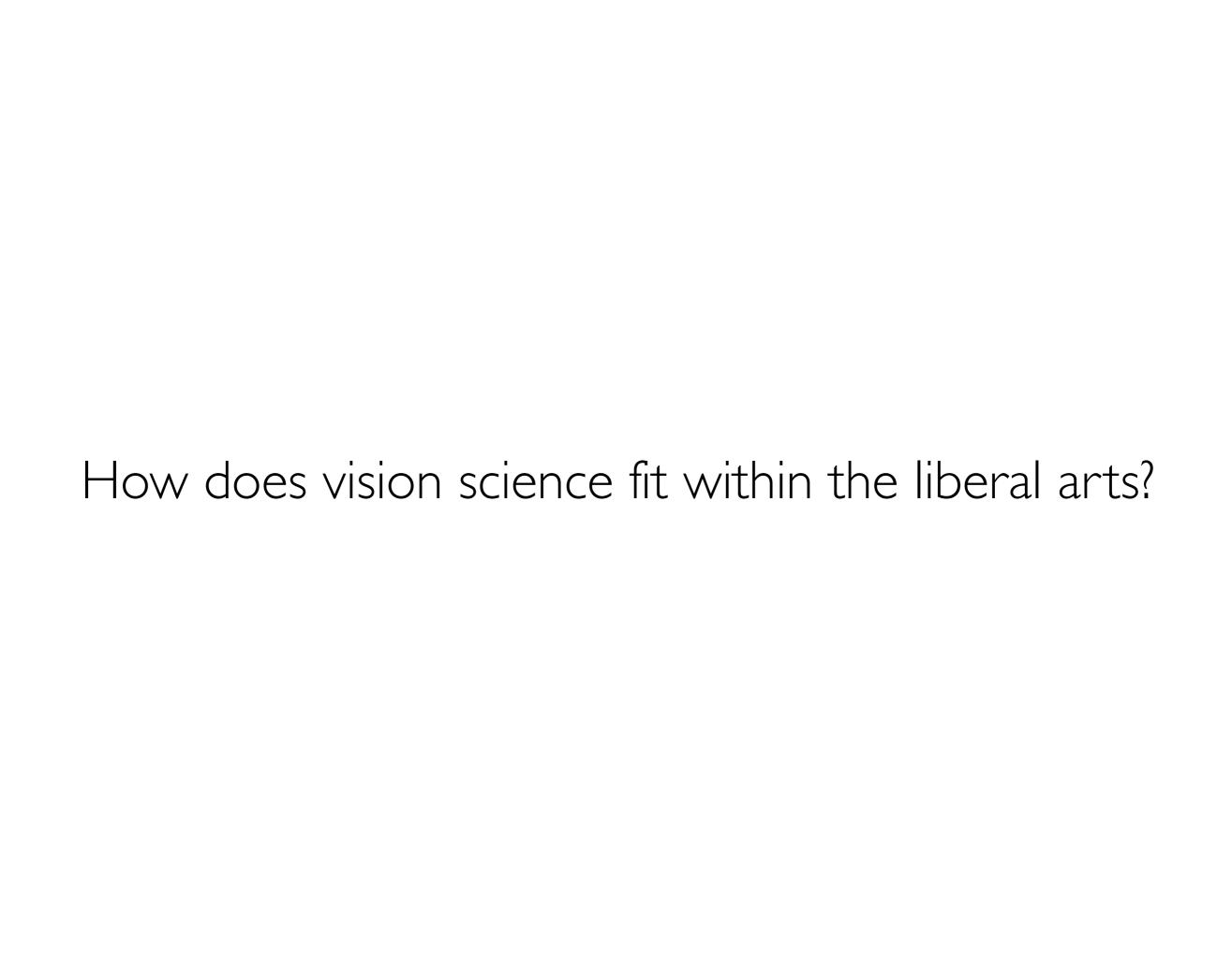
Vision Science and the Liberal Arts

Jason Haberman AALAC Workshop, April 5-6, 2017



Art, Philosophy, Economics, Neuroscience, Sociology, Anthropology, Archaeology, Computer Science, Pop Culture, History, Phenomenology, Language, Graphic Design, Psychology, Optometry, Physics, Mathematics, Architecture, Perception, Navigation Vision science is broadly appealing

