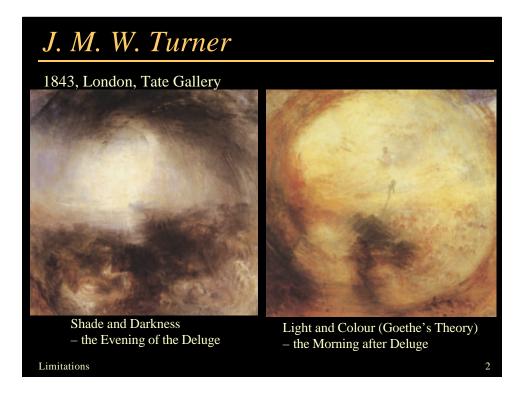
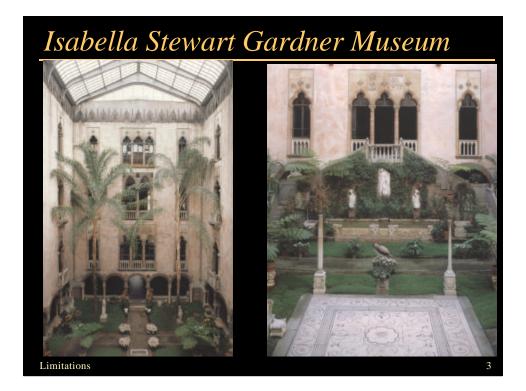
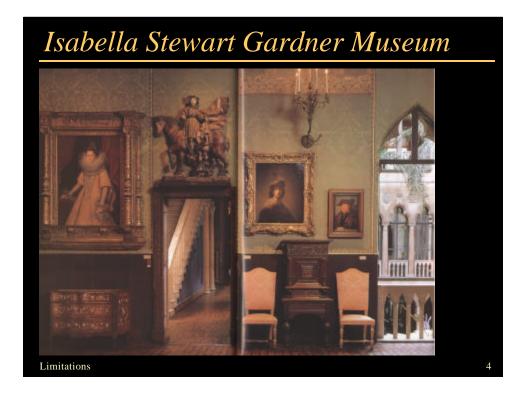
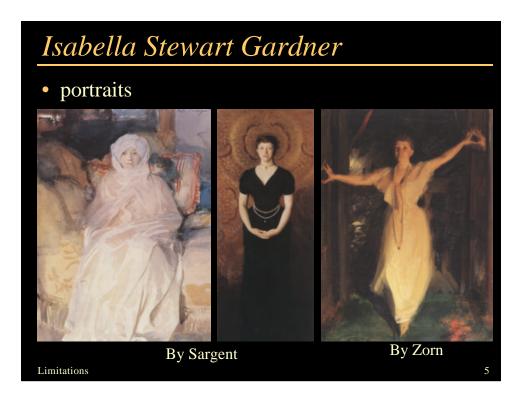
## The Art and Science of Depiction Limitations of the Medium, compensation or accentuation

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

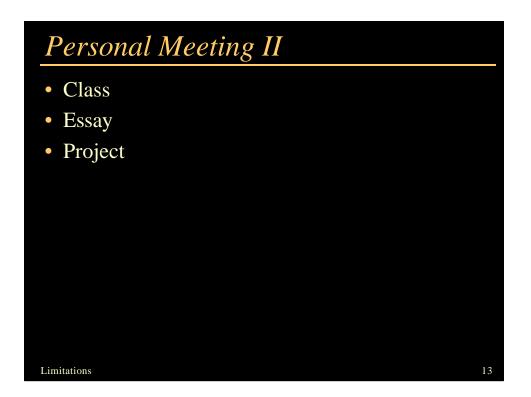
### Web page of the class

- 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

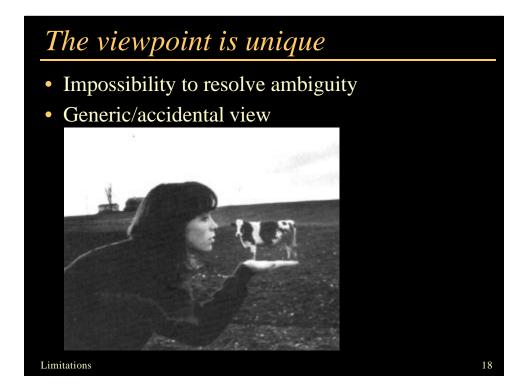
- Exploded views
- Diverging perspective
- Topological drawing
- Best local view
- Cubism

