When coding, '0' always indicates that the condition is not met, '1' always indicates that the condition is met. For a consistent, coherent coding, please go through the images one code at a time, i.e. one column at a time, not one drawing at a time.

1. Anthropomorphism of the god drawing

Before assessing anthropomorphism, the drawings are divided into five categories. For the first five columns, the drawing must be placed in one of the following categories (only one of the five is correct):

a) Being = the drawing shows at least one anthropomorphic or non-anthropomorphic creature or body part in the role of a god (e.g. an eye, see images 161, 175), including plants and animals in cases where the plant or animal is clearly in the role of a god. Examples include: a tree with a fruit tree halo, a dove with a glory.

Some cases may be questionable. For example, a non-anthropomorphic drawing of a being in the role of a god could be considered to be a drawing of a being, e.g. in Figure 140, where the central tree is in a cosmic setting - if the ground on which it stands is a reference to the sun because of the yellow colouring. Or it could be a reference to the story of the withered fig tree (Luke 13:6-9), in which case it could be a natural image. Use your judgement.

If the living creature in the picture is not in the role of God, then the drawing is not a creaturely drawing, because at this point it is the way in which God is represented that is to be judged, not other things in God's environment, such as man or animals. An example of this is picture 192, where the head in the centre and at the bottom of the picture from the back probably represents a man's decision to enter the gates of heaven or hell.

For example, picture 190, where the human figure is standing at the gates of heaven, but the artist probably intended the figure to be neither a god nor a man about to make a decision, but an angel (see his yellow cloak woven of light), requires careful judgement. If you judge the figure to be an angel, then the drawing is not creaturely, as God may be beyond the gate. In this case you must choose from the other categories. Use your discretion.

b) Nature = The drawing shows exclusively or predominantly a natural environment.

c) Object = the drawing shows exclusively or predominantly an object or objects, such as a cross, in the role of God.

If an object (cross in central position) and a creature (dove) are shown in a natural setting, but the creature is not in the role of a god, it may be decided, after consultation between coders, that the creature is in the role of a god. See, for example, images 92 and 181, where the dove is almost certainly the symbol of the third divine person. In the absence of agreement, a third coder will decide, so use your own discretion in all cases.

d) Cosmic = e.g. planet, stars, space environment, celestial scene (e.g. castle in the clouds, golden gate in the sky are also cosmic - if the castle is on the ground surrounded by trees, then of course not)

e) Abstract = e.g. triangle, circle, other geometric shapes, scenes without creatures or objects.

For example, images 178 and 115 can be considered abstract or representational drawings. A drawing is objective if the triangle in drawing 115 is considered to be a symbol of the Trinity rather than an abstraction. If you think it is an abstraction, then you should indicate an abstract category. Drawing 178 is natural if you think the dark spots are clouds. The drawing is abstract if you think the darker patches are not clouds. Always use your own judgement, these are just examples to illustrate certain types of dilemmas.

Anthropomorphism is assessed as follows. For the second seven columns, consider the following seven aspects that indicate anthropomorphism. Since the categories "nature", "object", "cosmic", "abstract" are completely non-anthropomorphic, only the drawings in the category "being" should be coded: 0 if the aspect does not appear, 1 if it does:

a) non-human body parts (e.g. wings) are attached to the body;
b) metaphysical motifs appear in the environment of the body (e.g. halo, aura, rays of light emanating from the figure, lightning in the hand);
c) the body itself is characterised by one or more metaphysical motifs (e.g. a particular body colour - the yellowish colour of the body suggests that the body is made of light);
d) the face or head is missing;
e) a duality appears in the drawing of the deity (e.g. woman/man, man/animal, man/spirit);
f) the deity is depicted floating above the earth or in space, standing on a cloud, or depicted between clouds;
g) the deity, in whole or in part, is unrealistically large in relation to other figures, or is performing an action beyond that of a human being (e.g., holding the earth in his or her hands).

2. The gender of the god drawing

Drawings should be classified into one of four categories: a) male; b) female; c) androgynous; d) undetermined. For coding purposes, the following should be considered as signs of female gender: a) hair (long, plaited); b) clothing (skirt, high heels); c) facial features and make-up (eyes very detailed, with eyelashes, eyebrows and pupils, red or heart-shaped lips); d) rounded body shape, secondary signs of female gender; e) accessories (jewellery, handbag, feminine hat). For the purposes of coding, the following are considered to be markers of the male gender: a) hair (short or absent); b) masculine clothing (shorts, trousers, jacket); c) beard or moustache; d) muscular build; e) accessories (hat, tie, pipe, cigarette). Consider androgynous depictions if the student has clearly and deliberately given the gods both female and male characteristics (e.g. long eyelashes and a muscular male arm, etc.). In many cases, although the deities are anthropomorphic, their gender is indeterminate because the student has drawn a yellow light or the design of the drawing does not allow a clear decision to be made. The gender should only be judged if the drawing is substantial.