We are all vision scientists

Goal of this workshop:

Explore the ways that art/philosophy/cinema and other disciplines can inform the vision sciences, and vice versa

Teaser

- Art
- Shadows and Reflections
- Linear Perspective
- Anamorphs
- Object Size and Distance

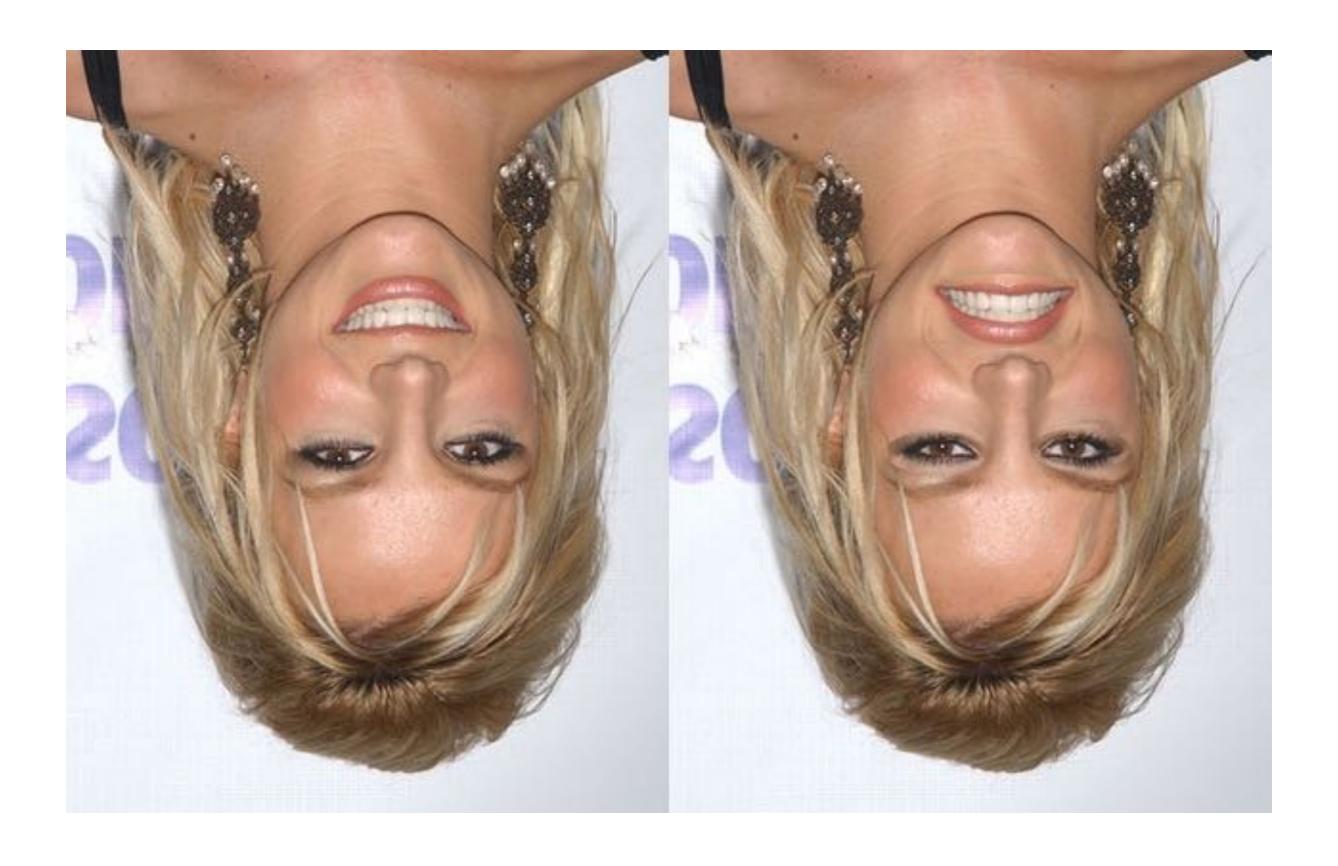














Shadows

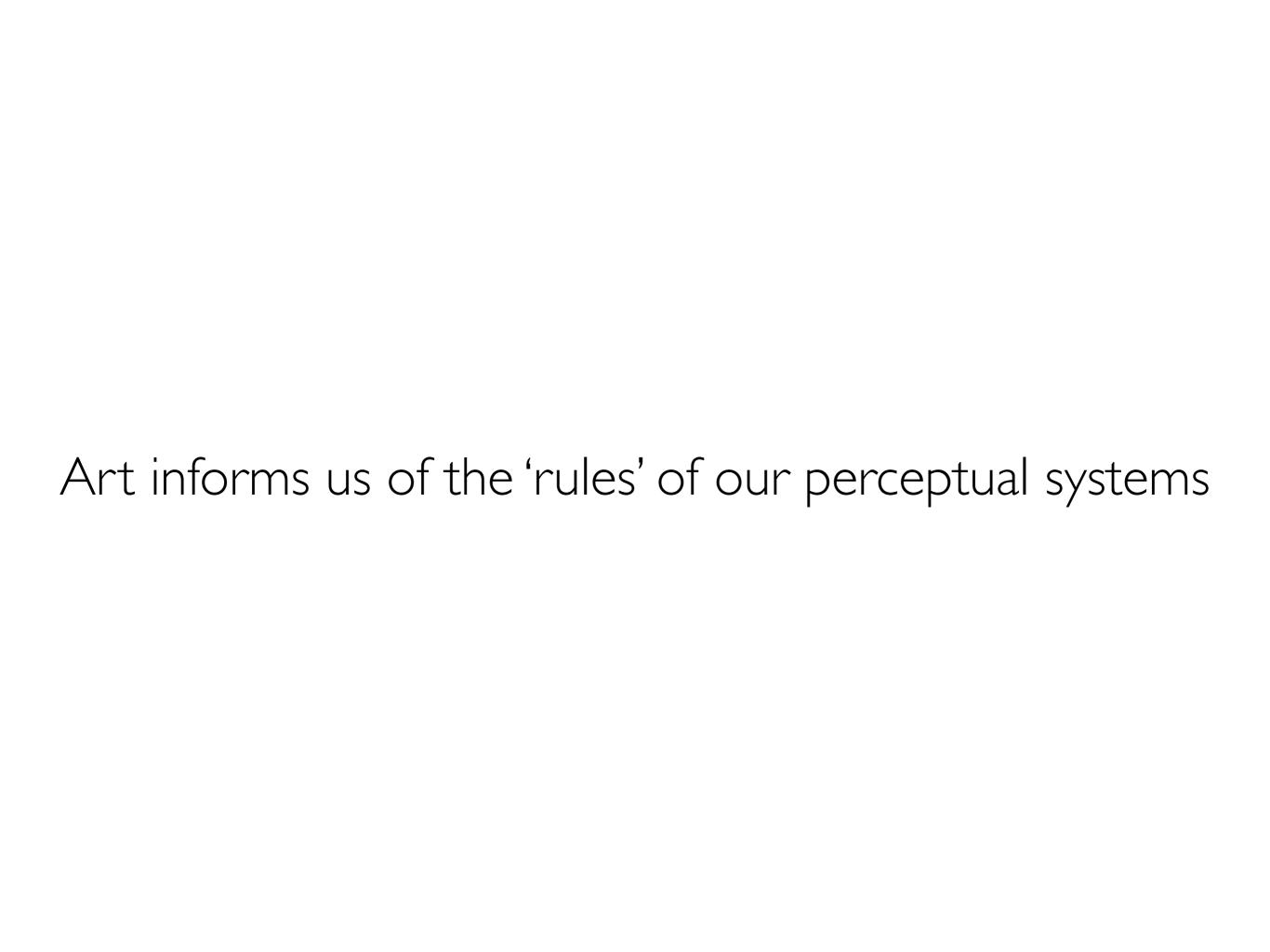
The Incredibles



Pixar

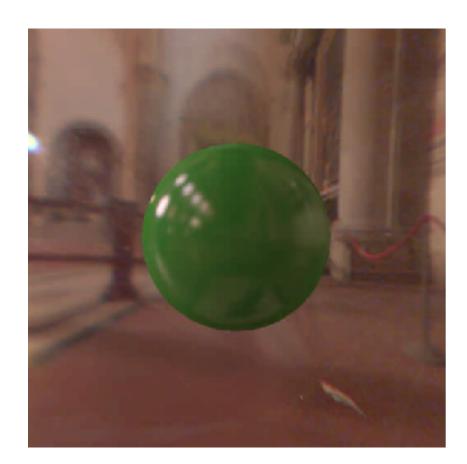
Budget: \$92 Million

Shadows and lighting: \$ Millions & months of work.