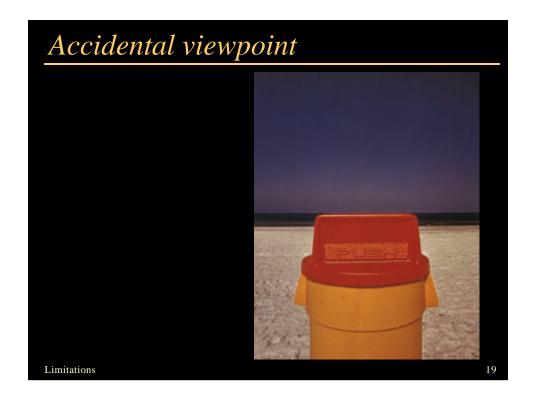
16

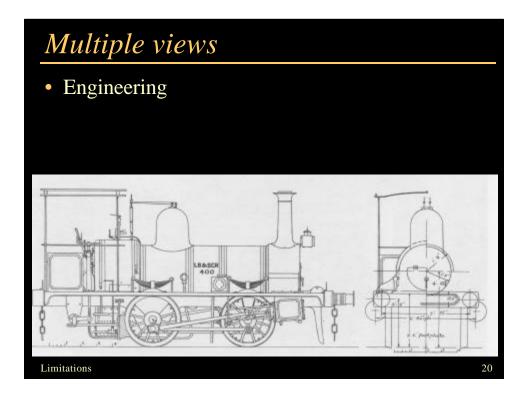
#### The viewpoint is unique

- Impossibility to resolve ambiguity
- Generic/accidental view







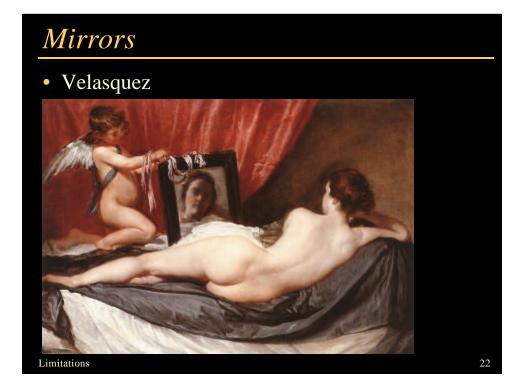


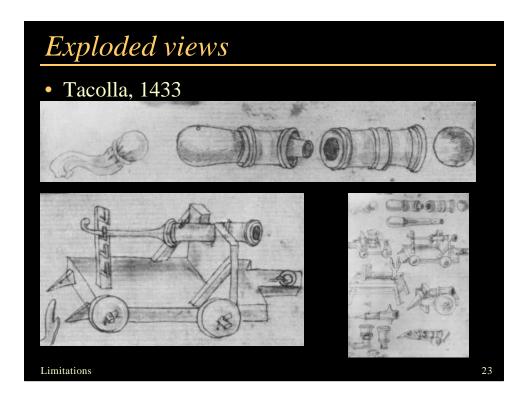
## Mirrors

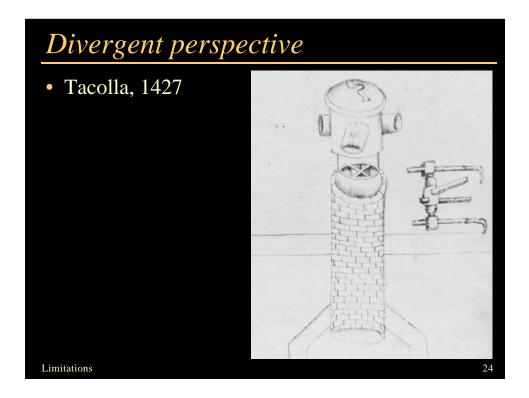
Limitations

