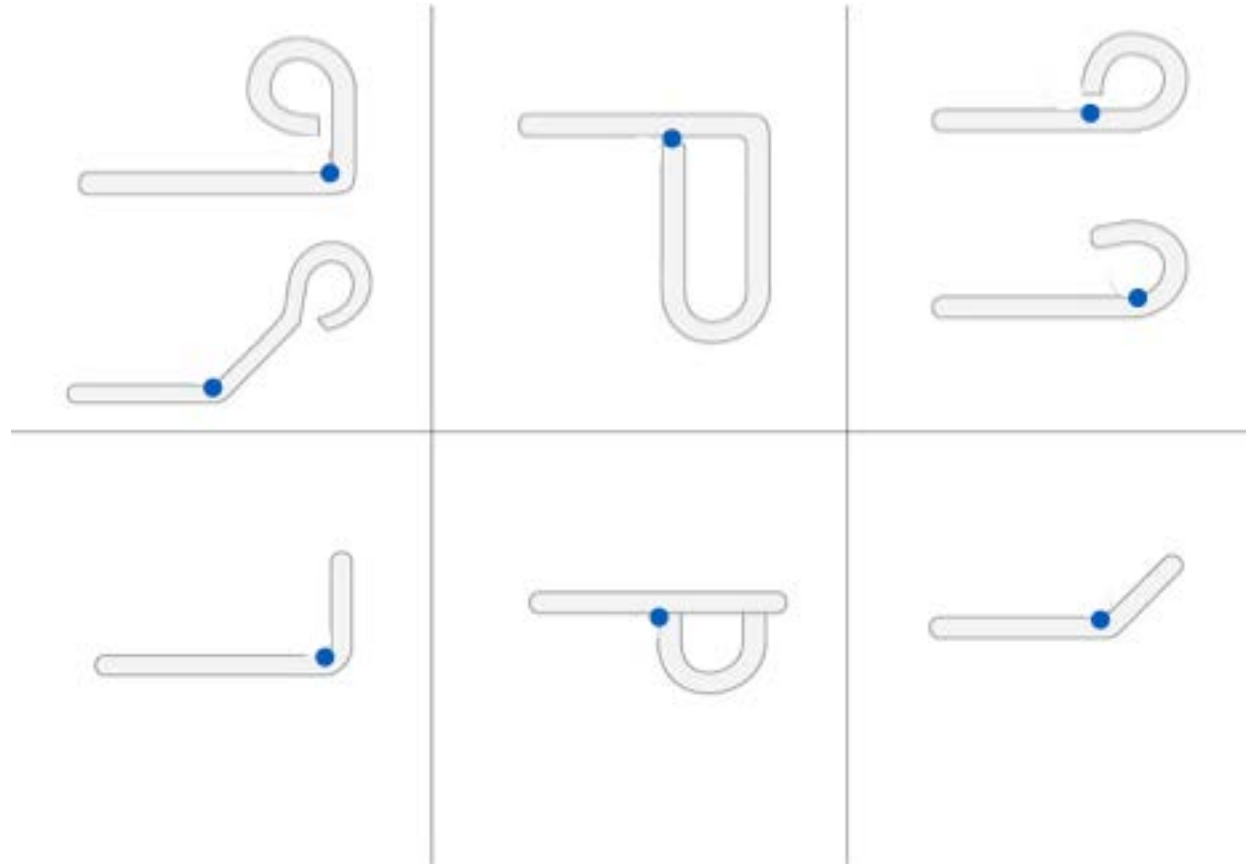


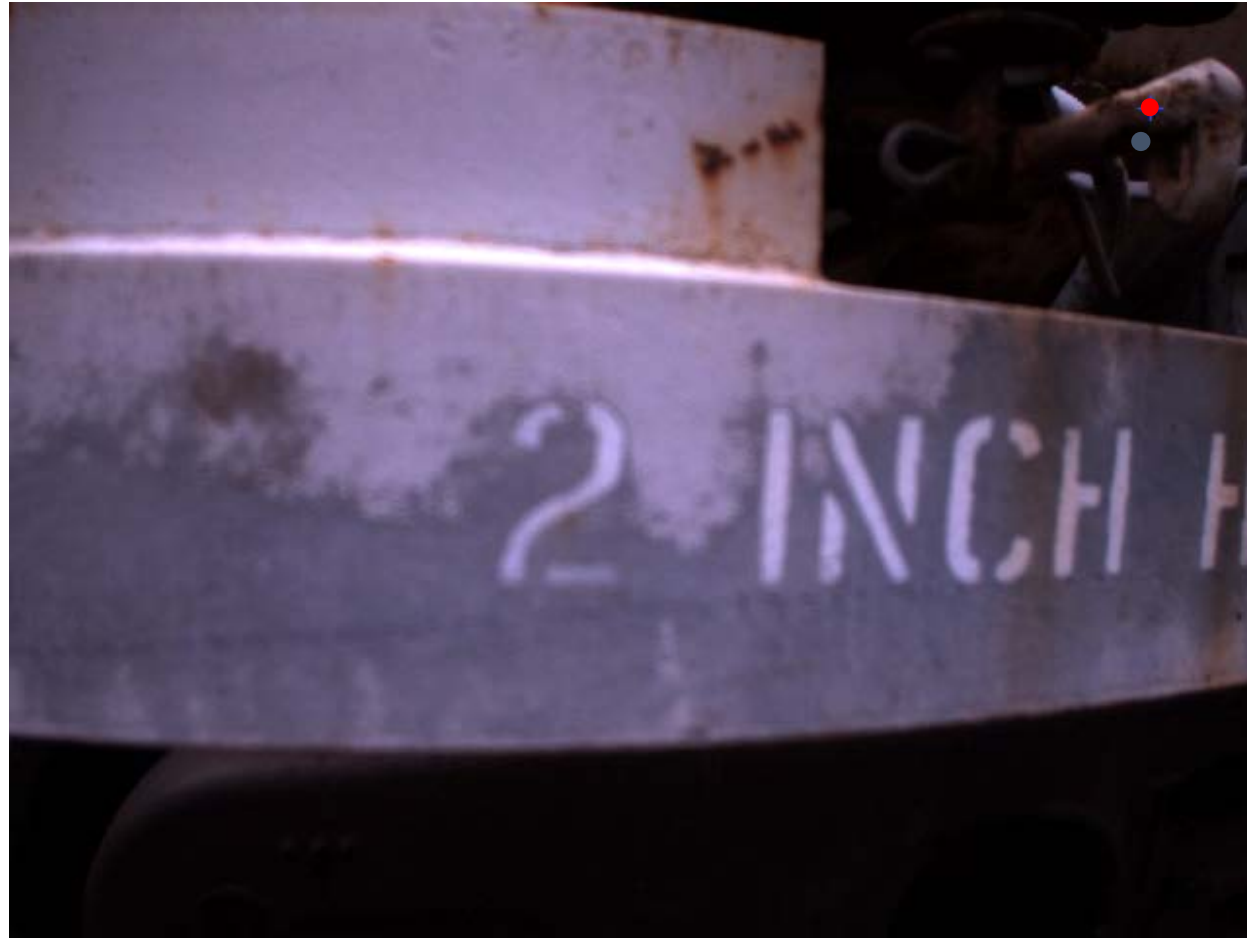
We want to mark the point on the brake lever where two parts meet.



If the point of intersection is partially occluded by the end feature, try to get as close to the point of intersection as possible



Annotate the surface of the rod, not the middle (blue, not red)





If the point of intersection is fully occluded by the end feature, try to get as close to the point of intersection as possible even though you will not mark the actual point of intersection

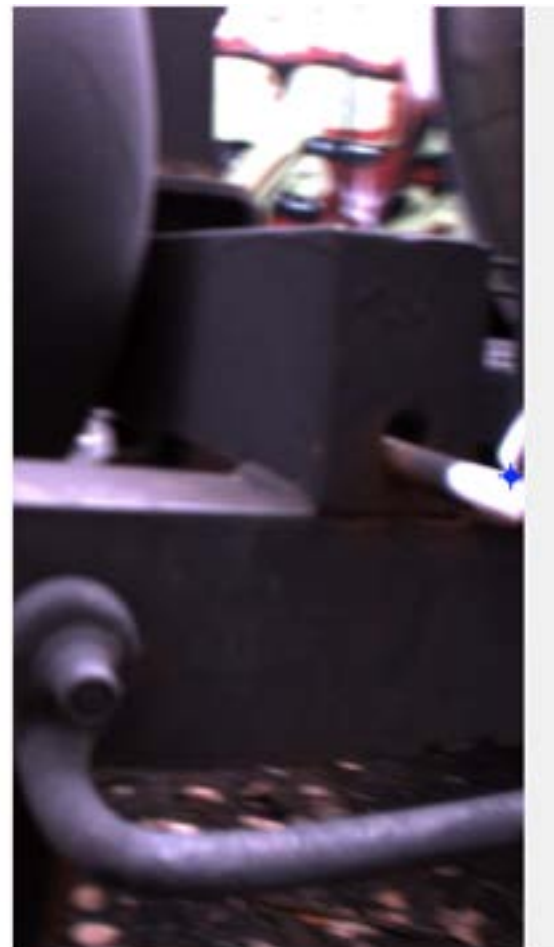
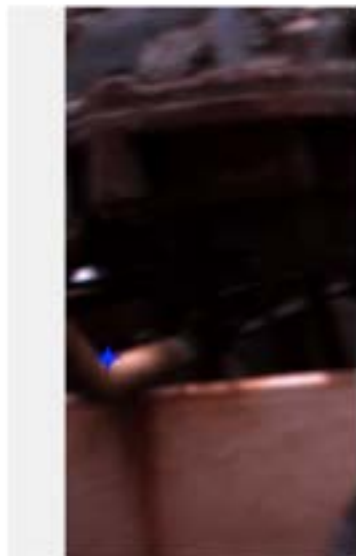




If the point of intersection is fully occluded by the end feature and camera is looking at the end feature head-on, mark the point in the middle of the visible part.



Annotate any frame where the point is visible, even if most of the end feature is not





“L” rods with painted end features are deceptive. Orange is WRONG, annotate at the blue point



Some pictures are very hard even for humans. Move around in the clip to find the right spot, then go back and annotate each frame. Do your best.



Some bends are weird looking. First bend in the rod is the right answer, even if it's not a right angle.



Remember, if the end feature points back at the rod, annotate where it points to, not the bend



Don't annotate when the annotation point is off-screen, even if most of the rod and end feature are on screen

