The Art and Science of Depiction

#### Vision Solves Problems

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#### Plan

- Vision as an cognitive process
- · Computational theory of vision
- Constancy, invariants

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#### • Distal stimulus: reality

• Proximal stimulus: retinal image

Distal vs. proximal stimulus





proximu

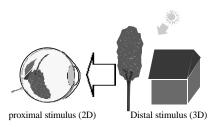


Distal stimulus (3D)

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#### Vision as an inverse problem

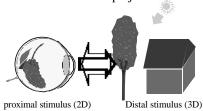
• The distal stimulus is projected into a proximal stimulus



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#### Vision as an inverse problem

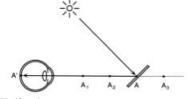
- The distal stimulus is projected into a proximal stimulus
- How can we inverse this projection?



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# Unconscious inference (Helmholtz)

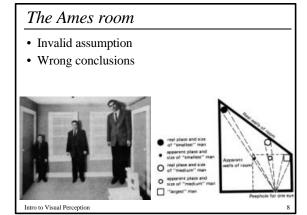
- Our vision system solves a problem
- Under-constrained problem
  - $-\,A$  visible point A' can correspond to an infinity of 3D points (A1, A2, A, A3...)



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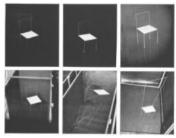
# Unconscious inference (Helmholtz)

- Our vision system solves a problem
- Under-constrained problem
- Assumptions on the scene



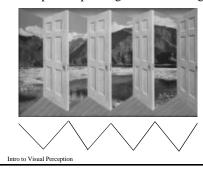
#### Ames chair

- · Different scenes
- · Same projection
- We assume it is a chair



# Patrick Hughes

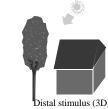
• Perspective painting on the inverse geometry



#### The paradox of vision

- Available information: proximal stimulus
- · Conscious information: distal stimulus





# The paradox of Pictures

- Distal vs. proximal
- Available information: proximal stimulus
- Conscious information: distal stimulus





Distal sti nulus (2D/3D)

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# Pictures and inverse problem • Can - Simplify analysis – Be a puzzle

#### Plan

- Vision as an cognitive process
- · Computational theory of vision
- Constancy, invariants

#### Vision as information processing

- Input: retinal image
- Output: 3D layout, object recognition, etc.



#### Computational theory of vision

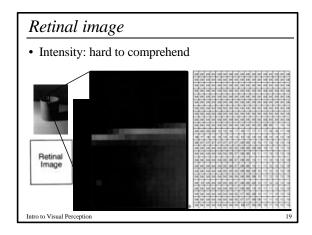
- Marr's stages (extended by Palmer et al.)
- Human and Computer Vision
- · Classification of different kinds of processes
- Has proved fruitful in art studies

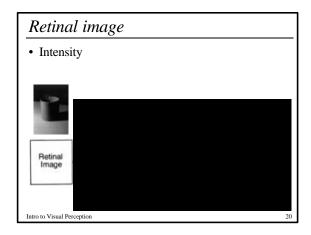
# Computational theory of vision

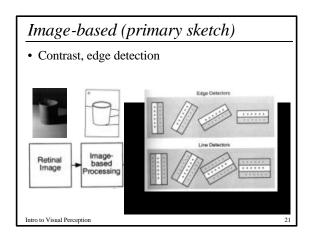
- Marr's stages (extended by Palmer et al.)
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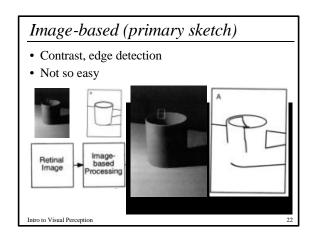
View-centered Object-centered Extrinsic Intrinsic ntro to Visual Perception

