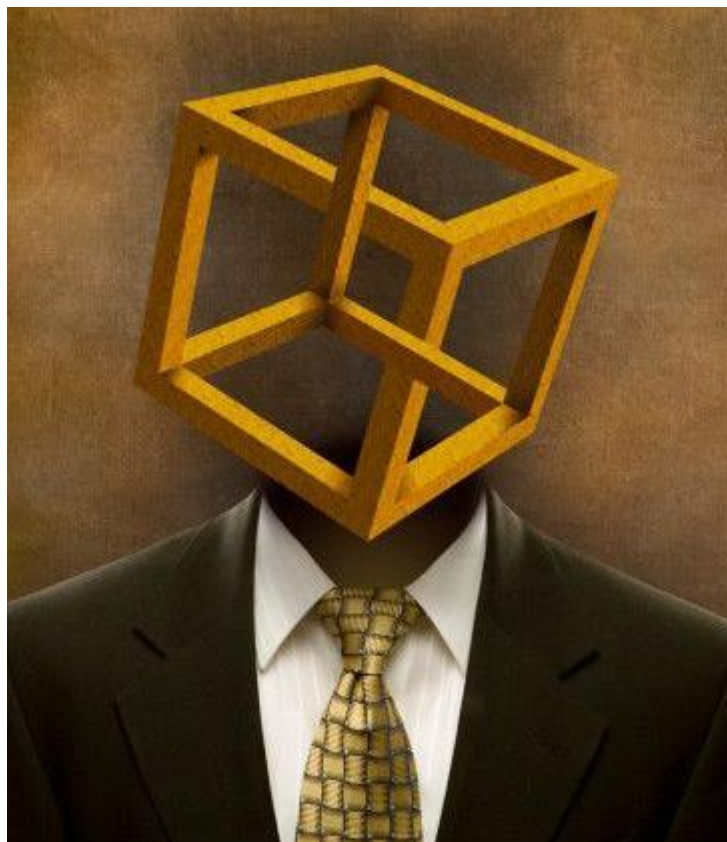


# **Introductory Psychology**

## **Art and Illusion**

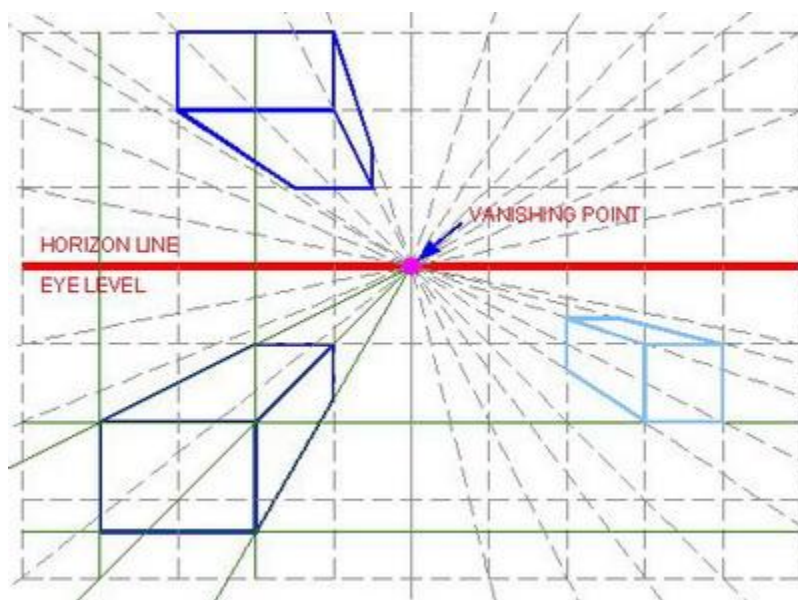
**J.R. Jones**

**Spring 2010**

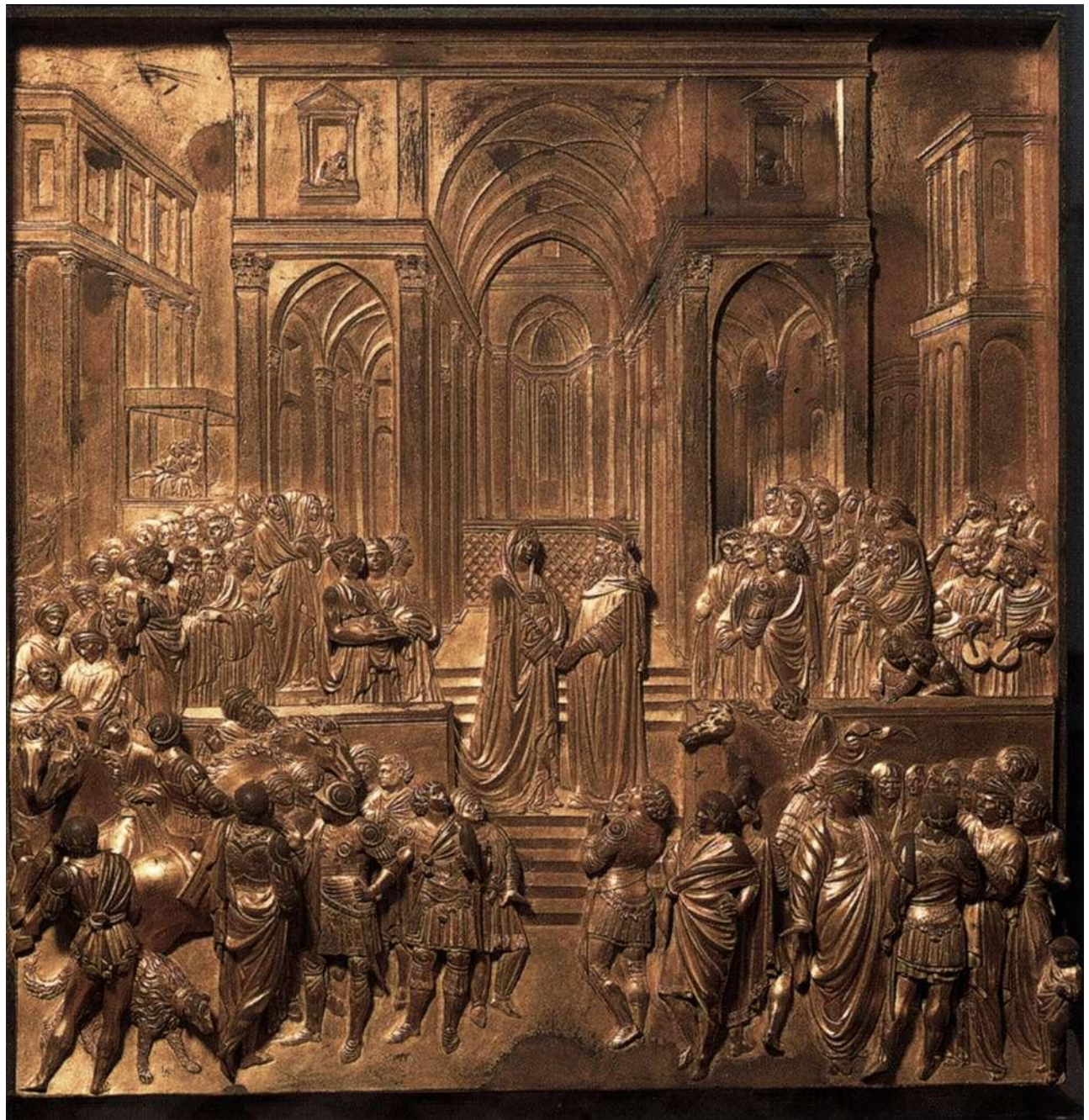


# Art and Illusion

Although the physical world and the objects in it are three-dimensional, the retinal image of these things is two-dimensional. We naturally use various cues to help us make determinations about depth, size, and motion. As a result we ultimately experience the reality of a three-dimensional world. Many of these same cues have been applied in