*Supplementary Information for:*

**Invariant object recognition is a personalized selection of invariant features in humans, not simply explained by hierarchical feed-forward vision models**

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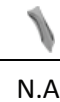
| Car model / Car part | Car 1 | Car 2 | Car 3 |
|---|---|---|---|
| Floor |  |  |  |
| Roof |  |  |  |
| Door |  |  |  |
| Hood |  |  |  |
| Rear fender |  |  |  |
| Trunk / Box |  |  |  |
| Front fender |  |  |  |
| Front wheel |  |  |  |
| Windshield |  |  |  |
| Rear window |  |  |  |
| Rear wheel |  |  |  |
| Rear post |  |  |  |
| Window |  |  |  |
| Rear bumper |  |  | N.A. |
| Grille |  |  |  |
| Exhaust |  |  |  |
| Front bumper |  |  | N.A. |
| Quarter window |  |  | N.A. |
| Outside mirror |  |  | N.A. |
| Tail lights |  |  | N.A. |
| Front post |  |  |  |
| Middle post |  |  | N.A. |
| Headlights |  |  |  |

**Supplementary Table S1.** Car parts with their corresponding names which are mentioned throghout the paper. The 3D car models used to generate these images are available under a Creative Commons Attribution-ShareAlike 3.0 Unported License (https://creativecommons.org/licenses/by-sa/3.0/) and were freely downloaded from (https://grey.colorado.edu/CompCogNeuro/index.php/CU3D).