#### • Mary Cassatt





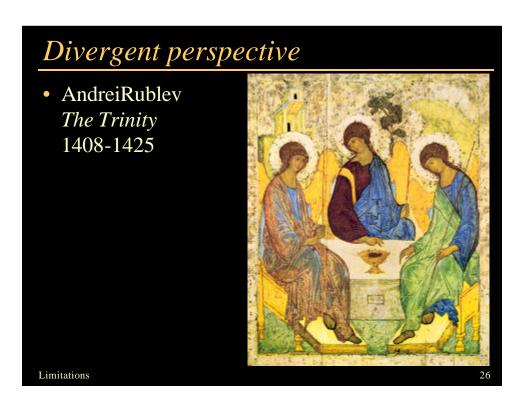




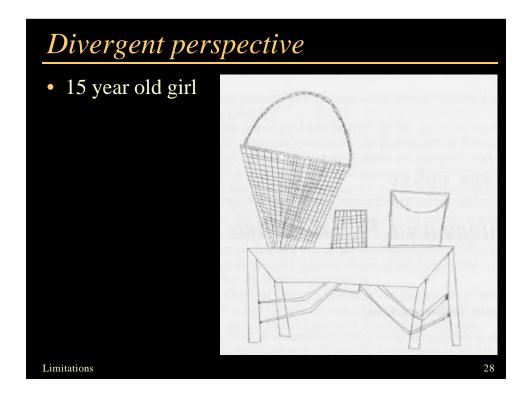
### Divergent perspective

 Bifolio from a Gospel book: Mark Byzantin, 15<sup>th</sup> century



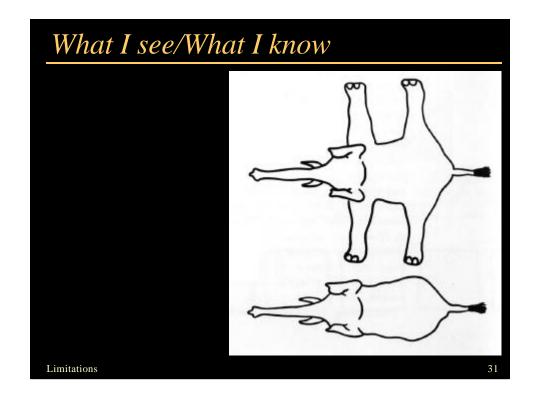


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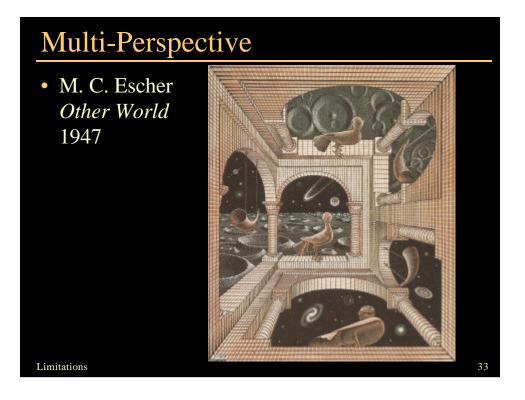


