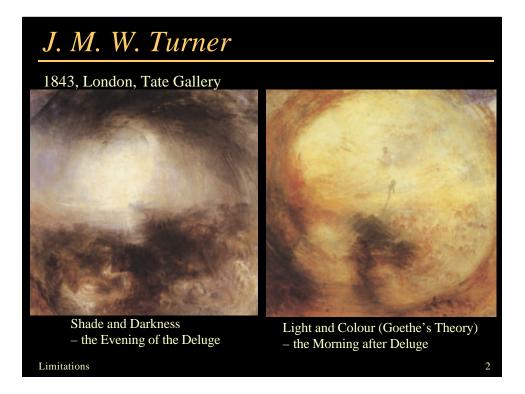
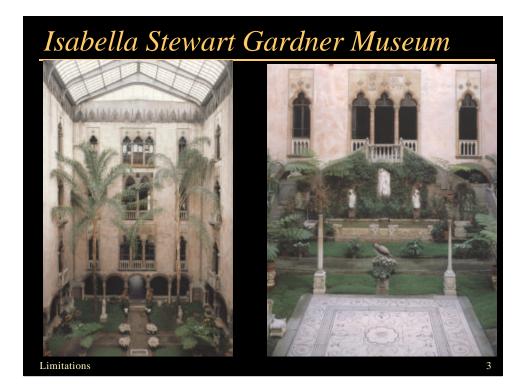
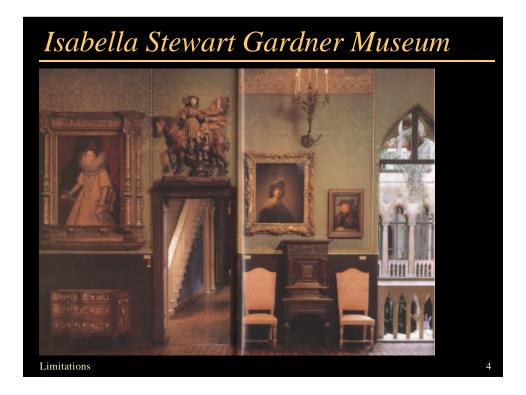
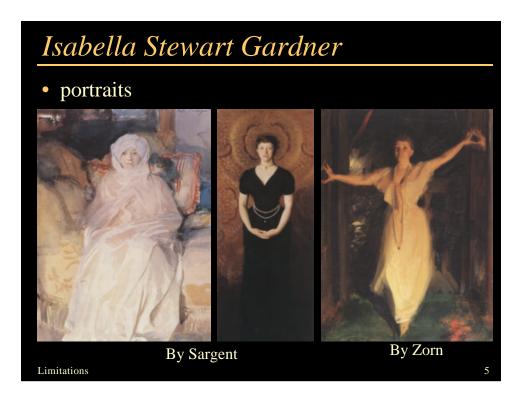
The Art and Science of Depiction Limitations of the Medium, compensation or accentuation

Fredo Durand MIT- Lab for Computer Science











Isabella Stewart Gardner Museum

• John Singer Sargent, *El Jaleo*, 1882



<section-header> Survey Scattered! Increasing the state on much Increasing the state on the state of the state on the state of t

Goals

- Broad overview
- Raise issues
- Different point of view
- Give "cultural background"

Format

Limitations

Limitations

- Too formal
- Active participation is not encouraged enough
- Problem: I talk too much
- Lower our expectations
- More discussion

9

10

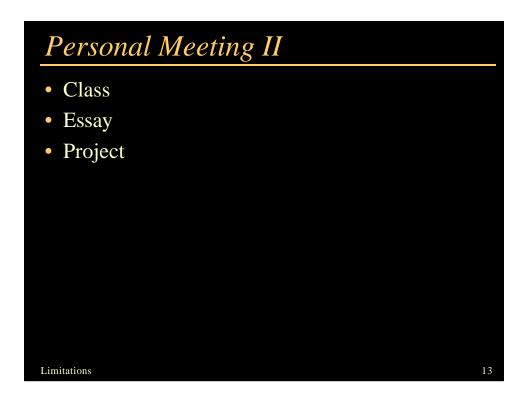
Web page of the class

- Slides
- Further reading recommendation
- In the future
 - Annotated bibliography
 - Notes of the slides