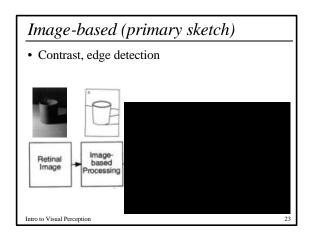
# Retinal image • Intensity

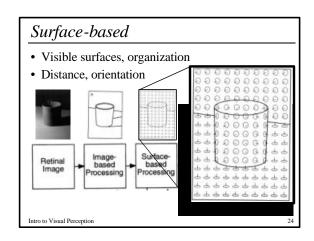


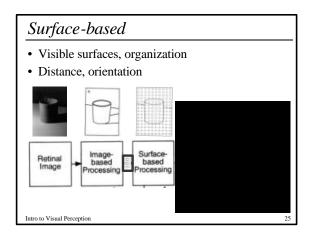


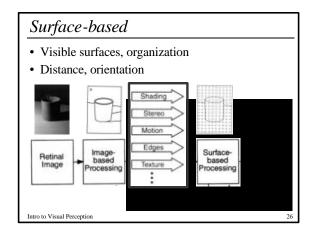


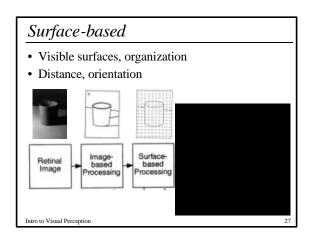


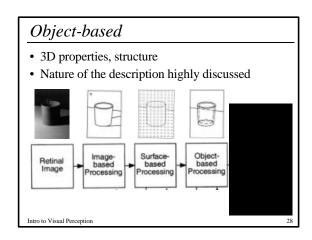


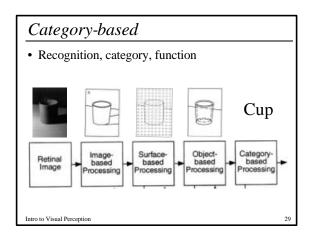


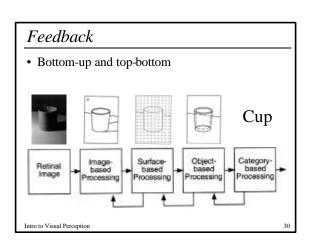


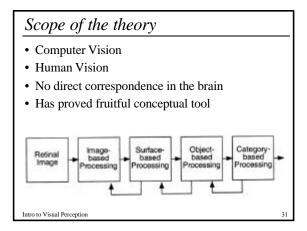


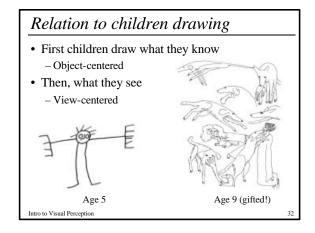


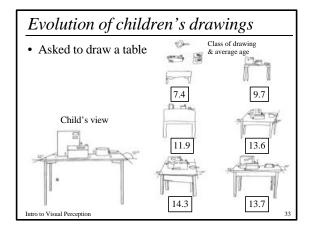


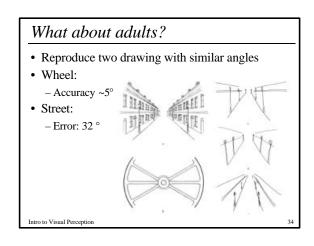


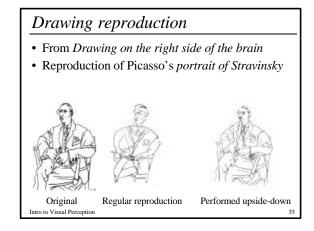


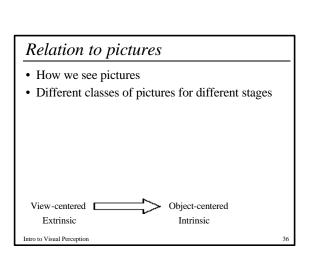


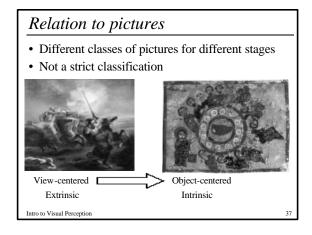


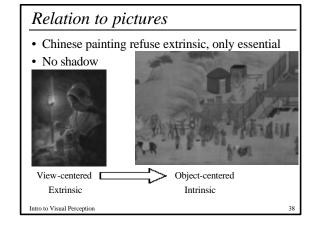


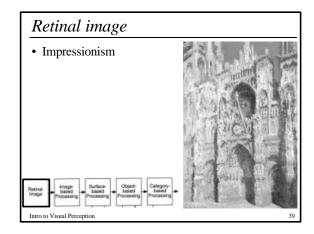


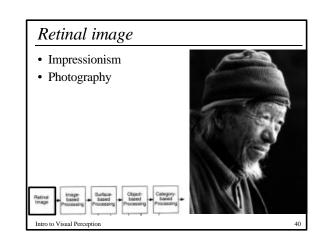


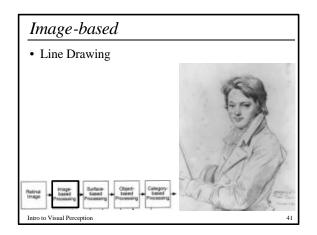


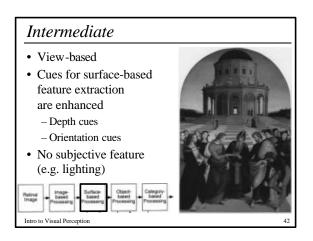


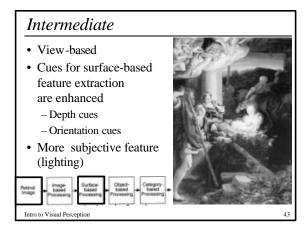


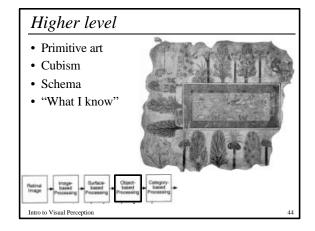


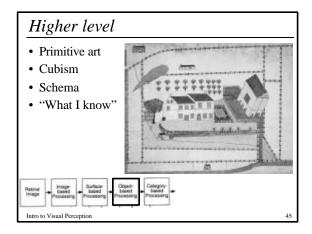


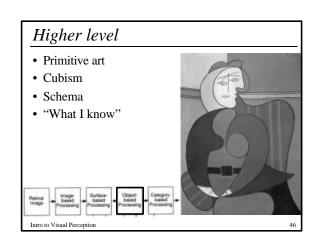


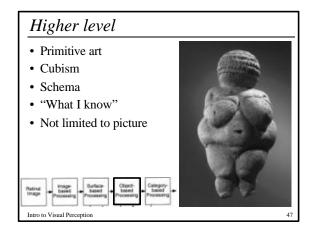


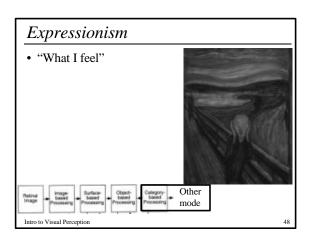












# Relation with 2D/3D qualities

- Almost the opposite!
- 3D quality correspond to retinal image
- 2D quality arises from higher-level pictures
- Because of vision paradox
  - Distal is seen when proximal is shown

