Perception in Animation

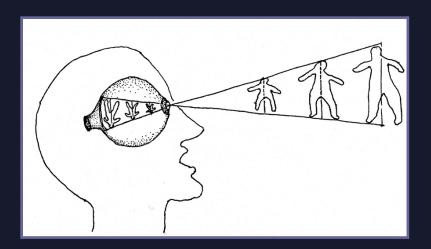
Diana Reichenbach
Malak Quota
Tim Garbutt
Jordan Prieto
Sara Spink
Tianran Duan



Research and Development

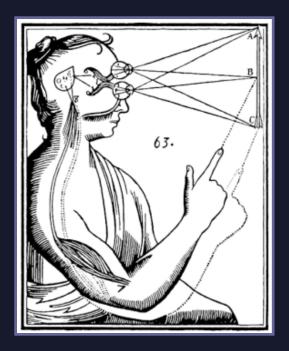


- Research/Blog
- Postcards
- Perceptual Exercise





 "It is one of the commonest of mistakes to consider that the limit of our power of perception is also the limit of all there is to perceive"

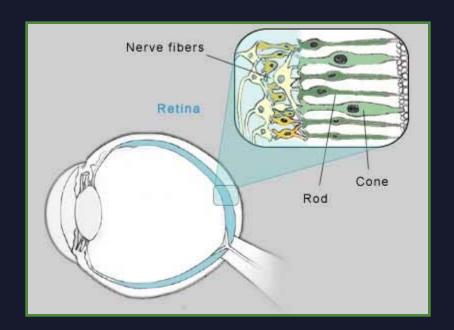


-Charles Webster Leadbeater

How our eyes interpret images

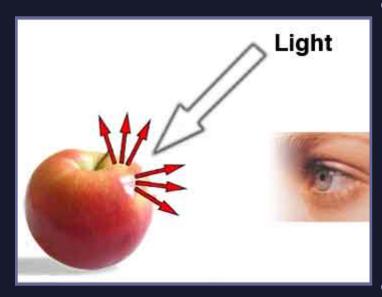


- The rods and cones (photoreceptors) are responsible for detecting light
 - Rods used for dim light
 - Cones used for bright light
 - Cones divided into 3 groups depending on the wavelength they absorb
 - Short wavelength = blue
 - Medium wavelength = green
 - Long wavelength = red
 - Cones and adapting to light and dark
 - Need to adjust to a dark room because lack of light causes lack of cone stimulus



Light and Color





- The color of an object is determined by which light waves it absorbs and reflects
 - Ex. When an object appears black- all the wavelengths of light are being absorbed
- Solid objects will mostly reflect light, but transparent objects will transmit light through them

A Memory of Light



- Holography allows the light scattered from an object to be recorded and later reconstructed so that it appears that the object is in the same position, relative to the recording medium, as when it was recorded
 - Can see light as a physical property



Filling in the Gaps



 "We don't see things as they are. We see them as we are."

-Anais Nin (Author)

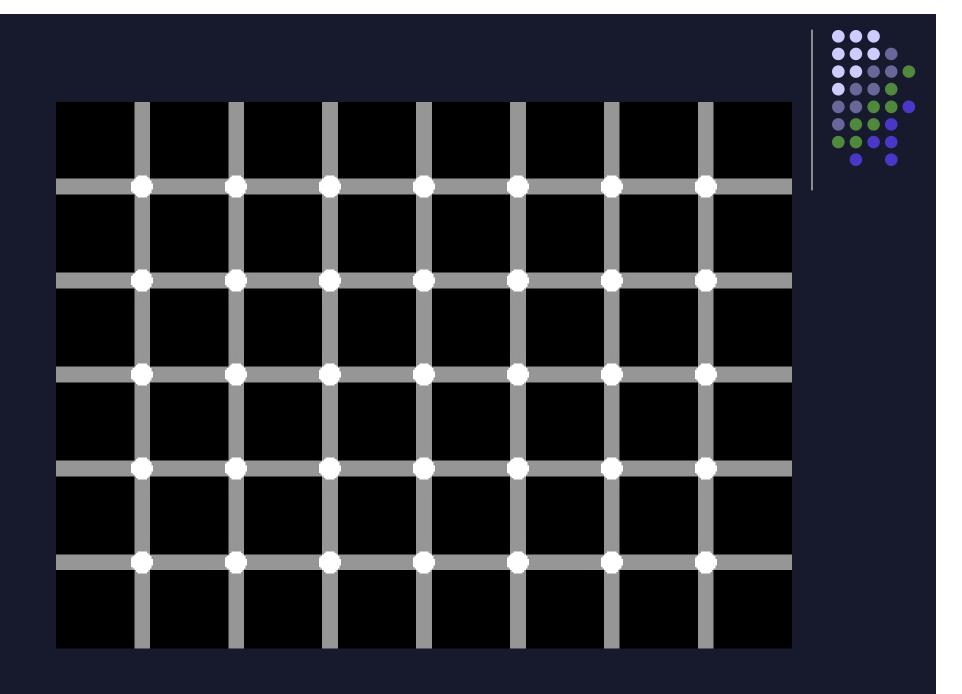
- Animation is possible through persistence of vision
- Our brains fill in gaps, many times in accordance with what we have already observed and learned visually