art to create accurate three-dimensional representations. In visual perception these various cues are automatically employed and interpreted, in art they are consciously and purposely used to convey depth. Size and shape constancy are based on experience, as we know the relative sizes and shapes of certain objects. Shadowing helps to gauge size and relative location. Interposition is the result of closer objects partially obscuring more distant objects. Accessible detail is based on more detail being detectable for closer objects. Texture gradient is evident when regularly spaced aspects of a scene appear closer together with distance. Linear perspective is the perception of parallel lines appearing to converge in the distance. Aerial perspective has to do with objects that are quite distant taking on a bluish hue. This is due to the fact that the gases making up the atmosphere are not entirely transparent. Among the first to employ these techniques were Filippo Brunelleschi (1377-1446), Lorenzo Ghiberti (1378-1455), and Albrecht Durer (1471-1528).









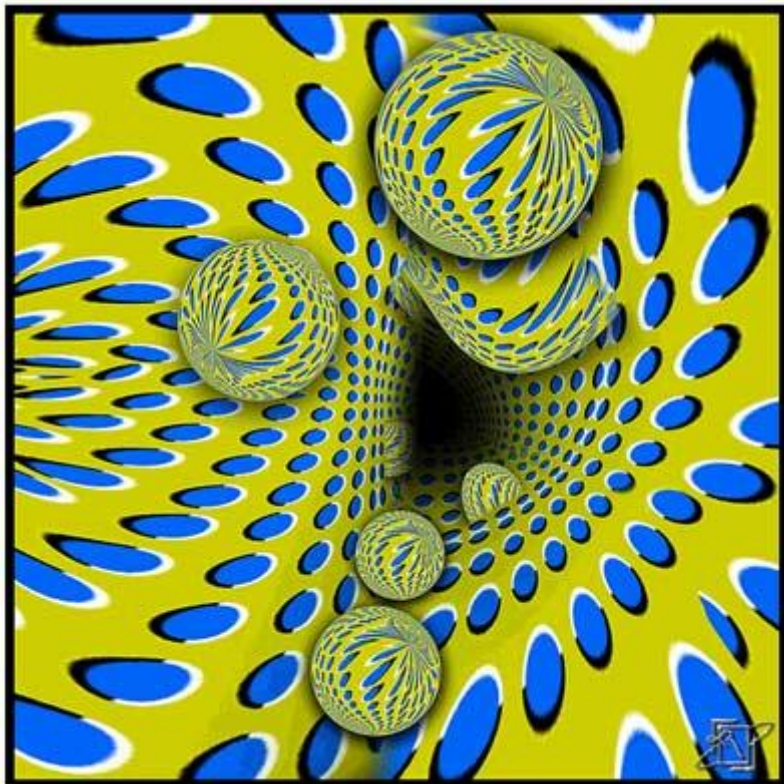
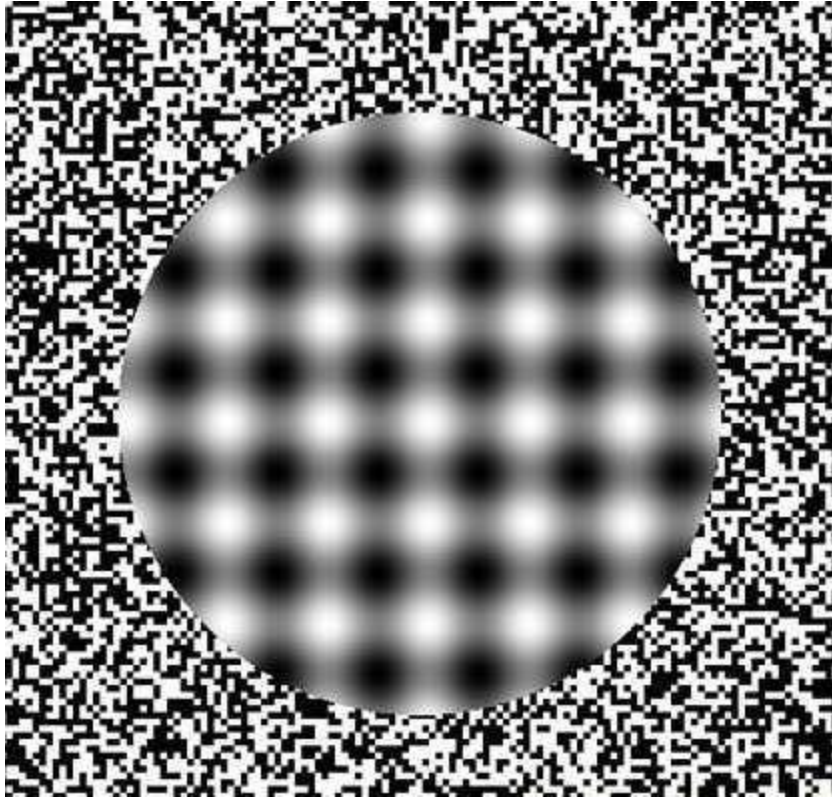


