PRINCIPLES OF DEPTH AND PERCEPTION

Directions: As you look through the website, provide a description of each depth cue, and an example of the concept ON YOUR

 OWN. <http://www.eruptingmind.com/depth-perception-cues-other-forms-of-perception/>

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|  | **Description** | **Example of Concept** |
| **BINOCULAR CUE** |  |  |
| Retinal Disparity |  |  |
| **monOCULAR CUE** |  |  |
| Linear Perspective |  |  |
| Interposition |  |  |
| Texture Gradient |  |  |
| Motion Parallax |  |  |
| Size Constancy |  |  |
| Relative Size | If two objects are roughly the same size, the object that looks the largest will be judged as being the closest to the observer | This is why the moon seems bigger and farther away when it is near the horizon than when it is high in the sky. We use buildings, trees and other objects of known size to make judgements about the size/distance of the moon. When the moon is higher in the sky there are no known frames of references to judge it’s closeness, and thus, it appears smaller and closer to us.  |
| **Gestalt Principles** |  |  |
| Figure Ground |  |  |
| Proximity |  |  |
| Similarity |  |  |
| Closure |  |  |