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| <p>processing</p> <ul style="list-style-type: none"> * Sensation vs. Perception * bottom-up processing vs. top-down * sensory adaptation vs. habituation <p style="text-align: center;"><u>INTRODUCTION TO PERCEPTION</u></p> <ul style="list-style-type: none"> * context * perceptual set * schemas | <ul style="list-style-type: none"> * Gestalt principles <ul style="list-style-type: none"> - closure - continuation - similarity and proximity * figure-ground images * impossible figures <p style="text-align: center;"><u>ORGANIZING OUR PERCEPTIONS</u></p> <ul style="list-style-type: none"> * feature analysis * prototype matching |
| <ul style="list-style-type: none"> * size & shape constancy <p style="text-align: center;"><u>DEPTH AND CONSTANCY</u></p> <ul style="list-style-type: none"> * <u>depth/distance cues</u>: <ul style="list-style-type: none"> - binocular or retinal disparity <ul style="list-style-type: none"> - convergence - accommodation - linear perspective <ul style="list-style-type: none"> - relative size - interposition - elevation - texture gradient - motion parallax | <ul style="list-style-type: none"> * reversible figures * color afterimages * illusions of apparent motion: <ul style="list-style-type: none"> - autokinetic effect - phi phenomenon - stroboscopic movement <p style="text-align: center;"><u>ILLUSIONS AND OTHER PHENOMENA</u></p> <ul style="list-style-type: none"> *The Muller-Lyer Illusion * The Ponzo Illusion |