Assignments

• Readings

- Different choices
- Summarize to others the next week
- Prepare questions for the text you have not read
- Solso Cognition and the Visual Arts
- Essay
 - Exploratory
 - Or Picture comment
- Final project



<section-header> Distributions Specificities of the 2D medium Compensation Accentuation

Plan

- The picture is flat
- The viewpoint is unique
- The image is finite, it has a frame
- The picture is static
- The contrast is limited
- The gamut (palette) is limited

The viewpoint is unique

- Accidental/general viewpoint
- Multiple views
- Mirror

Limitations

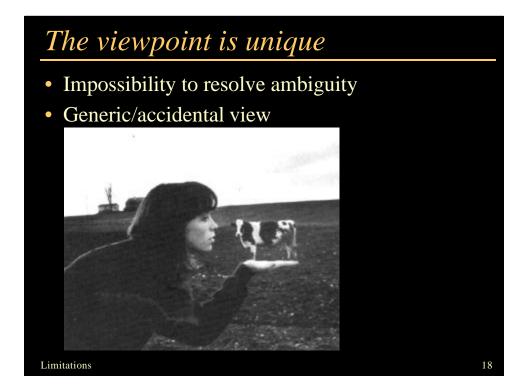
- Exploded views
- Diverging perspective
- Topological drawing
- Best local view
- Cubism

