

Linking Vision Science and Applied Research

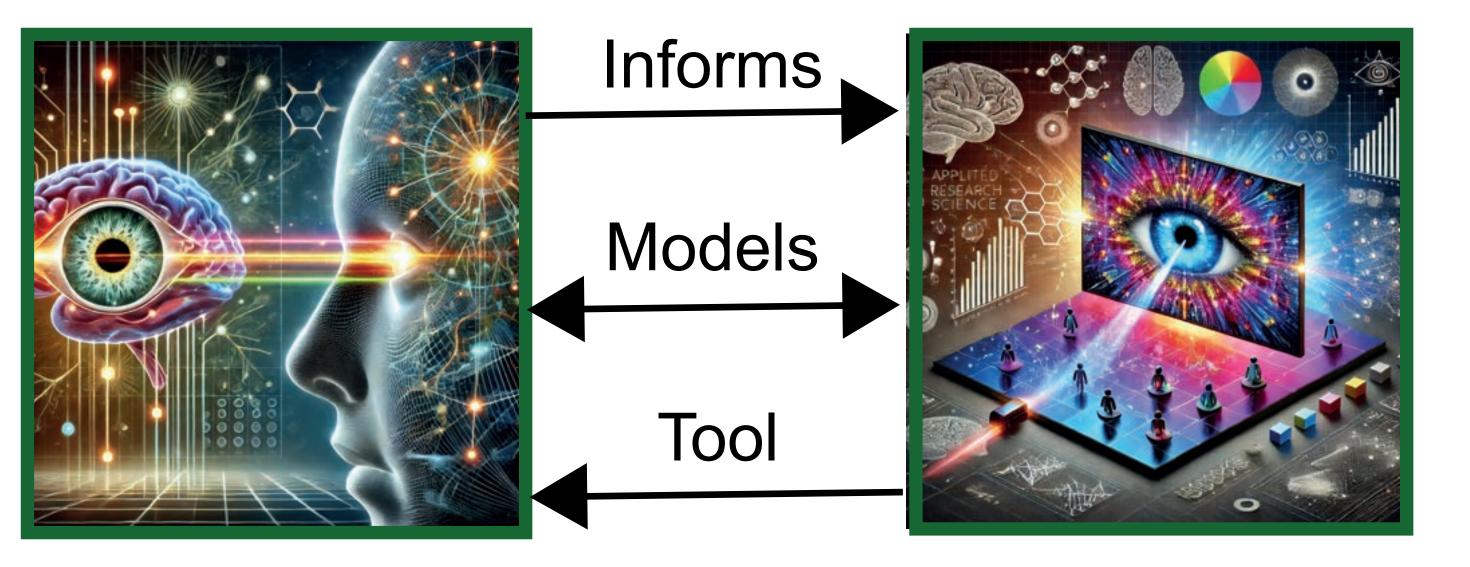
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Introduction

