

Supplemental Online Materials

Table S1

Tests of within-subject effects of Affect Condition and Timing Condition on personality ratings in

	Likability		Trustworthiness		Reliability	
	<i>F</i>	<i>p</i>	<i>F</i>	<i>p</i>	<i>F</i>	<i>p</i>
Affect Condition	$F(2,60) = 2.46$.09	$F(2,60) = 3.17$.05*	$F(2,60) = 4.93$.01**
Smile vs. Neutral		.06		.35		.13
Smile vs. Scowl		.07		.03*		.01**
Neutral vs. Scowl		.69		.14		.11
Timing Condition	$F(2,60) = 7.08$.002**	$F(2,60) = 4.19$.02*	$F(2,60) = 3.63$.03*
Affect After Target vs. Concurrent		.02*		.04*		.08
Affect After Target vs. Affect Before Target		.16		.65		.38
Concurrent vs. Affect Before Target		.01**		.03*		.02*
Interaction	$F(4,120) = 3.63$.01**	$F(4,120) = 3.53$.01**	$F(4,120) = 3.56$.01**

Study 1.

Note: $p \leq .05^*$, $p \leq .01^{**}$, $p \leq .001^{***}$

Table S2

One-way repeated-measures ANOVAs examining impact of Affect Condition on personality ratings within each Timing Condition separately in Study 1.

	Likability		Trustworthiness		Reliability	
	<i>F</i>	<i>p</i>	<i>F</i>	<i>p</i>	<i>F</i>	<i>p</i>
Affect After Target	$F(2,60) = 1.04$.36	$F(2,60) = 3.36$.04*	$F(2,60) = 1.96$.15
Smile vs. Neutral		.34		.64		.86
Smile vs. Scowl		.21		.02*		.09
Neutral vs. Scowl		.66		.06		.14
Concurrent	$F(2,60) = 4.92$.01*	$F(2,60) = 4.46$.02*	$F(2,60) = 6.37$.003**
Smile vs. Neutral		.01**		.05*		.01*
Smile vs. Scowl		.02*		.02*		.004**
Neutral vs. Scowl		.39		.15		.15
Affect Before Target	$F(2,60) = 0.31$.73	$F(2,60) = 0.08$.92	$F(2,60) = 1.10$.34
Smile vs. Neutral		.44		.65		.64
Smile vs. Scowl		.89		.93		.16
Neutral vs. Scowl		.53		.80		.37

Note: $p \leq .05^*$, $p \leq .01^{**}$, $p \leq .001^{***}$

Table S3

Tests of within-subject effects of Affect Condition and Timing Condition on personality ratings in Study 2.

	Likability		Trustworthiness		Reliability	
	<i>F</i>	<i>p</i>	<i>F</i>	<i>p</i>	<i>F</i>	<i>p</i>
Affect Condition	F(2,110) = 2.28	.11	F(2,110) = 4.19	.02*	F(2,110) = 3.07	.05*
Smile vs. Neutral		.75		.40		.60
Smile vs. Scowl		.06		.06		.10
Neutral vs. Scowl		.09		.01**		.02*
Timing Condition	F(2,110) = 12.86	.000***	F(2,110) = 5.96	.004**	F(2,110) = 8.42	.000***
Affect After Target vs. Concurrent		.25		.57		.07
Affect After Target vs. Affect Before Target		.001**		.01*		.03*
Concurrent vs. Affect Before Target		.000***		.003**		.000***
Interaction	F(4,220) = 3.64	.01*	F(4,220) = 2.53	.04*	F(4,220) = 3.92	.004**

Note: $p \leq .05^*$, $p \leq .01^{**}$, $p \leq .001^{***}$

Table S4

One-way repeated-measures ANOVAs examining impact of Affect Condition on personality ratings within each Timing Condition separately in Study 2.

	Likability		Trustworthiness		Reliability	
	<i>F</i>	<i>p</i>	<i>F</i>	<i>p</i>	<i>F</i>	<i>p</i>
Affect After Target	F(2,110) = 0.53	.59	F(2,110) = 2.05	.13	F(2,110) = 1.68	.19
Smile vs. Neutral		.80		.11		.08
Smile vs. Scowl		.50		.68		1.00
Neutral vs. Scowl		.30		.06		.08
Concurrent	F(2,110) = 6.28	.003**	F(2,110) = 5.65	.01**	F(2,110) = 6.56	.002**
Smile vs. Neutral		.51		1.00		.83
Smile vs. Scowl		.002**		.01**		.003**
Neutral vs. Scowl		.01**		.001**		.001**
Affect Before Target	F(2,110) = 1.05	.35	F(2,110) = 3.49	.03*	F(2,110) = 1.60	.21
Smile vs. Neutral		.67		.45		.98
Smile vs. Scowl		.15		.06		.13
Neutral vs. Scowl		.35		.02*		.13

Note: $p \leq .05^*$, $p \leq .01^{**}$, $p \leq .001^{***}$

Table S5

Tests of within-subject effects of Affect Condition and Timing Condition on personality ratings in Study 3.

	Likability		Trustworthiness		Reliability	
	<i>F</i>	<i>p</i>	<i>F</i>	<i>p</i>	<i>F</i>	<i>p</i>
Affect Condition	<i>F</i> (2,192) = 4.18	.02*	<i>F</i> (2,192) = 3.30	.04*	<i>F</i> (2,192) = 1.92	.15
Smile vs. Neutral		.08		.12		.15
Smile vs. Scowl		.01**		.006**		.02*
Neutral vs. Scowl		.12		.02*		.05*
Timing Condition	<i>F</i> (2,192) = 4.58	.01*	<i>F</i> (2,192) = 6.15	.003**	<i>F</i> (2,192) = 4.43	.01*
Affect After Target vs. Concurrent		.01**		.03*		.46
Affect After Target vs. Affect Before Target		.48		.54		.21
Concurrent vs. Affect Before Target		.02*		.03*		.05*
Interaction	<i>F</i> (4,384) = 2.73	.03*	<i>F</i> (4,384) = 3.41	.01**	<i>F</i> (4,384) = 3.58	.01**

Note: $p \leq .05^*$, $p \leq .01^{**}$, $p \leq .001^{***}$

Table S6

One-way repeated-measures ANOVAs examining impact of Affect Condition on personality ratings within each Timing Condition separately in Study 3.

	Likability		Trustworthiness		Reliability	
	<i>F</i>	<i>p</i>	<i>F</i>	<i>p</i>	<i>F</i>	<i>p</i>
Affect After Target	$F(2,192) = 1.81$.17	$F(2,192) = 1.59$.21	$F(2,192) = 0.59$.55
Smile vs. Neutral		.20		.40		.37
Smile vs. Scowl		.10		.13		.39
Neutral vs. Scowl		.47		.24		.90
Concurrent	$F(2,192) = 4.92$.004**	$F(2,192) = 9.09$.000***	$F(2,192) = 7.86$.001***
Smile vs. Neutral		.25		.16		.33
Smile vs. Scowl		.002**		.000***		.001***
Neutral vs. Scowl		.03*		.004**		.007**
Affect Before Target	$F(2,192) = 1.42$.24	$F(2,192) = 2.46$.09	$F(2,192) = 2.11$.12
Smile vs. Neutral		.16		.25		.23
Smile vs. Scowl		.13		.05*		.10
Neutral vs. Scowl		.83		.23		.25

Note: $p \leq .05^*$, $p \leq .01^{**}$, $p \leq .001^{***}$