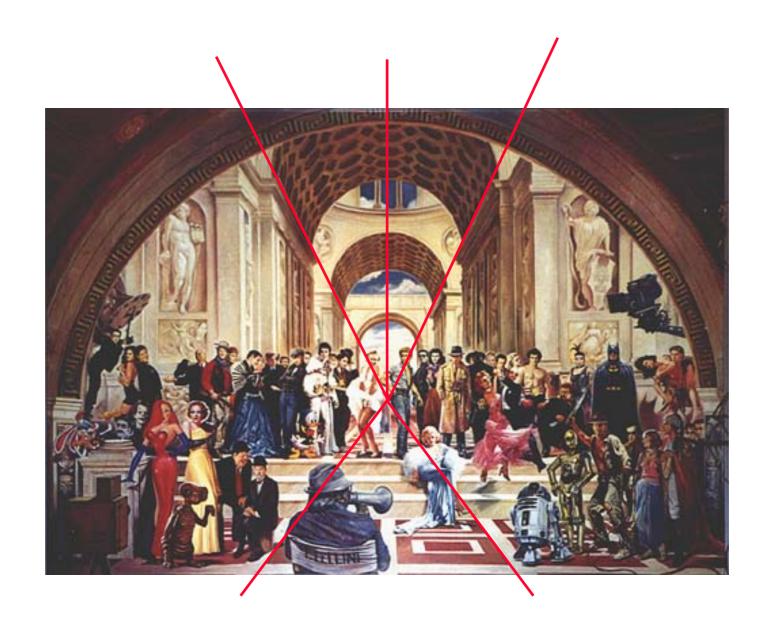








Linear Perspective



Linear Perspective: Geometry requires that parallel lines converge in the distance

