Supplemental material

**Stimuli creation**

All stimuli were created by randomly generating curvilinear segments that were then added together. Each blob was constituted by 8 features (each feature was a specific spatial position in the blob). In the Low Similarity condition, each of these features could assume one of 12 possible values. Each value represented a different curvilinear segment. In the High Similarity condition, each feature could assume one of two values.

For each category a particular feature and value combination was defined as determining the category. In this sense, for each set of categories (low and high category structures), the category-relevant feature was always presented in the same spatial location.

A total of 16 stimuli were created for each category by changing the other features of the blobs. In the high similarity category structure, variation within a category was kept constant across categories (i.e., if a stimulus had value 1 for feature 1 in category 1, that same feature and value would also exist for a stimulus of the two other categories, except when the feature was characteristic of the category).

From each of the 16 stimuli, for each participant, 8 were randomly selected to be used during the study phase and the remaining 8 were used as novel exemplars during the test phase.

**Stimuli presentation during study**

During study, presentation sequence was not defined deterministically. For each block, the computer determined a sequence of categories that matched (within some margin) the probability of 75% alternation (interleaved condition)/75% no alternation (blocked condition). In this way, it was unlikely that participants were able to perform well during study by memorizing category orders (such as 3 times category A and then change to category B for two trials), because the sequence was unlikely to be kept the same throughout the task.