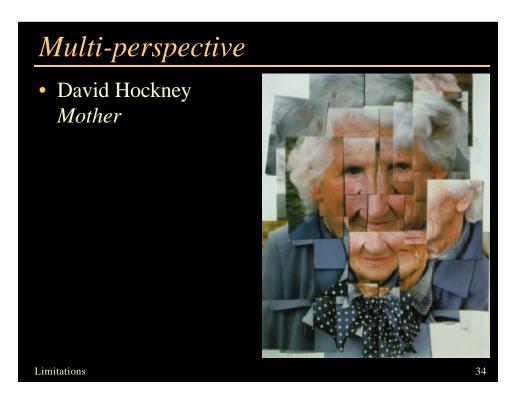
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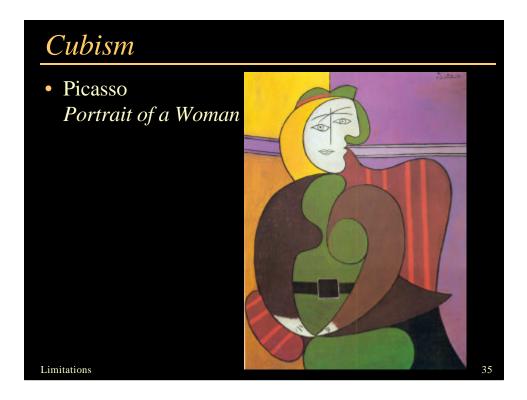




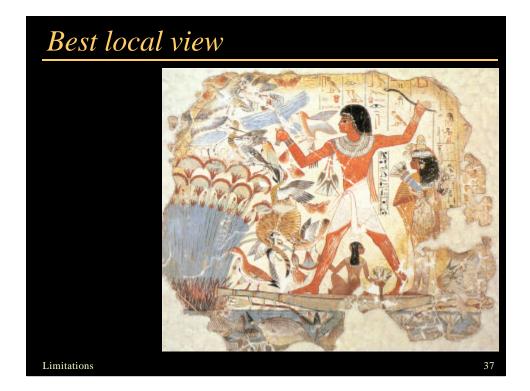
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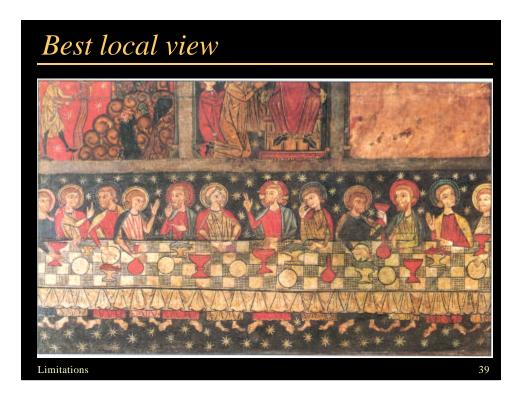