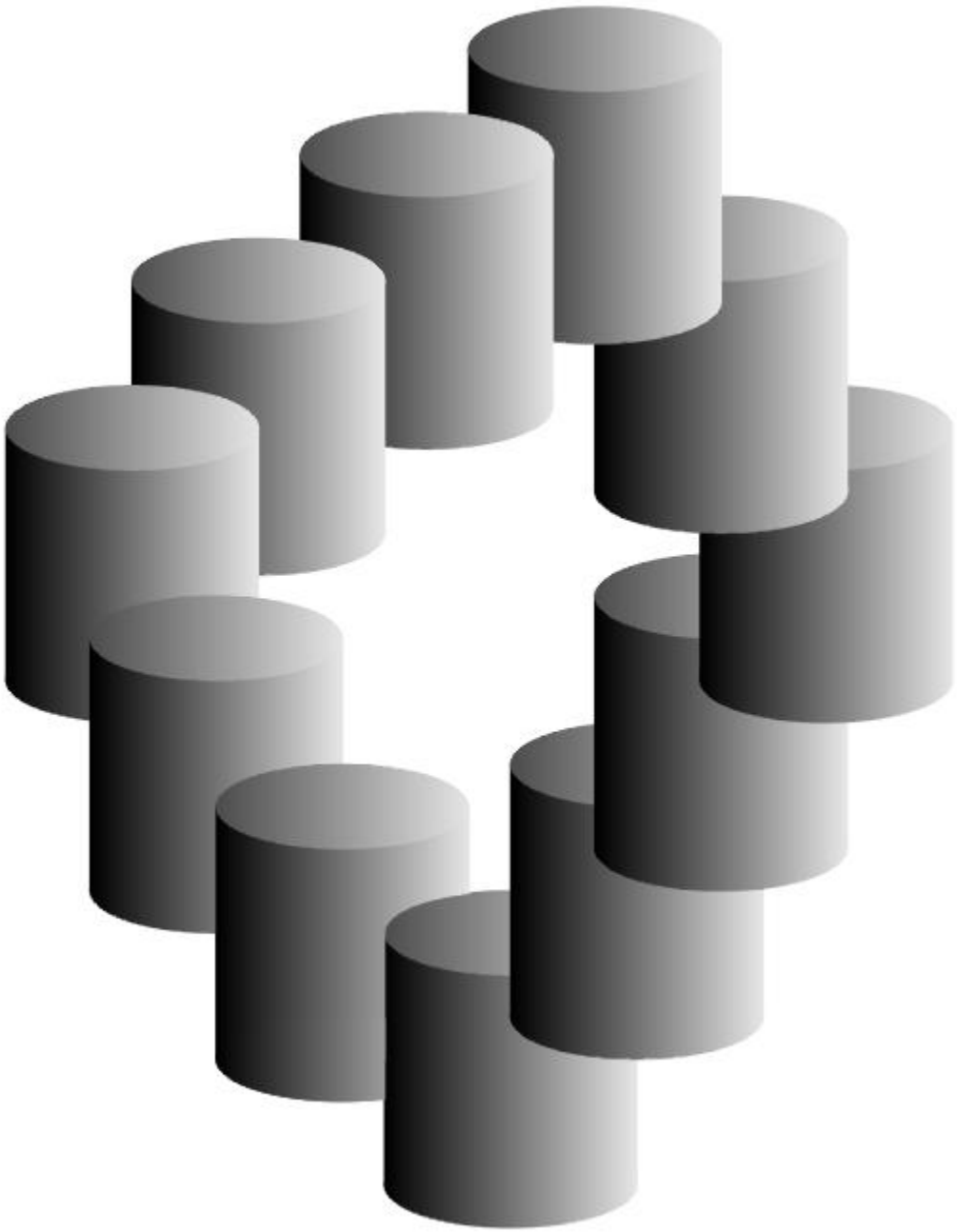




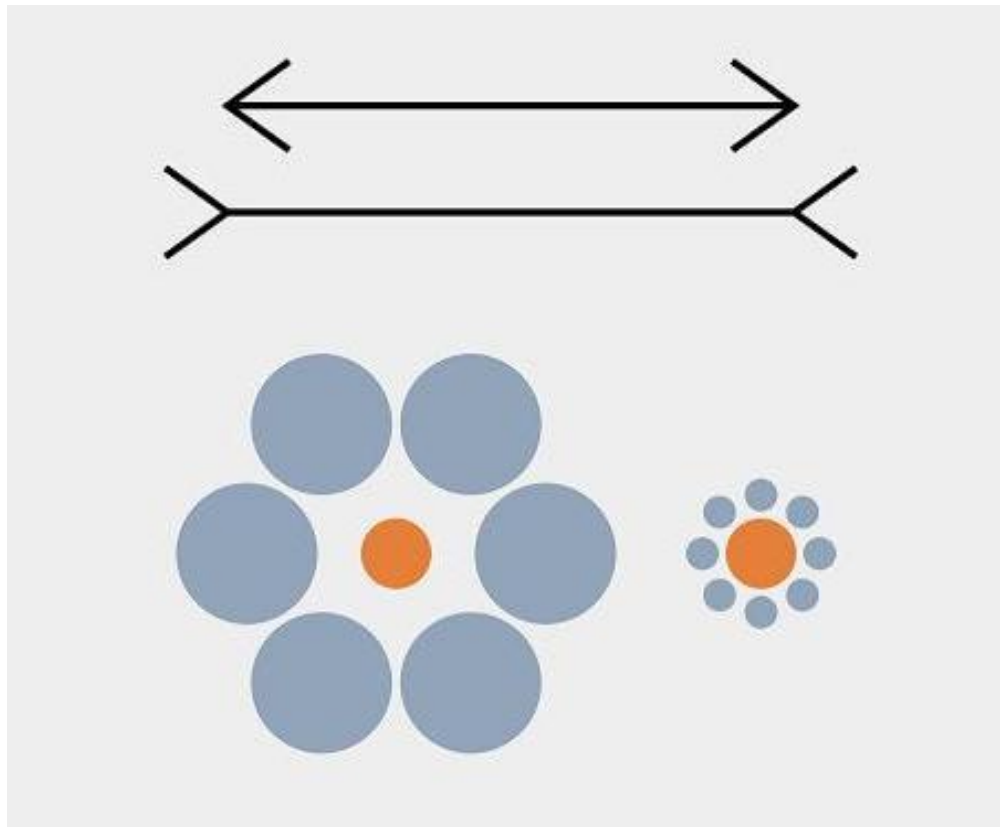