Vision Science

Using behavioral measurments to understand visual perception and brain processes



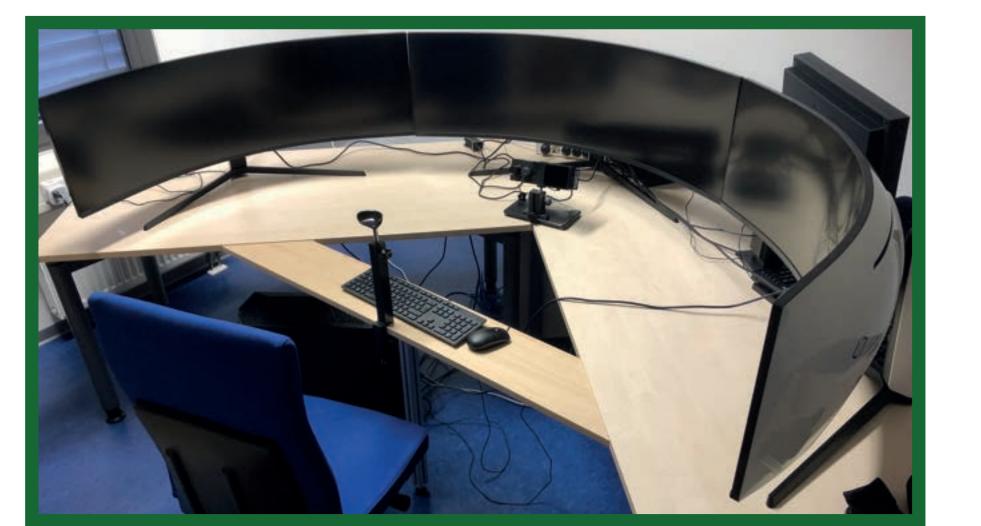
Display Research

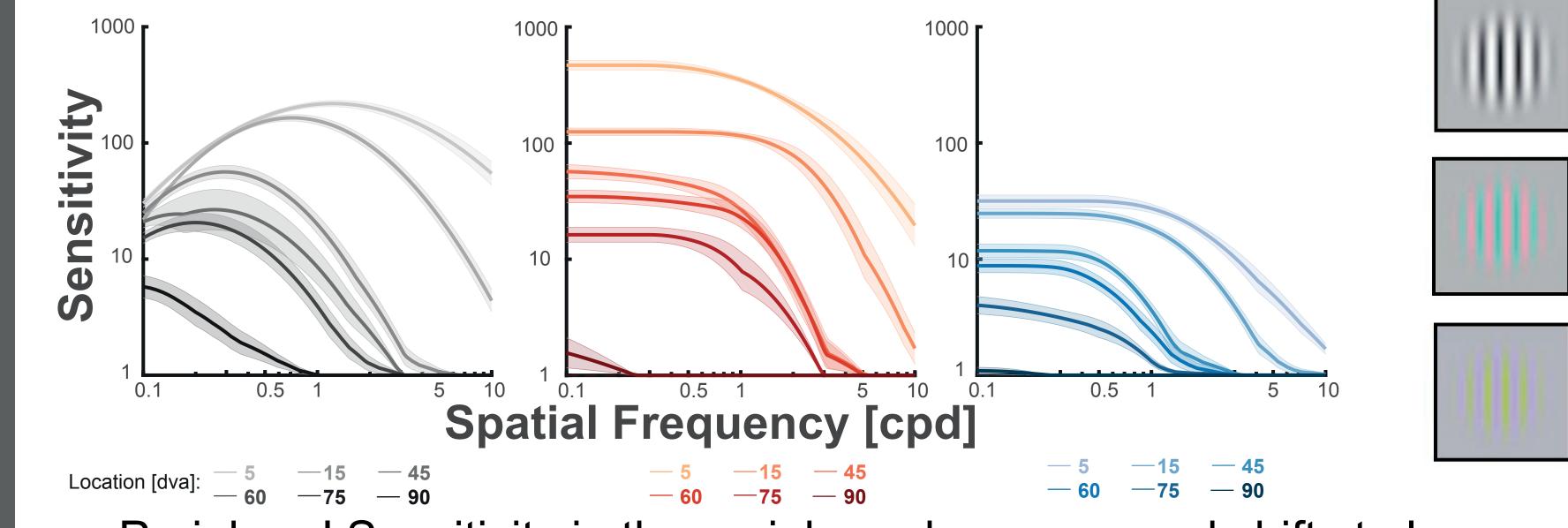
Using behavioral measurments to improve image quality and develop display designs

Project 1: Describing Visual Sensitivity in the far Periphery

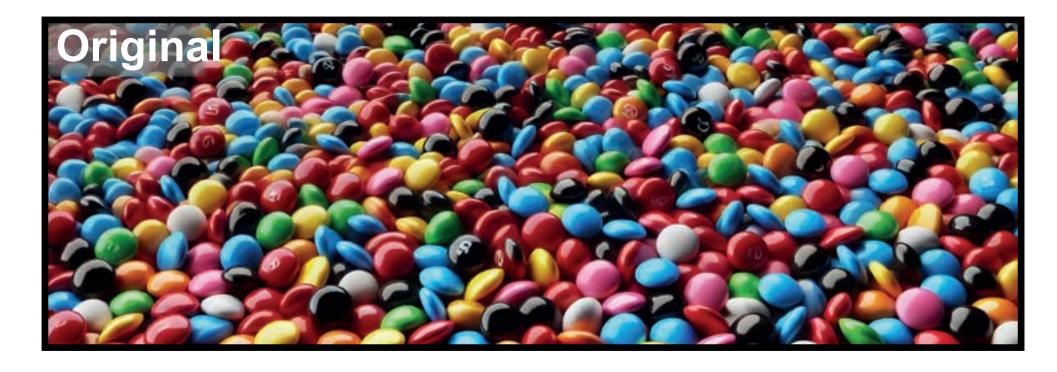
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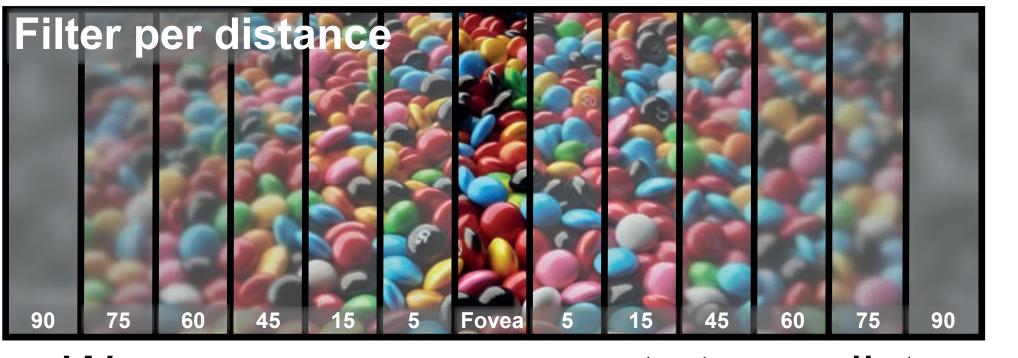
- Contrast sensitivity function is essential to descibe the limits of the visual system
- Has been mostly tested for achromatic stimuli and in the fovea
- Modern HMDs have wider and wider field of view
- **Goal:** Describe visual sensitivity in the far periperhy