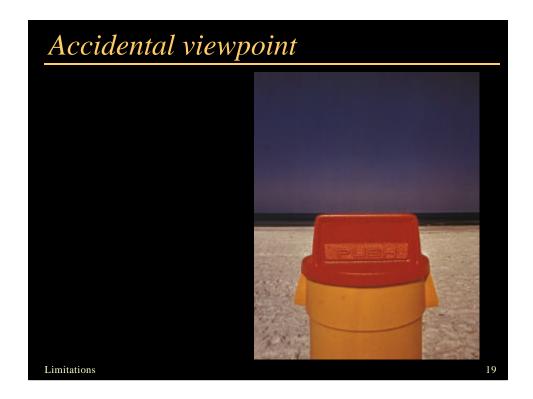
16

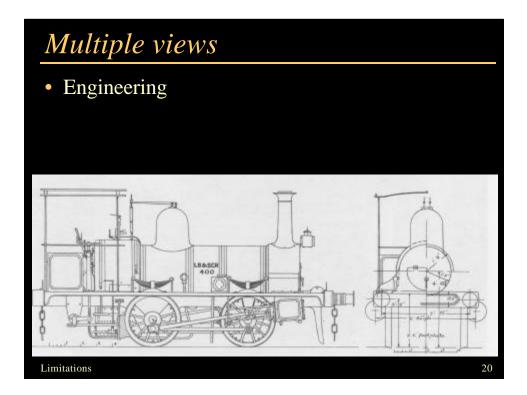
The viewpoint is unique

- Impossibility to resolve ambiguity
- Generic/accidental view







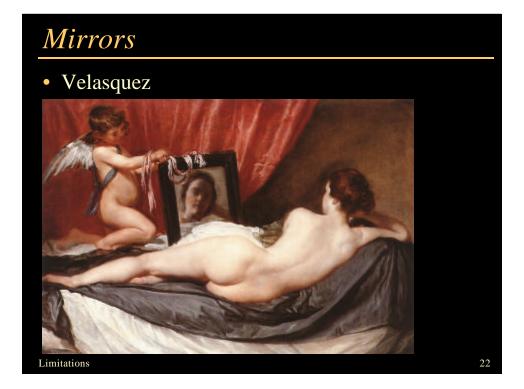


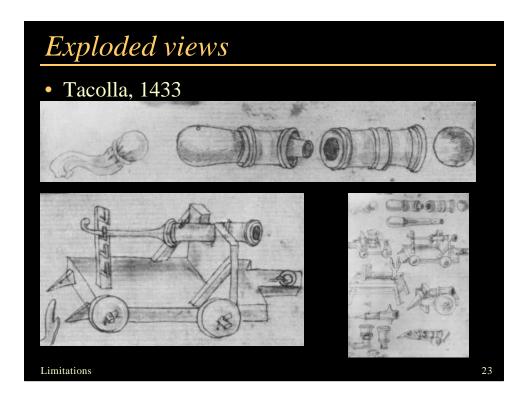
Mirrors

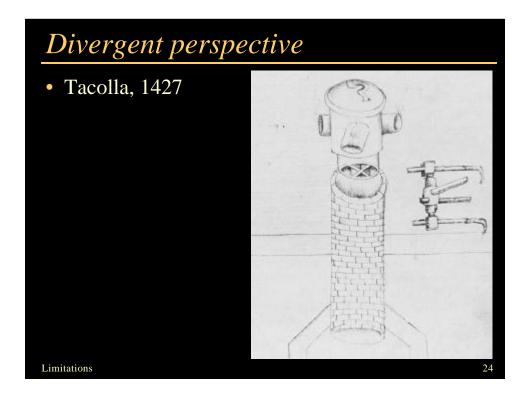
Limitations

• Mary Cassatt





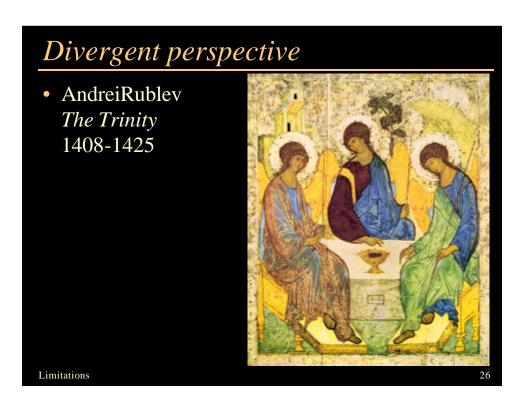




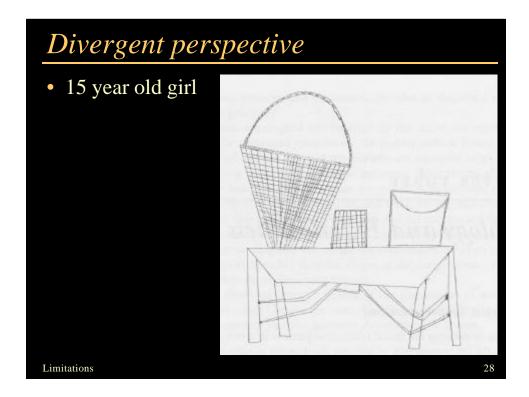
Divergent perspective

 Bifolio from a Gospel book: Mark Byzantin, 15th century



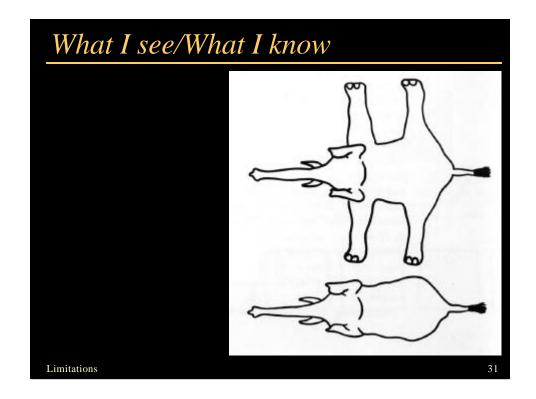


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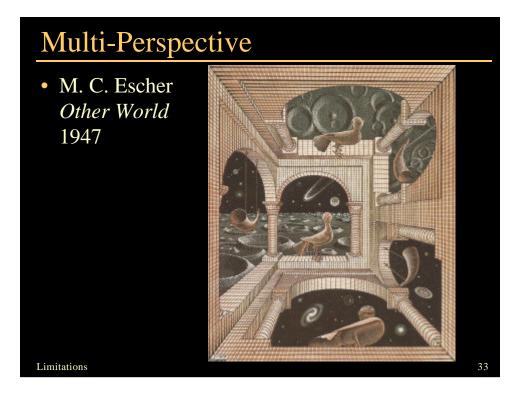


