The Art and Science of Depiction

## Introduction to Visual Perception

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## Vision is not straightforward

- The complexity of the problem was completely overlooked because
  - The problem is so difficult
  - The human visual system is so efficient

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## Vision and pictures

- Explain
- Inspire
- Malfunction & art
- Technical simplification
  - Cinema, Color, JPG
- Pictures can challenge or simplify perception
- Emphasize or eliminate cues or channels
  - Time, color

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## Beware of the El-Greco Fallacy

- El-Greco, elongated characters
- Were supposed due to astigmatism
- However, pictures and real people would have been stretched equally
- Almost as fallacious as assuming painting should be inverted because our eyes invert what we see



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### However...

- Monet had a cataract operation
- · Cataract makes vision blurry and yellowish





Before operation Aft

## **Textbooks**

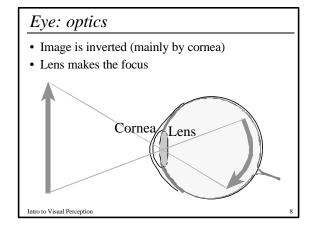


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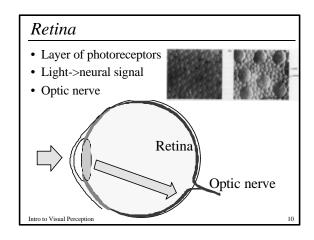
## Plan

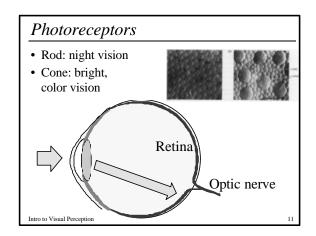
- Eye
- Low-level processing
- Different pathways
- Organization
- High-level
- Focus, attention
- Color

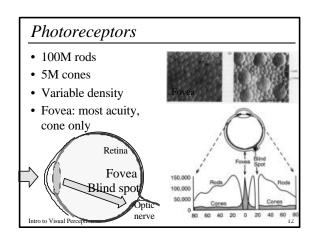
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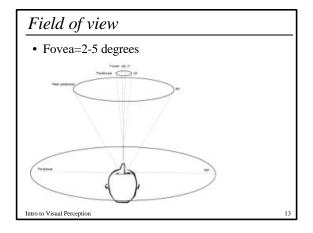


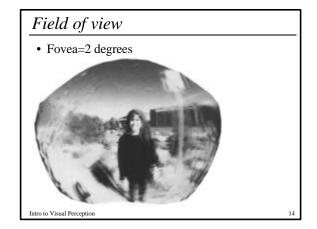
# Eye: visual angle Corresponds to size of the projection on retina Depends on real size and distance Visual angle Visual angle Visual angle







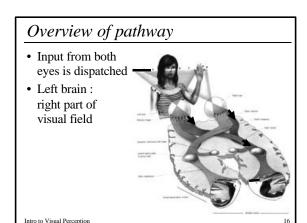




## Summary

- Light is transformed into 100M neural signals
- But... optic nerve has only 1M nerve fibers

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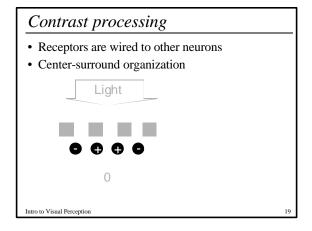


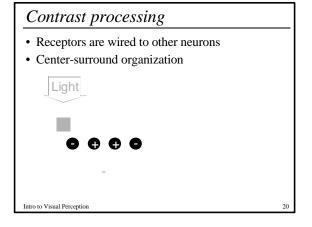
# • First step in the retina itself

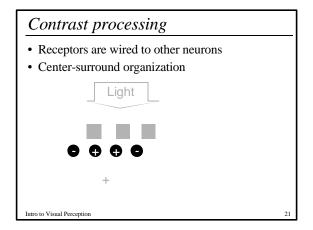
## Contrast processing

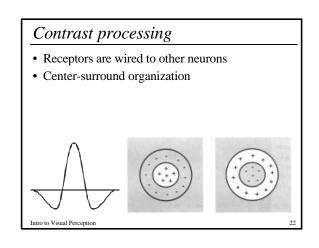
- We are sensitive to contrast, not to absolute luminance
- Useful because contrast is more invariant (it depends less on illumination)

