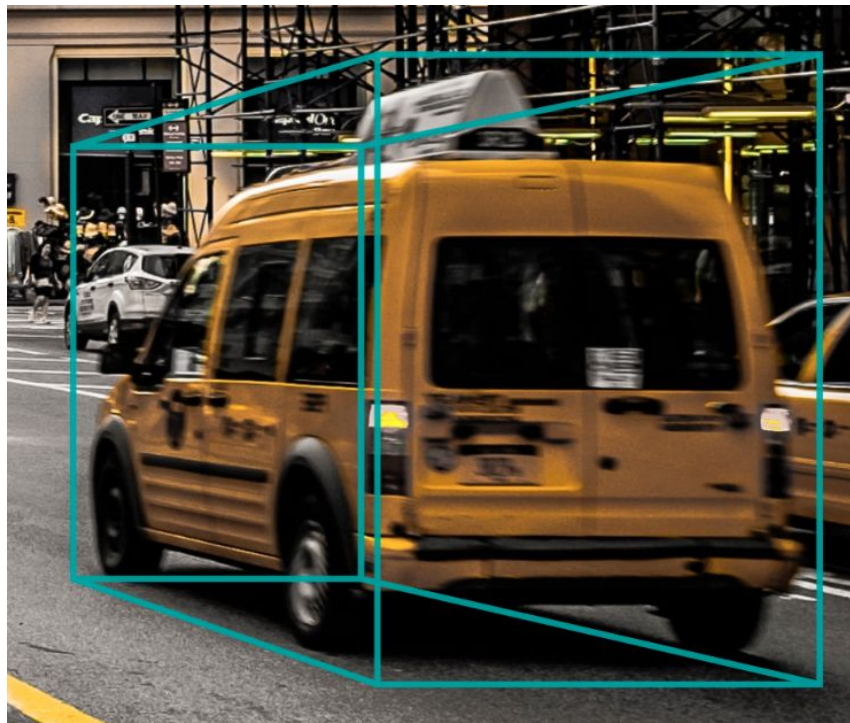
Precision level 2



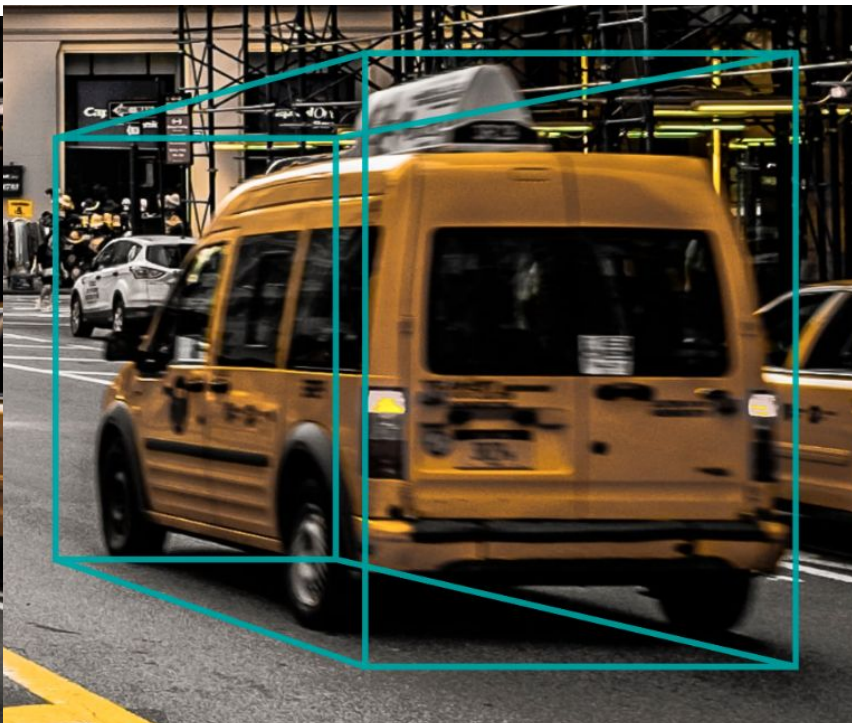


# Cuboid annotation

Precision level 3



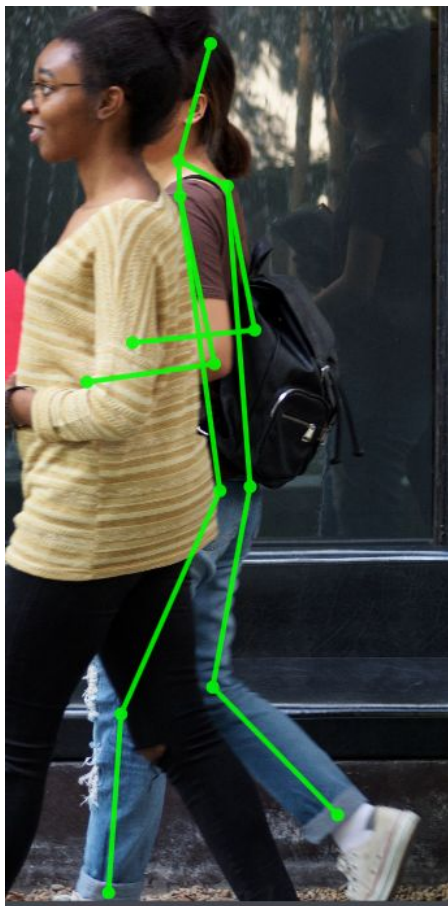
Precision level 4







# Skeleton annotation



For the "Skeleton" object precision levels do not apply, since the annotation is made due to client's needs.