

2013

The role of monocular regions in the perception of stereoscopic surfaces

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Recommended Citation

Wardle, S; Gillam, Barbara; and Palmisano, Stephen, "The role of monocular regions in the perception of stereoscopic surfaces" (2013). *Faculty of Social Sciences - Papers*. 895.
<https://ro.uow.edu.au/sspapers/895>

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Abstract

Abstract presented at the 36th European Conference on Visual Perception, 25-29 August 2013, Bremen, Germany

Keywords

monocular, regions, perception, role, stereoscopic, surfaces

Disciplines

Education | Social and Behavioral Sciences

Publication Details

Wardle, S., Gillam, B. & Palmisano, S. (2013). The role of monocular regions in the perception of stereoscopic surfaces. *Perception*, 42 12.

Monday

and novices. We examined fingerprint identification performance among experts, novices, and novices with a short training intervention. Expert performance far exceeded both groups of novices. We predict the performance accuracy by using quantitative image measures borrowed from computer vision. We found that novices primarily used basic variables known to affect visual perception such as brightness and clarity of, mostly, the tenprints while the experts used domain-specific, configural features such as core and delta of the latents, ratio of areas and relative image characteristics of the latent-tenprint pair. Ultimately, it may be possible to evaluate a fingerprint comparison in terms of the quality of visual information available in order to predict likely error rates in fingerprint pair comparisons. Such a metric would have great value in both adding confidence to judgments when print comparisons are uncomplicated in terms of having high quality visual information, and it would allow appropriate caution in cases that are, from an objective standpoint of the quality of visual information, more problematic.

◆ **On Interactions Between Vision and Language**

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A number of studies have been showing that visual input can influence linguistic processing in real time. This tells us that the visual system can sometimes tell the language system what to do. Additional studies have been finding that linguistic input can influence visual processing in real time as well. Thus, it appears that the language system can sometimes tell the visual system what to do. The evidence points to an interactive (and decidedly non-modular) account for how perceptual and cognitive subsystems process their information. While it is clearly the case that there are brain areas that are mostly specialized for certain perceptual modalities, it is also the case that those specialized brain areas are able to process some information from outside of their specialized domain. With multiple heterogeneous perceptual subsystems sharing information back and forth in cascade, it may be that a dynamical systems approach to cognition in general, and to visual perception in particular, is required.

◆ **Validating a virtual head to measure the subjective cone of gaze**

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Gaze direction is an important cue that regulates social interactions. Although humans are very accurate in determining gaze directions in general, they have a surprisingly liberal criterion for the presence of mutual gaze. We first established a psychophysical task to measure the cone of gaze, which requires observers to adjust the eyes of a virtual head to the margins of the area of mutual gaze. Then we examined differences between 2D, 3D, and genuine real life gaze. Finally, the tolerance for image distortions when the virtual head is not viewed from the proper vantage point was investigated. Gaze direction was remarkably robust toward loss in detail and distortion. Important lessons for the design of eye-contact in virtual environments can be derived from these findings.

TALKS : 3D VISION, DEPTH AND STEREO

◆ **The role of monocular regions in the perception of stereoscopic surfaces**

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Binocular viewing of 3D scenes produces portions of the background that are only visible to one eye because of occlusion and interocular separation. Here we investigate the effect of monocular regions on perceived slant. It is well-known that horizontal stereoscopic slant is under-estimated for isolated surfaces. The addition of monocular regions significantly increases perceived slant [Gillam & Blackburn, 1998, *Perception*, 27, 1267-1286] however, the underlying mechanisms are unknown. Two probes equidistant from a slanted surface appear offset in depth as a result of the underestimated slant. We predicted that this bias would be reduced when monocular regions were present, as they increase perceived slant. The PSE was measured for two probes in front of slanted random-textured surfaces, with and without monocular regions. Bias was present for isolated surfaces with stereoscopic slants of +/-21 and 36 deg, with a larger bias for the latter. Surprisingly, the bias was not reduced by adding monocular regions. This contradicts the finding that monocular regions increase perceived slant and also that increasing stereoscopic slant by contrast does reduce bias [Gillam et al, 2011, *Journal of Vision*, 11(6):5, 1-14]. We discuss possible explanations in the context of physiological results from cells selective for depth edges.