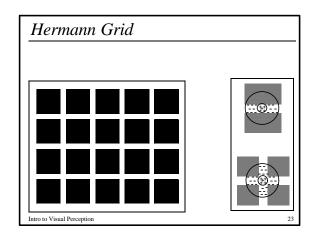
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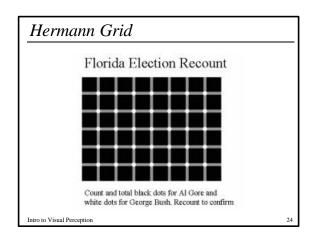


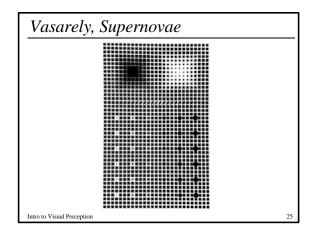


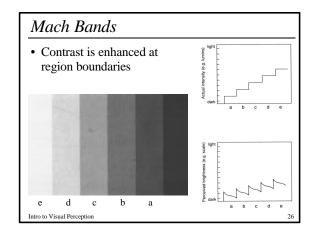








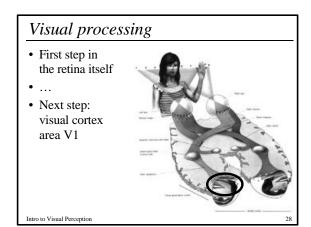




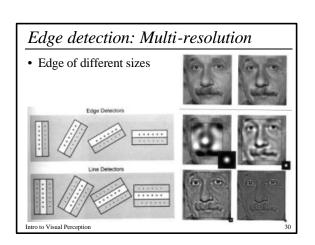
## Relation with photo and painting

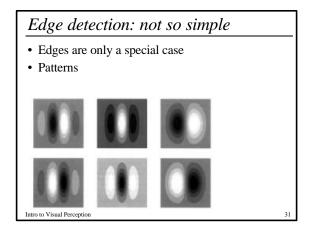
- Low contrast is not that much a problem
- A photo can be brighter/lighter than the original

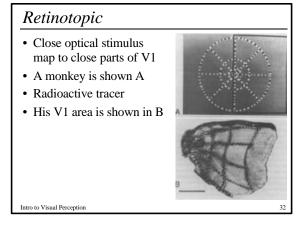
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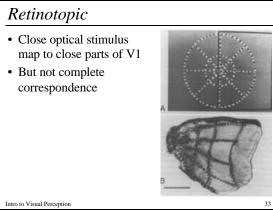


