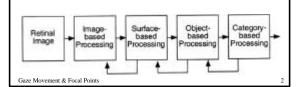
The Art and Science of Depiction

Gaze Movement and Focal Points

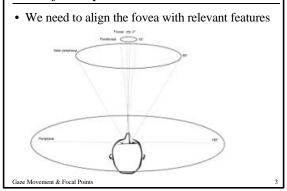
Fredo Durand MIT-Lab for Computer Science

Summary

- Visual field, highest precision in the fovea (~2°)
- · Contrast processing
- Different pathways
- Computational theory of vision
- Invariants



Need for exploration



Plan

- Different eye movements
- · Visual exploration
- Saliency
- Focal points, composition

Gaze Movement & Focal Points

Eye movements

- Physiological nystagmus (involuntary)
- Saccade (scan visual field)
- Smooth pursuit (track moving objects)
- Vergence (depth adjustment)
- Vestibular (compensate head movement)
- Optokinetic (in moving environment)

Gaze Movement & Focal Points

Physiological nystagmus

- Involuntary movement
- All the time
- · Avoid stabilized images
 - Because they disappear!



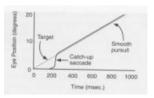
Saccade

- Scan the visual field
- Can be controlled
- The most important for us
- Ballistic movement: 30 ms and up to $900^{\circ}/s$
- Fixation ~300ms
- Saccadic suppression
 - No blur is experienced during movement

Gaze Movement & Focal Points

Smooth Pursuit

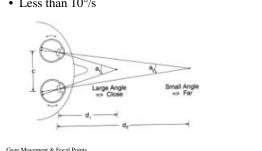
- Track moving objects
- Smooth
- Constant feedback and readjustment
- Slower than saccades (max 100°/s)
- Acuity
 - The image of the tracked object remains sharp



Gaze Movement & Focal Points

Vergence

- Depends on object distance (depth cue)
- Less than 10°/s



Other movements

- Vestibular
 - compensate head movement
- Optokinetic
 - in moving environment

Saccadic exploration

- Reading: Javal, 1878
- Images: Yarbus, 1965
- Path
- · Fixation time



Gaze Movement & Focal Points

David Hockney's collages

- 1 photo= 1 gaze
- Distorted perspective because saliency



David Hockney's collages

• Temporal too



Gaze movement & cubism

• Picasso Portrait of Kuhnweiler



Gaze Movement & Focal Points

Gaze movement & cubism

• George Bracque Le Portugais 1911-1912



Gaze attraction

- Bottom-up (stimulus-driven)
 - Contrast
 - Color
 - Patterns
- Top-bottom (High-level driven, potentially conscious)
 - Semantic information, familiarity
 - Human beings, eyes
 - Task
 - Personal context

Gaze Movement & Focal Points

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Computational model

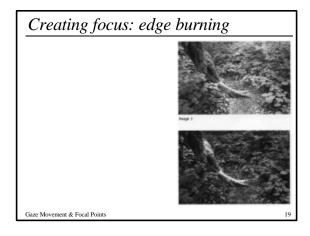
- Itti et al. (Caltech)
- Bottom-up only
- Different channels (colors, edges)
- Multi-resolution
- Lateral inhibition

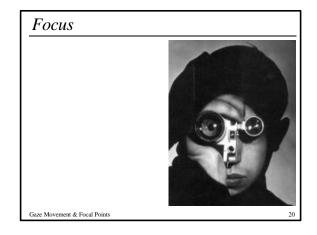


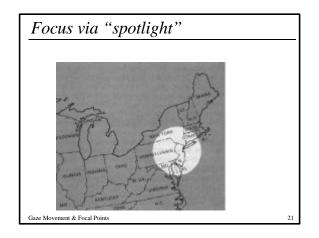
Gaze Movement & Focal Points

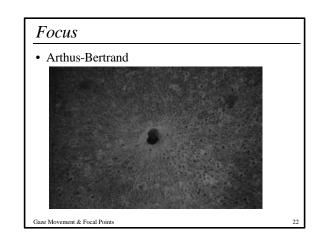
Focal point

- Contrast
- Amount of details
- Image dynamics (lines)
- Semantics



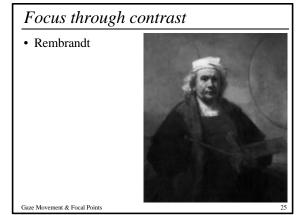


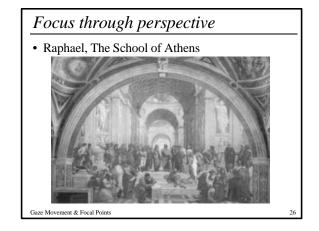


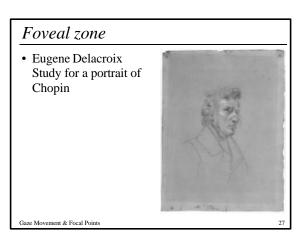




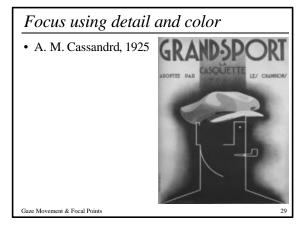


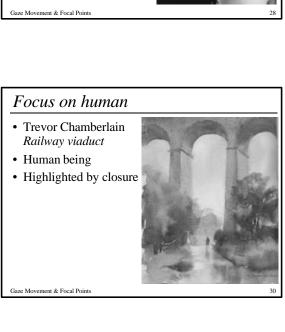












Gaze and image cognition

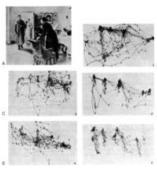
- · Similar to scientific method
 - Make hypothesis (mental model of the scene)
 - Perform experiments (gaze)