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to Visual Perception

# Relation with 2D/3D qualities

• 3D quality but Retinal image

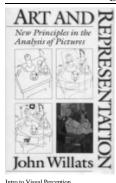


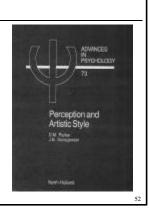
# Relation with 2D/3D qualities

• 2D quality but Higher level



# Further reading





#### Plan

- Vision as an cognitive process
- · Computational theory of vision
- Constancy, invariants

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#### Constancy & Invariants

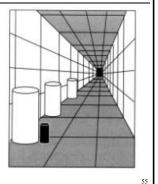
- We see intrinsic properties of objects
- They are "invariant" or "constant"
- Ecological advantage

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# Visual angle vs. size

- We see cylinders with same size
- Valid most of the time



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# Visual angle vs. size

- Mirror experiment:
  - Draw your face on a mirror
  - Measure: the drawing is  $\frac{1}{2}$  your face
  - However, you see "full size"

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# Visual angle vs. size

- How do we do that?
  - Distance
  - Familiarity
  - Assumptions
- Here
  - Perspective
  - Position on ground plane
  - Similarity



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# Brightness vs. lightness

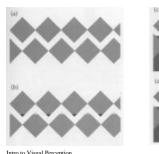
- Brightness: subjective amount of light
- Lightness: how "white"

