

見え方と見かけの大きさ

When computer graphics (CG) are reproduced based on apparent object size, disparities between CG and real objects emerge and increase. This paper proposed a method of reproducing perspective-represented object size to apparent size based on 3D object size information. Using this method, the mapping function is reproduced and evaluated only at apparent size measure points.



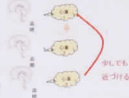
幾何学的大きさ 見かけの大きさ

実物

心像空間



写真



同じでも
違ってくる

対象の大きさを何らかの基準に従って変換 見えたと感じる大きさ

(旧)



(新) $f(x, z) = a(x) \cdot z$



■ 予測値 ▲ 実測値

写真、xは、視点位置とする観方向の距離