Peripheral Sensitivity in the periphery decreases and shifts to lower spatial frequencies. Chromatic vision is still possible till at least 75 dva.





Vision Science Sensitivity in periphery is underestimated. This is especially true for chromatic stimuli.

Display Research Measurments can be used to improve models of visual perception. These are critical for techniques like foveated rendering.

Background

ethod

90° 75° 60° 45°	15° 5° 5° 15°	45° 60°	75° 90°

- Curved displays cover 210 dva visual field
- 2AFC Task to measure sensitivity
- Different types of stimuli (Achromatic, Red-Green & Yellow-Violett)

We can use measurments to predict appearance in the periphery

Project 2: Using oculmotor control as image quality marker

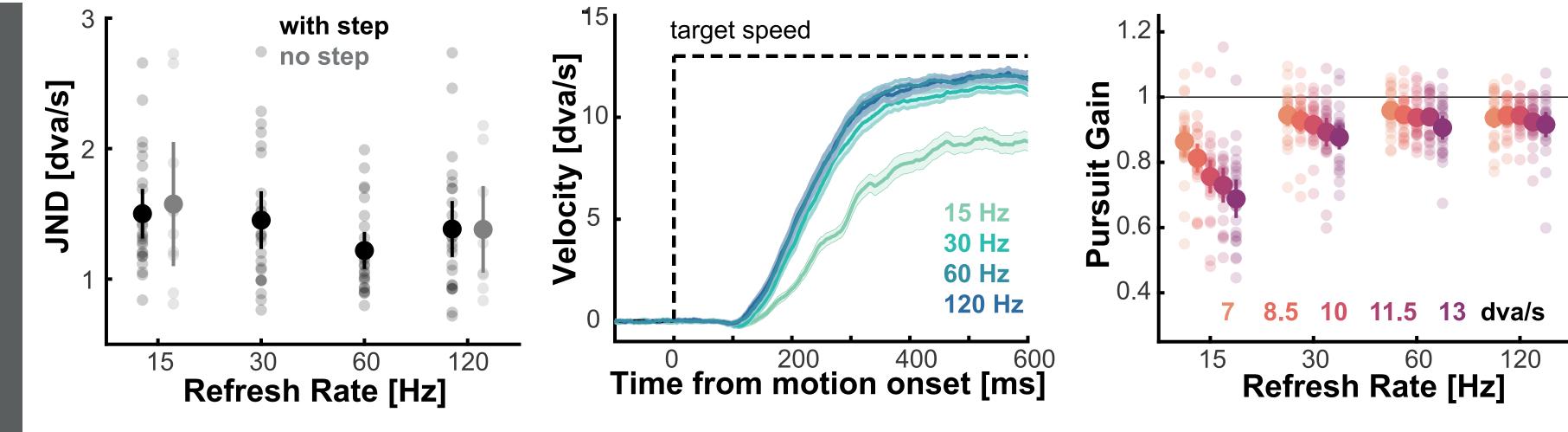
- Continuous visual motion in the real world is sampled on monitors
- Most applied research relies on questionnaires and perceptual data
- Perception and oculomotor control use information differently
- **Goal:** Compare the impact of sampled motion on motion discrimination and oculomotor control

Trial procedure

Target faster

than standard?