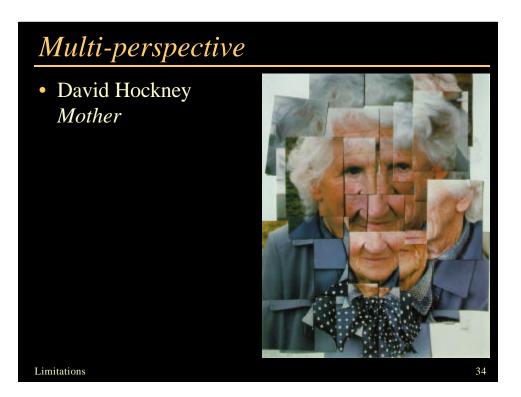
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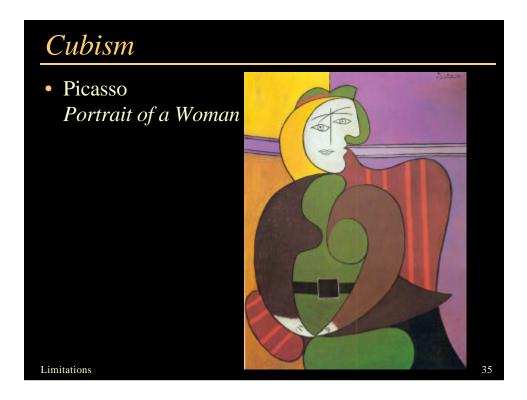


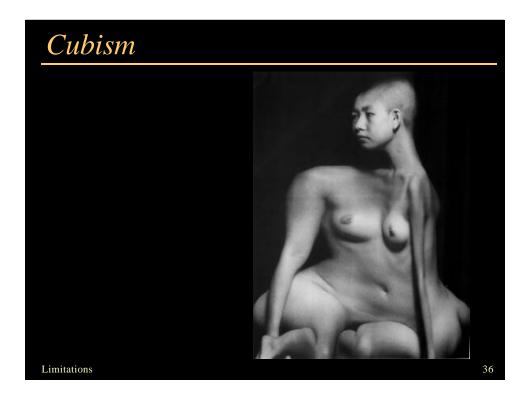


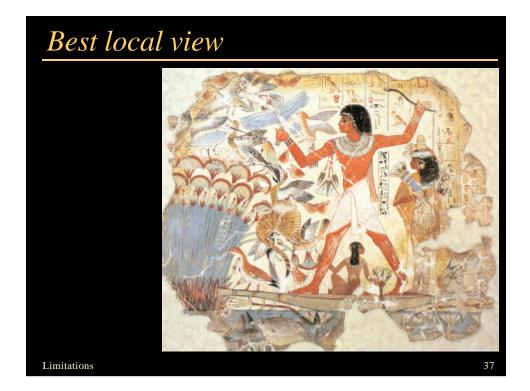
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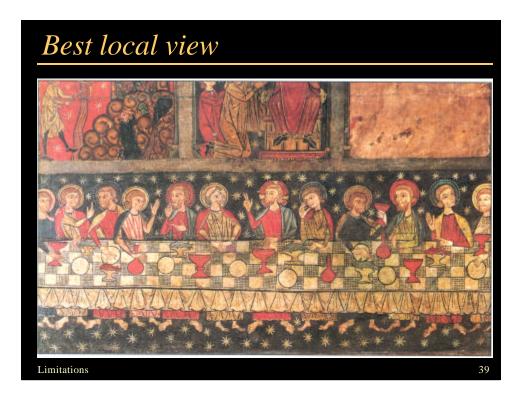