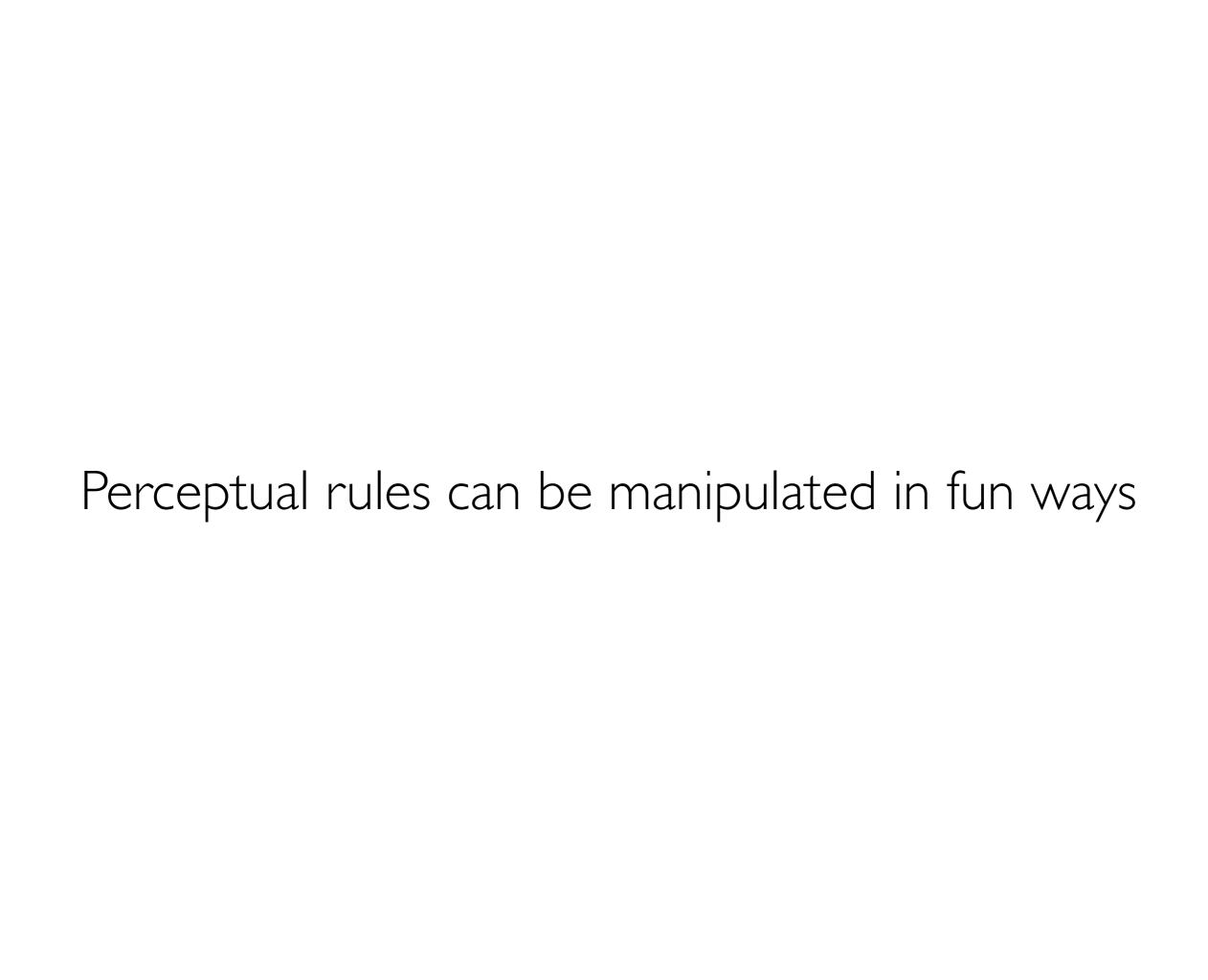
Linear Perspective



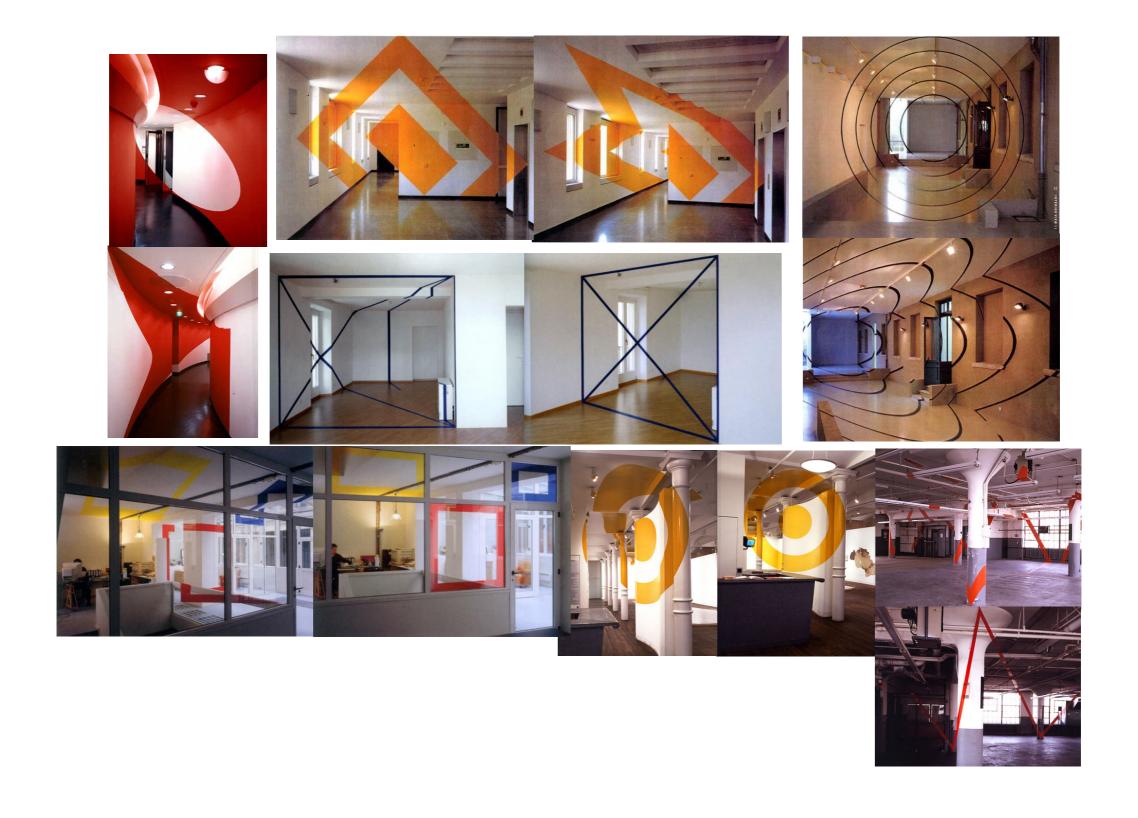
Ruins at Myrtos Pyrgos, Greece

Linear Perspective







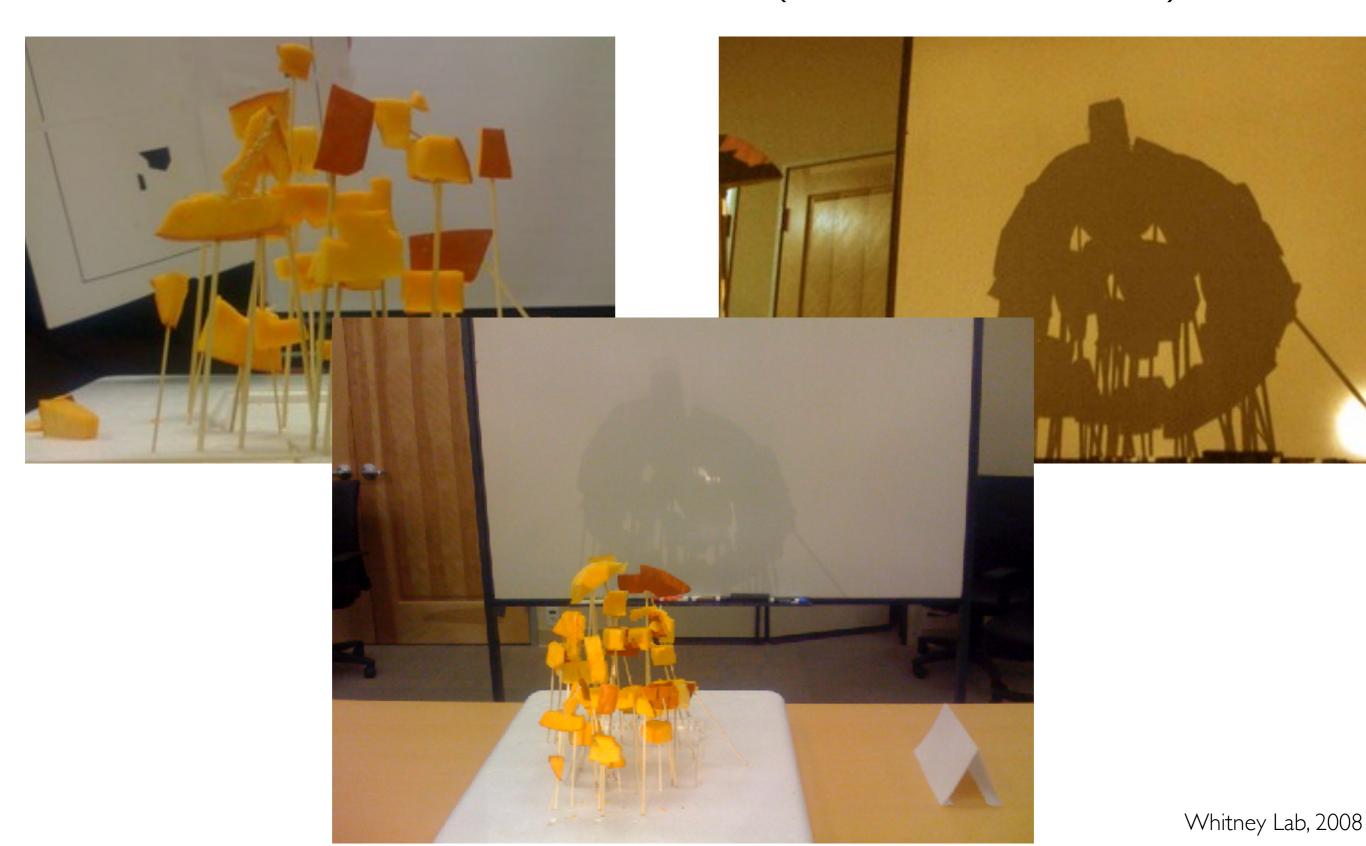


Anamorphic Projections (with Shadows!)





Anamorphic Projections (with Shadows!)