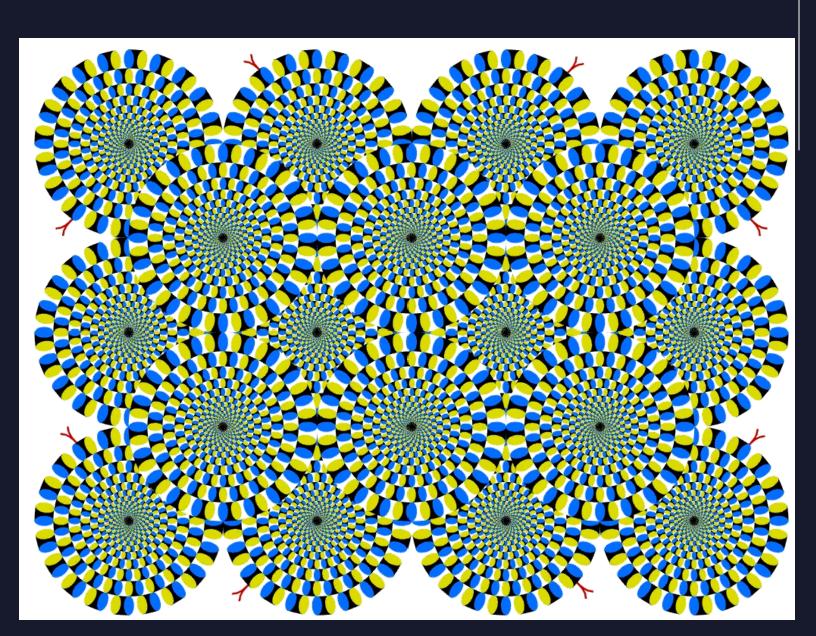
Filling in the Gaps – After Image



After Images and Perception



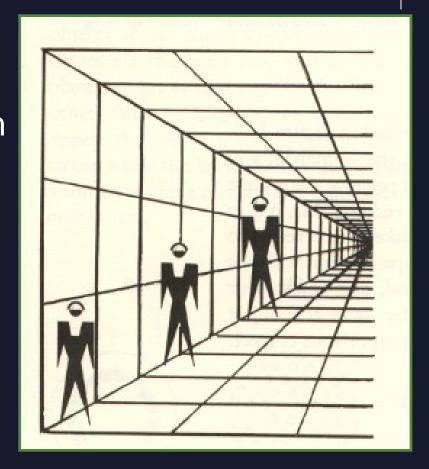






Filling in the Gaps - Depth Cues

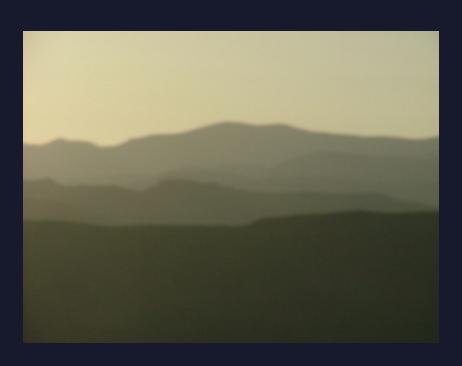
- Depth Cues- As we develop our visual senses our eyes begin to recognize the appearance of cues indicating depth
- Contradicting cues:
 - Horizon point
 - Height of subjects