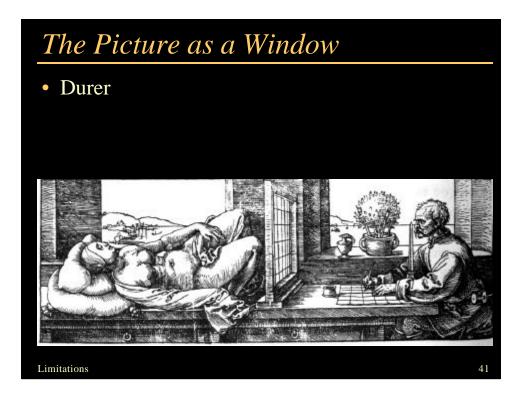


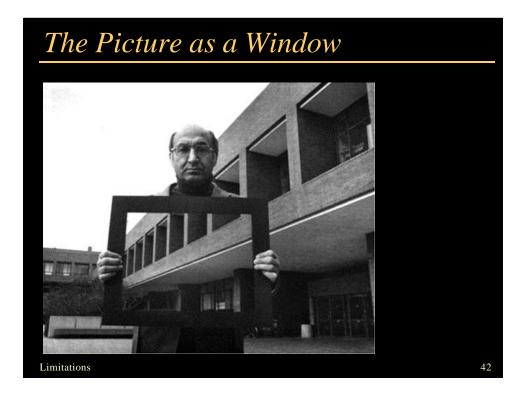


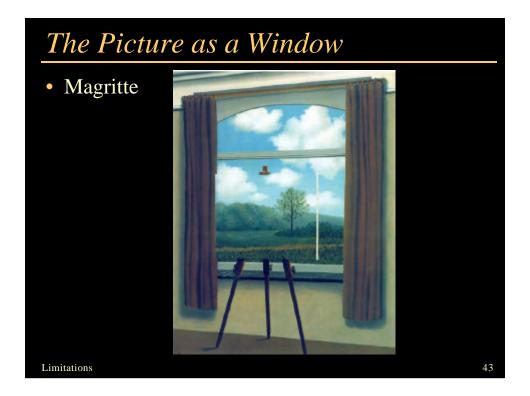


The image is finite, it has a frame

- Window
- Verticals & frame
- Distortion compensation
- Cropping
- Panorama









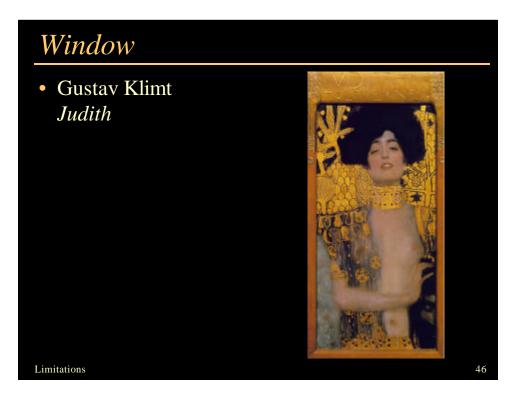
Window

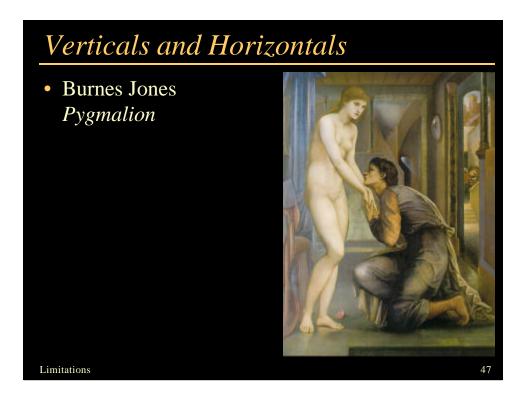
• Mucha

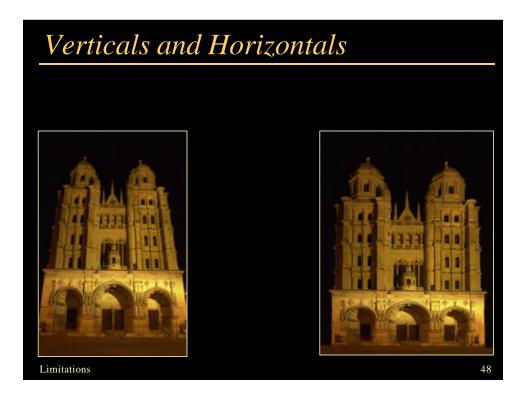
Limitations

• Interaction 2D/3D

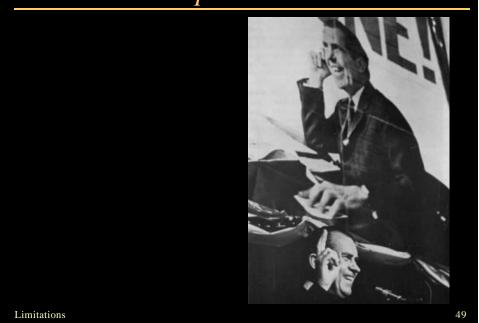


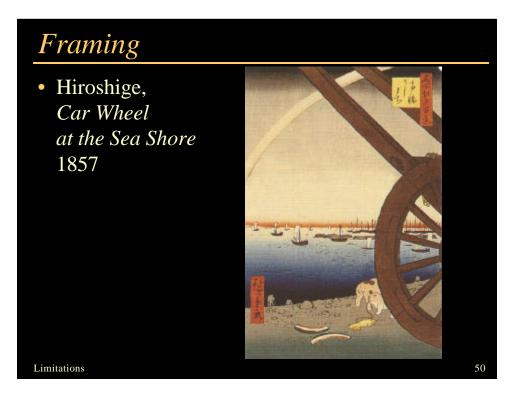






Distortion compensation





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