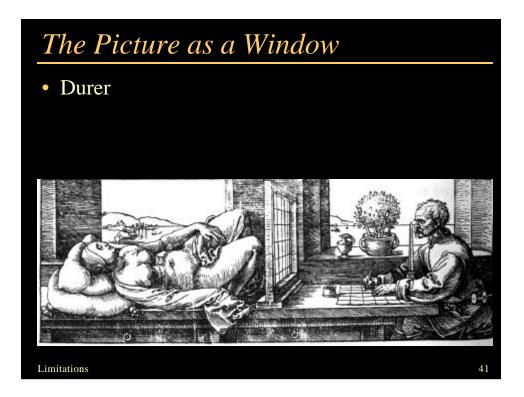


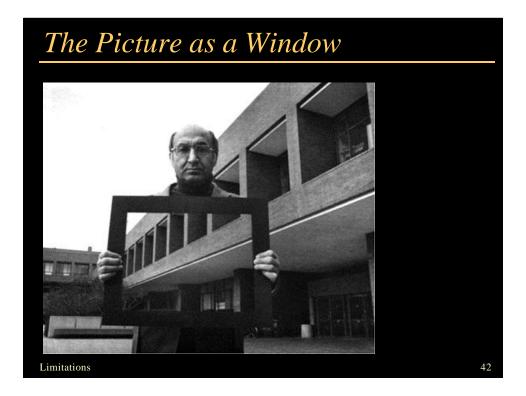


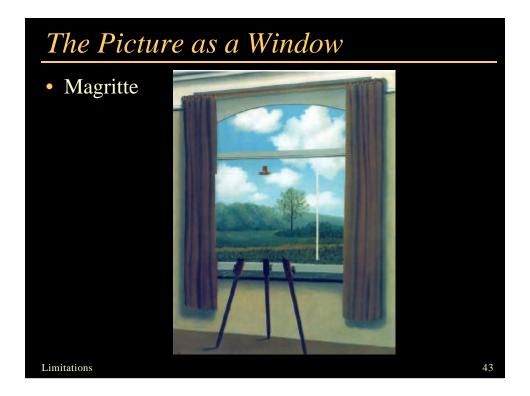


## The image is finite, it has a frame

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









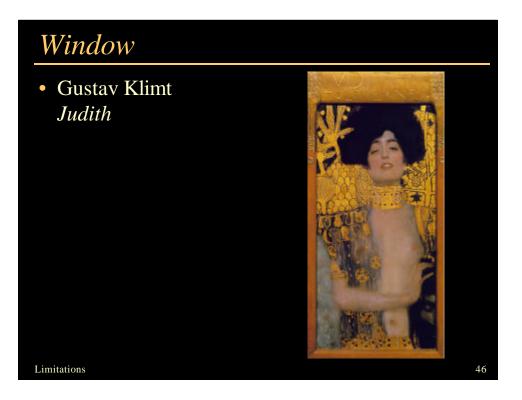
## Window

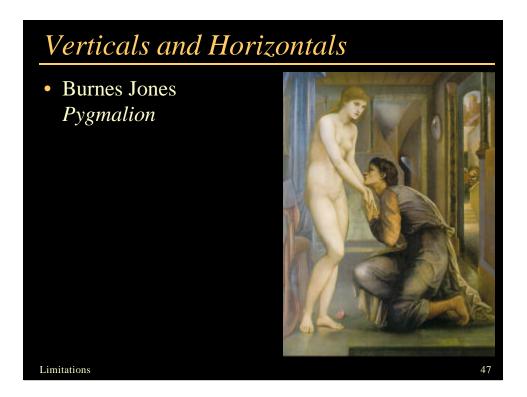
• Mucha

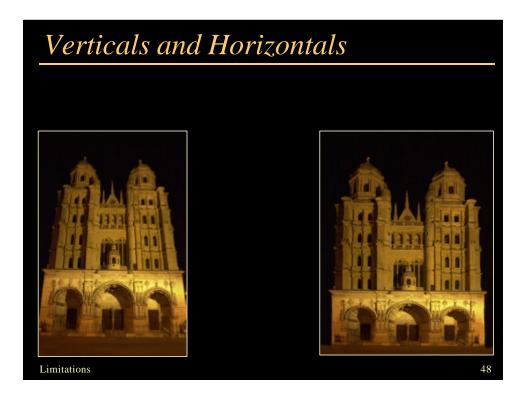
Limitations

• Interaction 2D/3D

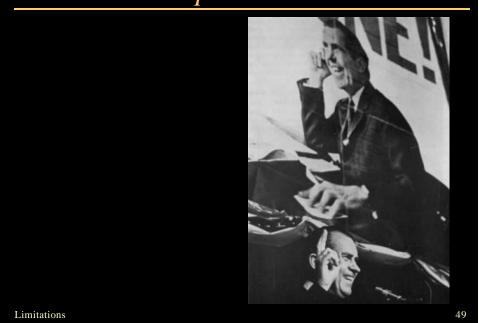


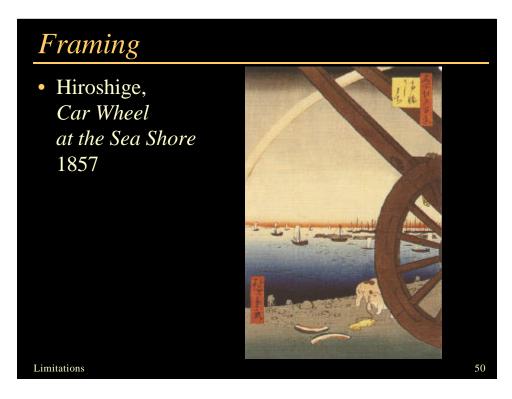






## Distortion compensation





# <text><text>