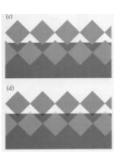


The white cells in shadow are as dark as the black illuminated cells

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Lightness constancy





Lightness constancy

- Sargent
- White in light and in shadow



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#### Color constancy

- Chromaticity of light sources vary
- · Chromatic adaptation
  - Similar to white balance on camcoder
  - Different films, filters



Objective colors

under neon lighting

With chromatic adaptation

#### Constancy

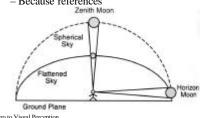
- Size
- Lightness
- Color
- Position
- Orientation
- Shape

# Degree of constancy

- · Not always perfect
- · Sometimes too much

# Degree of size constancy

- The Moon illusion
  - The Moon appears bigger on the horizon
  - Because it looks farther (Emmert's law)
  - Because references



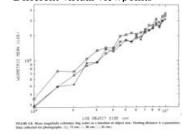
# Degree of color constancy

- Incandescent light looks warmer
- Sodium lighting looks yellowish
- · Depends on intensity

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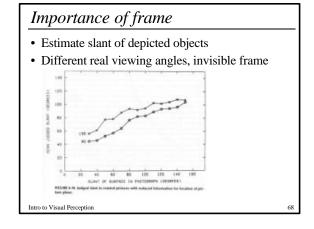
# Constancy & Pictures

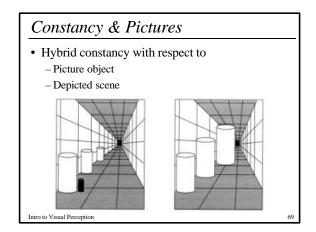
- Estimate size of depicted objects
- · Different virtual viewpoints

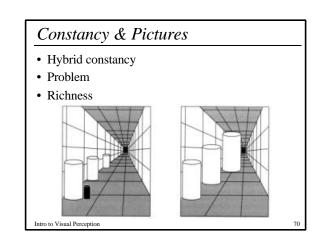


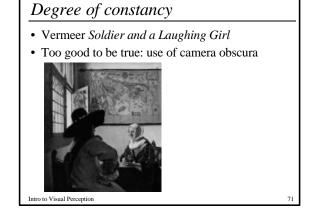
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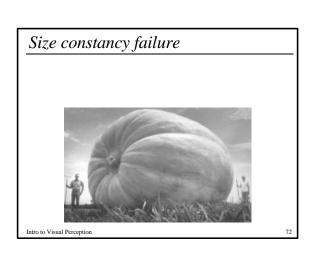
# Estimate slant of depicted objects Different real viewing angles HEART 4.1: Indignal shart in created partners with complete industries for plant search of partners with search of pa

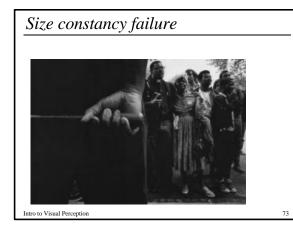


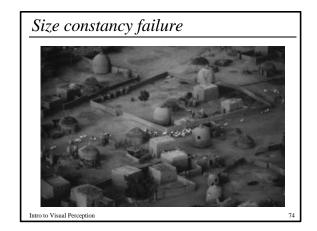


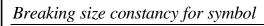










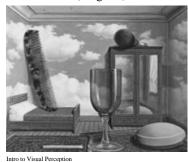


- Middle-age
- Size = social importance



# Size constancy dissonance

• Surrealism (Magritte)



#### Color constancy and pictures

• Chromatic adaptation with respect to picture object, not with respect to dicted scene





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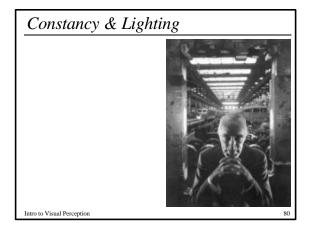
# Constancy & architecture

- Palazzo Spada in Rome (by Boromini)
- Short corridor
- Column size decreases
- Appears longer



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# Next session

- Gestalt and picture organization
- Gaze movement and focal point

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#### Assignments

- Piranesi
  - Tutorial 1 to 4
- Reading
  - Art and Illusion, Gombrich
  - Summary 1 to 2 pages
  - 2 Discussion issues
- Feedback, 1 picture

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#### Discussion

- The Man Who Mistook his Wife for a Hat
- The Colorblind Painter
- Oliver Sacks





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