

Model 1

$$\begin{aligned} y \sim & 1 + \textit{SceneOrientation} + \textit{GazeDuration} + \\ & (1 + \textit{SceneOrientation} \mid \textit{Participant}) + \\ & (1 + \textit{SceneOrientation} \mid \textit{Target}) \end{aligned} \quad (1)$$

Model 2

$$\begin{aligned} \log(y) \sim & 1 + \textit{SceneOrientation} + \textit{GazeDuration} + \\ & (1 \mid \textit{Participant}) + \\ & (1 + \textit{SceneOrientation} \mid \textit{Target}) \end{aligned} \quad (2)$$

Model 3

$$\begin{aligned} \log(y) \sim & 1 + \textit{SceneOrientation} * \textit{Trial} + \textit{GazeDuration} + \\ & (1 + \textit{SceneOrientation} \mid \textit{Participant}) + \\ & (1 + \textit{SceneOrientation} \mid \textit{Target}) \end{aligned} \quad (3)$$

Model 4

$$\begin{aligned} y \sim & 1 + \textit{SceneOrientation} * \textit{AngleCategory} + \\ & (1 + \textit{SceneOrientation} \mid \textit{Participant}) \end{aligned} \quad (4)$$