3. Stereotyping of the god drawing

The stereotypicality of the drawing should be assessed according to the following 14 characteristics (for each characteristic not shown: 0, shown: 1), only if the drawing is substantial:

a) long, white beard
b) long, grey hair
c) wise facial features suggesting old age;
d) tall, robust build;

e) white or shiny clothing (often a robe or tunic);
f) figure/object seated on clouds or a celestial throne;
g) halo or halo of light around the head;
h) an outstretched hand or a hand giving a blessing;
i) lightning or other natural phenomenon in the hand;
j) sacred objects (e.g. holy book, tablets of the Ten Commandments);
k) angels surrounding the central figure
l) cosmic or universal background;
m) royal symbols (crown, sceptre);
n) scales or other symbols of justice.

Please note that the depiction of "wise features" depends not only on the intention of the artist, but also on the skill of the artist. Look for the intent of the creator, not the professionalism of the expression!

In addition to the 14 subcategories, consider three additional subcategories (for each feature, not shown: 0, shown: 1):

a) a scene from the birth of Jesus;
b) the face of Jesus;
c) a scene from the Passion (the story of Christ's suffering and death on the cross from the Last Supper to the burial) or related objects.

4. Motifs in the drawing that can be linked to Christianity

The drawings will be judged according to the following seven criteria (for each criterion, no: 0, shown: 1):

a) Cross, especially the Latin cross;
b) Christ's monogram;
c) representations of objects (nails, crown of thorns, whip, spear) or stigmata associated with the crucifixion;
d) a motif representing the Trinity of the Father, Son and Holy Spirit;
e) a symbol of Mary;
f) symbols of the four Evangelists (winged man, lion, bull, eagle);
g) a quotation from the New Testament.

Examine all the drawings.

5. Filling the drawing area with divine figures

The following also applies to measuring the filling and positioning of the deities:

When looking at the fill and position for a drawing in the Nature category, if the entire drawing area is filled by the Creator, the fill can be 100% and the position can be 0.5 (because there is no figure to select in the drawing). However, this rule is not automatic, as there may be nature category drawings of gods that do not fill the entire drawing area (e.g. 614). In these cases, it is likely that only the drawn part should be measured (depending on individual judgement). For drawings where the background behind the creature or object is a sun or sunbeams, rays of light or auras of light, this background SHOULD NOT be measured. Only the circular or spherical

brightness around or behind the head is considered a halo and MUST be measured. A dove (often depicted) is typically measured. For deities, we also measure the body parts associated with the deity, such as the wings (see e.g. Figure 12).

About measuring: In ImageJ you have to select the shape of the deity manually. The following macro calculates the percentage value to be entered in the data table. Example: 33.123. You do not need to do this manually, you can copy it!

```
macro "Centroid calculator [f1]" {
    // Get image height
    height = getHeight();

    // Define total image area
    totalArea = 8570640;

    // Perform measurement
    run("Measure");

    // Get the last measurement's Y coordinate and Area
    y = getResult("Y", nResults-1);
    area = getResult("Area", nResults-1);

    // Calculate Y from bottom
    y_from_bottom = height - y;

    // Calculate ratio (y_from_bottom / total height)
    ratio = y_from_bottom / height;

    // Calculate percentage of selected area
    areaPercentage = (area / totalArea) * 100;

    // Add results to the results table
    setResult("Y_from_bottom", nResults-1, y_from_bottom);
    setResult("Height_ratio", nResults-1, ratio);
    setResult("Area_percentage", nResults-1, areaPercentage);

    // Update the results window
    updateResults();
}
```

The filling in of the gods is also assessed, even if the drawing is not anthropomorphic, since the student's task was to represent a god. So even if the drawing is classified as natural, objective, cosmic or abstract, the degree of filling in should be given. Individual judgement is required in the choice of area.

Position of the deities on the drawing surface

Use the macro above to measure the value. The position of the deities is scored even if the drawing is not anthropomorphic, since the student's task was to draw the deities. Therefore, the degree of completion should also be given for drawings classified as natural, objective, cosmic or abstract. Individual judgement is required in the choice of area.