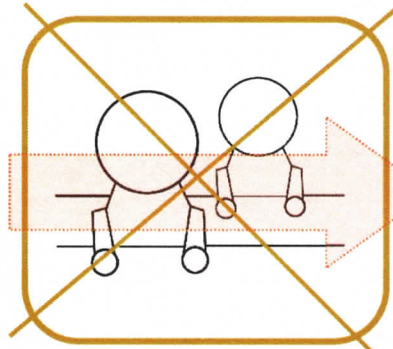


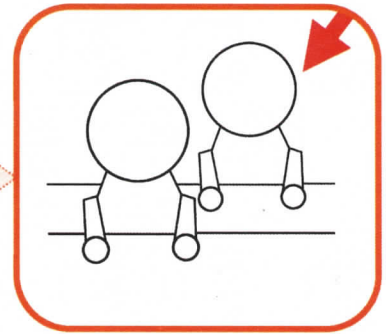
見え方と見かけの大きさ

When computer graphic images (CGI) are reproduced based on apparent object size, disparities between CGI and real space images are removed. We have proposed a method of reproducing perspective mapped 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.

We have found a fairly reliable method of reproducing perspectives based on the apparent size of objects in the neighboring space.



幾何学的大きさ

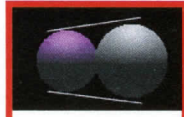


見かけの大きさ

実物

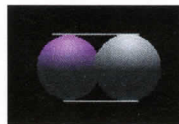
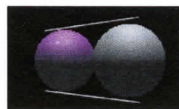


<大きさ>



画像変換

写真



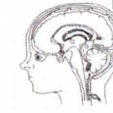
心象空間



両眼



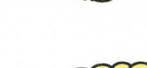
両眼



両眼

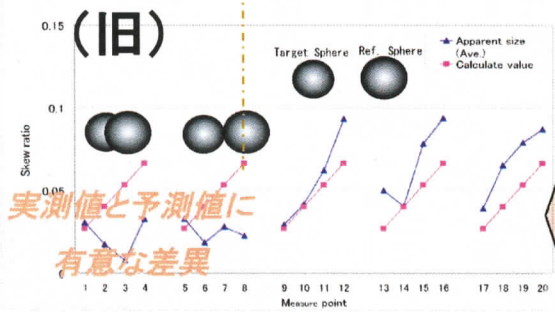


異なる



少しでも近づける

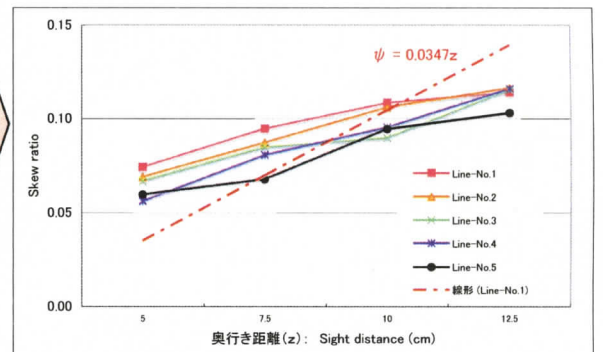
対象の大きさを何らかの基準に従って変換 ⇒ 見たと感じる大きさ



■ 予測値 ▲ 実測値

対象の見え方によって、恒常度が変わる

(新) $\psi(x, z) = a(x) z$



なお、 x は、視点を原点とする横方向の距離