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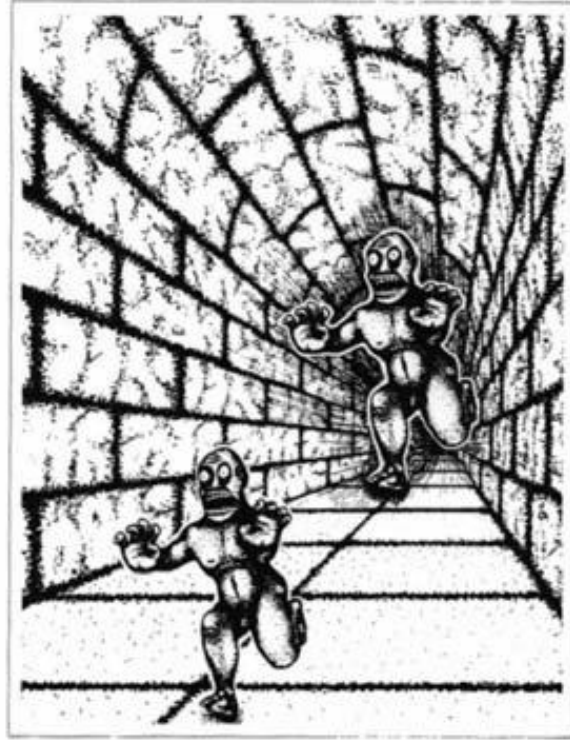