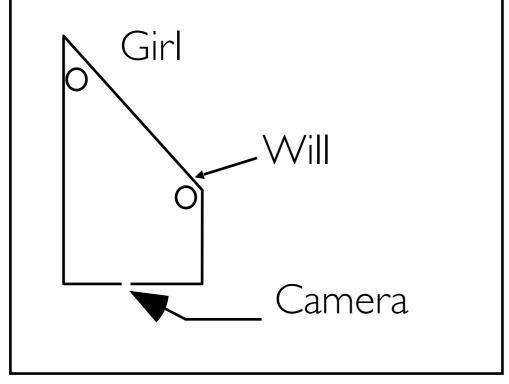
Pop culture exploits perceptual rules to create 'impossible' situations

EMMERT'S LAW

Perceived Size α = retinal image size (RI) X perceived distance (PD)

Elf





Girl RI = small

Will RI = Big

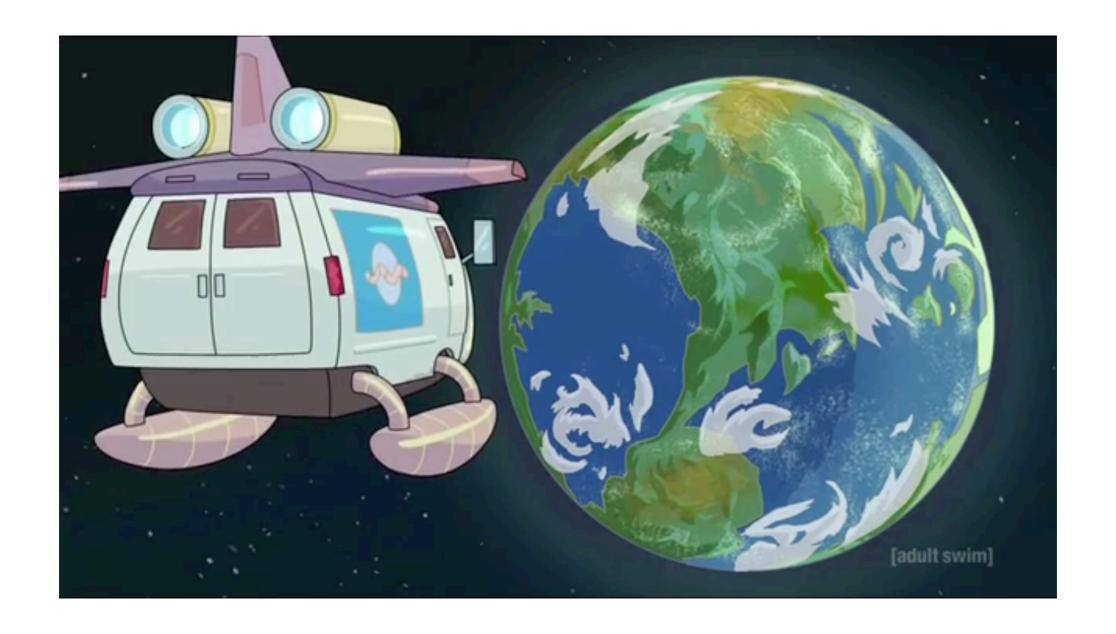
PD = Same for both girl and Will (special point of view!)

PS of Will = HUGE

LOTR







Today and Tomorrow:

Aesthetic preferences, development, art, #thedress, functional organization, archaeology, cinema

We are all vision scientists — let's leverage our visual expertise to help us better understand the world

THANK YOU!