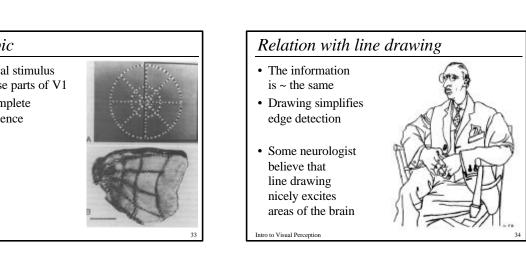
## 

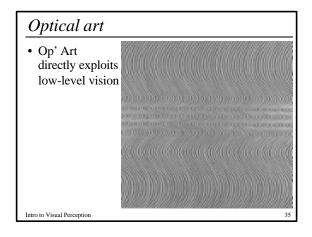


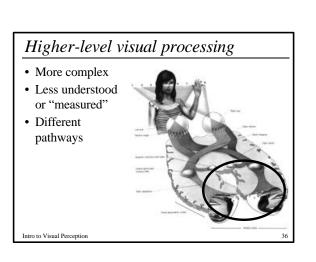


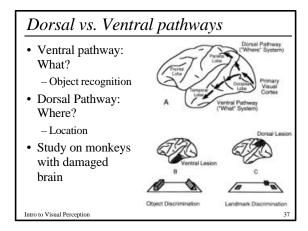


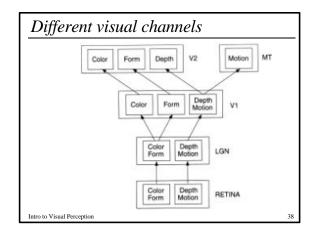


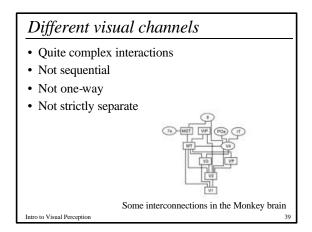


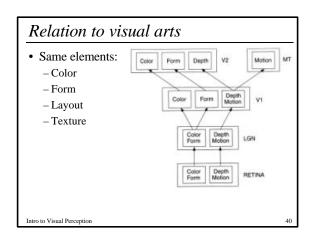


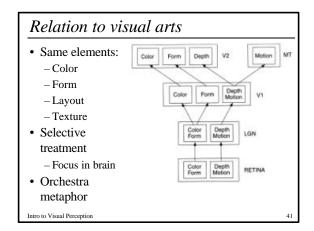


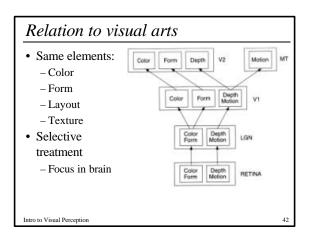


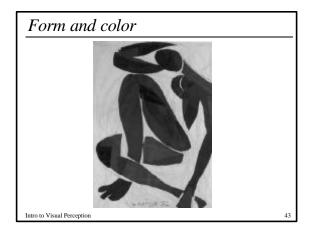


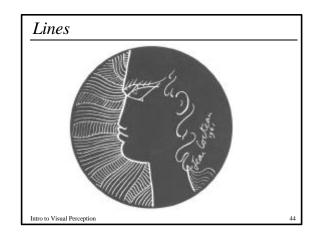


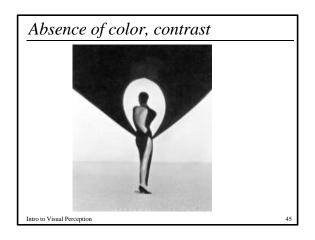


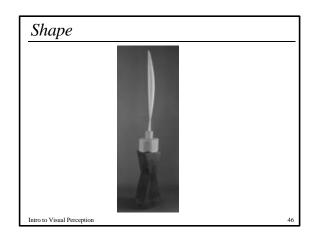


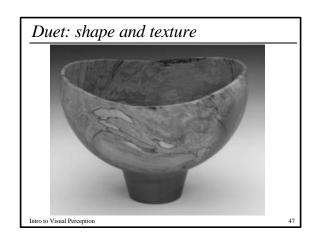


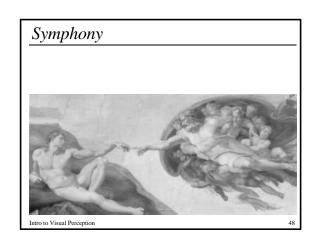












## Plan of the few next sessions

- Stepping back
- · Organization, Gestalt
- Perceiving shape and objects
- Focus, attention
- Color vision

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## Assignments

- Feedback
- Image
- Reading
- Piranesi

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## Reading

• Do not forget Gombrich...





## Assignment

- Piranesi tutorial
  - Demo version on the class web page
  - Non-photorealistic rendering
  - Tutorial 1 to 3
  - Skip 2.4







Talk

- Decision next week
- Either come with a subject
- Or look on the class web page for suggestions

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