No

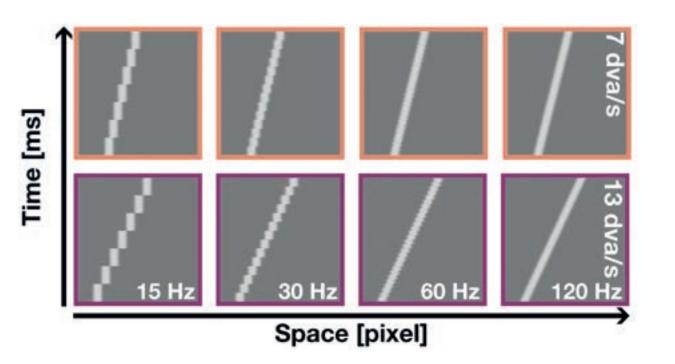


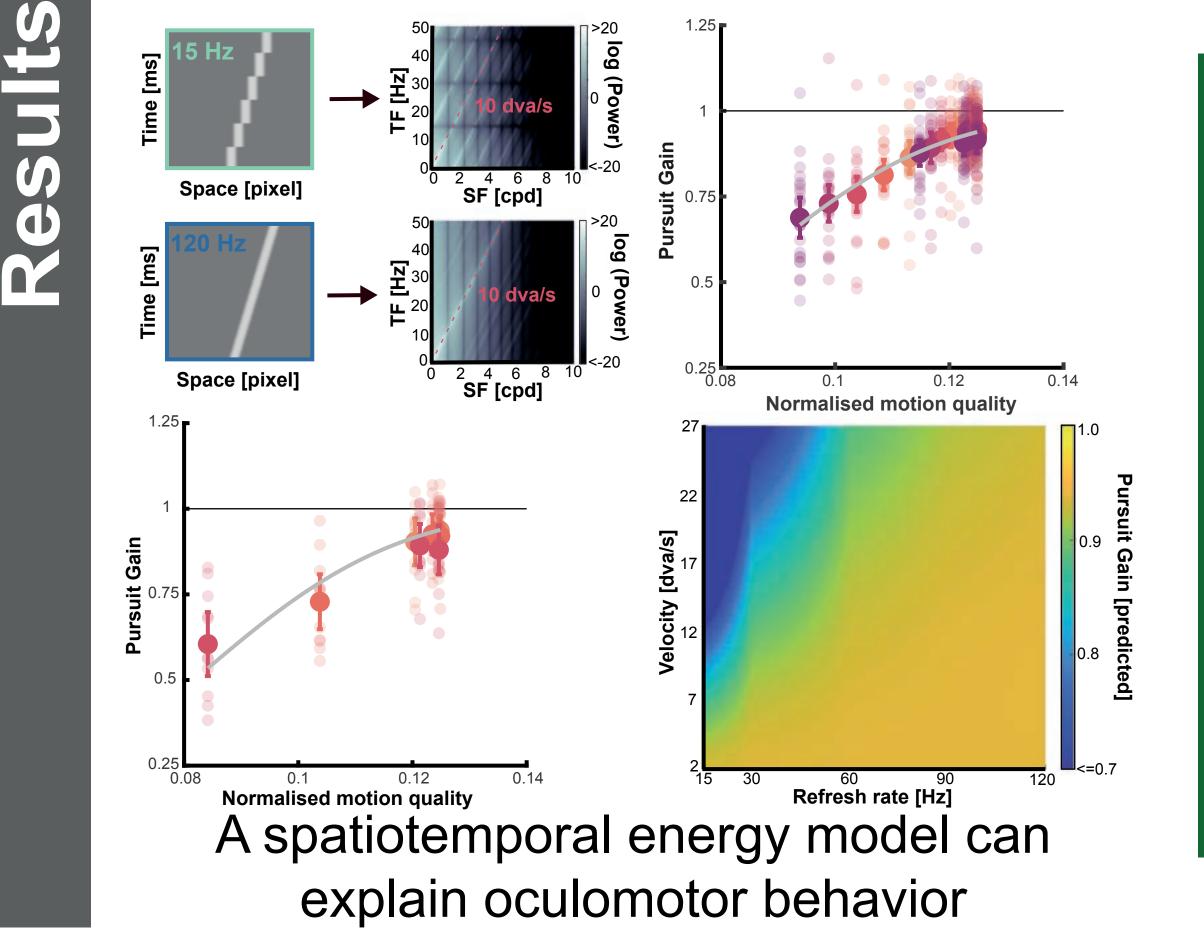
Motion discrimination is not influenced the refresh rate of the stimulus. Oculomotor behavior is affected by an interaction of refresh rate and velocity.

Methoo

Fixation Pursue motion Speed disc. 1000-1600 ms Untimed 800-1200 ms

Independent Variables: Target Speed: 7, 8.5, 10, 11.5, 13 dva/s Refresh Rate: 15, 30, 60 or 120 Hz





Vision Science Empirical evidence for the different readouts of sensory info for perception and oculomotor control **Display Research** Predicted pursuit gain can serve as objective and implicit marker for display

quality, which is more sensitive than perception.