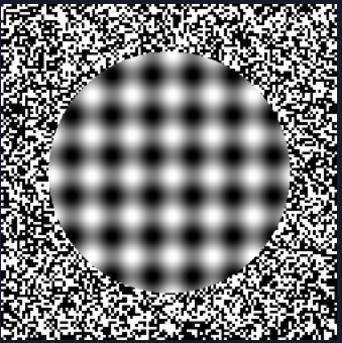


Filling in the Gaps - Depth Cues



Blur and Light/Dark

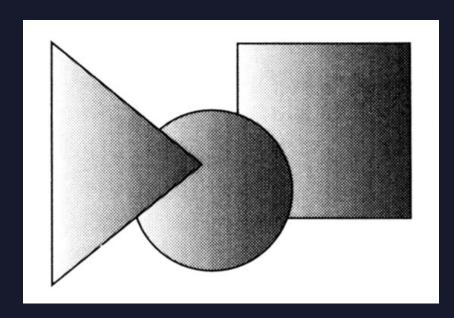


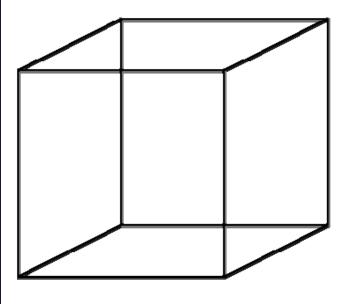


Filling in the Gaps - Depth Cues



Relation of objects

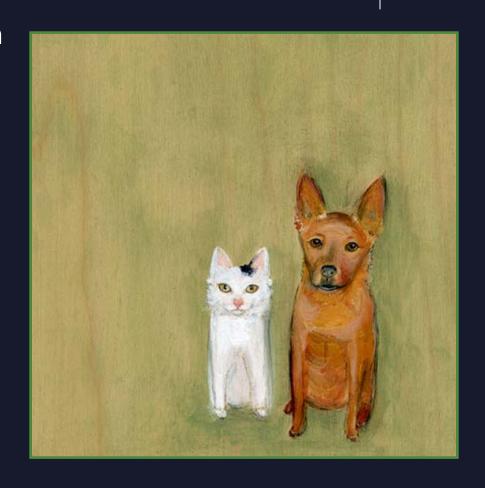




Learned Perception- A Case Study ("Visual Intelligence" by Donald Hoffmann)



- Study by William Cheselden (1728): Boy of 14 was blind from congenital cataracts and was able see after eye surgery
 - Had problems identifying the difference between a cat and dog until he touched them
 - After months of observing pictures was he able to identify them to represent solid structures (not just flat planes of color)







 "Art is the only possible means left in this world now to communicate directly to people's minds without any translation"

-Bill Viola (Video Artist)





- Light and the use of light and dark
 - High Key Lightingpredominately white and use light tones. This creates a softer image
 - Low Key Lighting- limits the amount of light in an image. High contrast and hard lighting give this image a moody atmosphere













- How you light a subject alters its interpretation
 - Lighting from above emphasizes eye sockets and bone structure
 - Lighting from below emphasizes eyes and skin texture





- Iconic Images can allow our minds to digest ideas in different ways
 - Can relieve the stigma attached with the real world





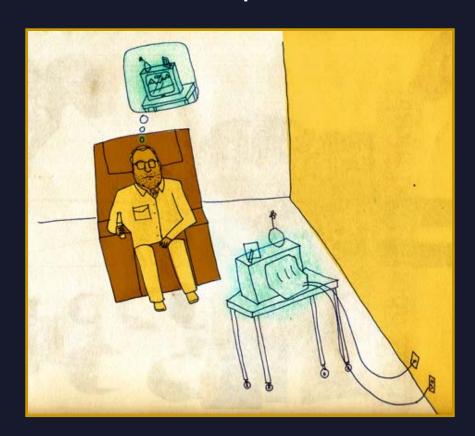
- Framing a shot
- Choice of line/color
- What you leave out







• Depends on viewer's experiences



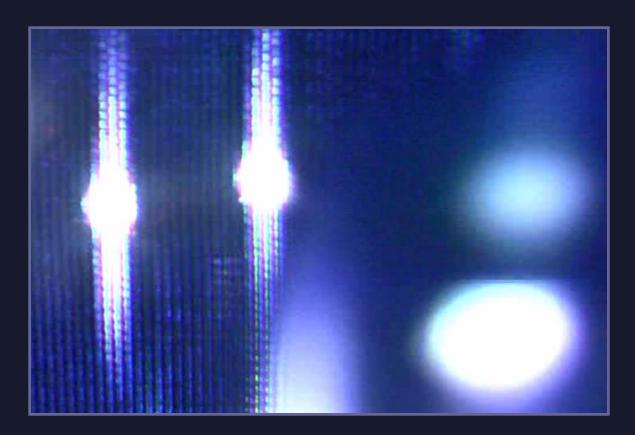


- The <u>medium</u> is which we are approached effects how we interpret
 - Written Word
 - Image
 - Technology/Multimedia effects interpretation
 - Animation combines many other mediums in art





- Visual Music
- Sound
- Light and the Electronic Age



Perception Project





















My life is a moving image.

Tianran Duan

