Gaze Movement & Focal Points

Depends on task

- · painting by Repin
- B: free
- C: economic level
- D: ages
- E: what were they doing
- F: remember cloth

CI E



Gaze Movement & Focal Points

Depends on task?

- Rembrandt, *The Anatomy Lesson*
- Different tasks:
 - A: Aesthetic
 - B: Semantic
- Very similar paths





Gaze Movement & Focal Points

Diversive vs. specific

- Different strategies (Berlyne 1971)
- Diversive exploration
 - Hunt for new stimulation
 - Dispersed
 - Shorter fixation (<300ms)
- Specific exploration
 - Seeks specific information
 - Longer fixation (>400ms)

Gaze Movement & Focal Point

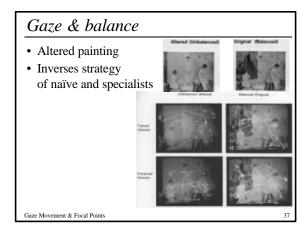
Effect of training

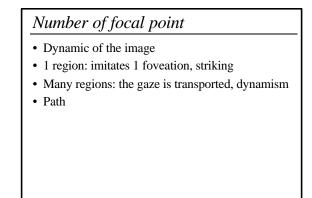
- Compare naïve beholders with specialists
 - $-\,Radiologists$
- Art students, art historians
- Specialists more specific
- Naïve more diversive

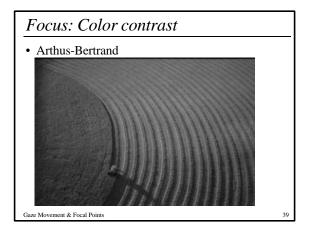
Gaze Movement & Focal Points

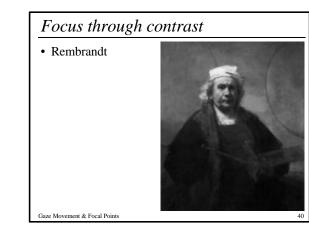
Fixation time & style • Depends on style "complexity" • Shorter fixation for more complex style

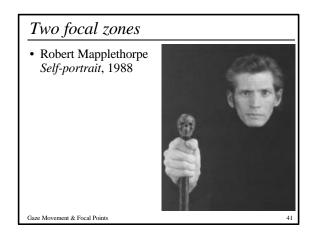
6

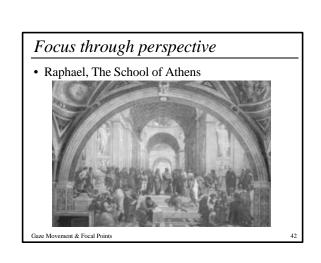


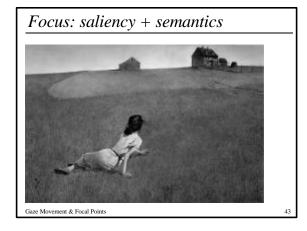


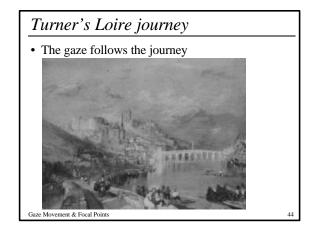


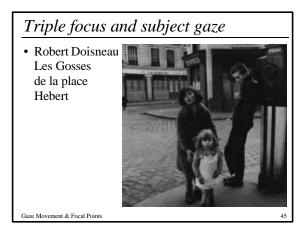


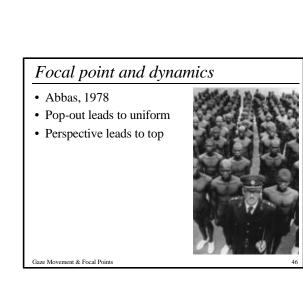


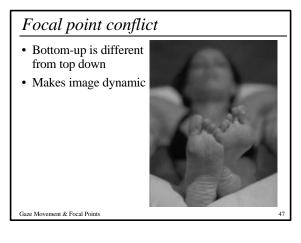


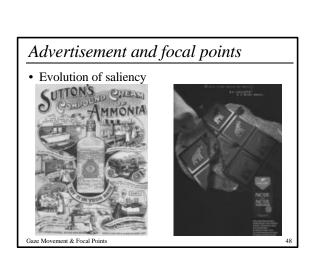












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