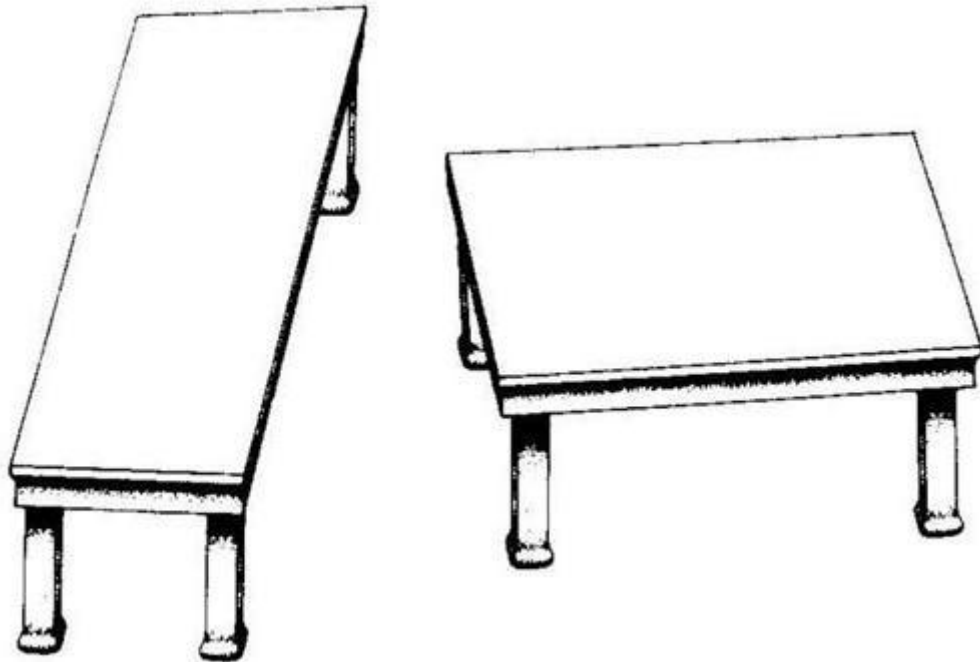
Psychologists have also gained a better understanding of how we perceive size and depth by studying errors in judgment. There are various forms of visual illusions and they tell us a great deal about how the perceptual system normally works. There are [color illusions](#), where the same shade appears different due to surroundings. [Relative size illusions](#) occur when objects we'd normally perceive as being the same size are presented in such a way that they appear quite different in size. A related phenomenon is the moon illusion, in which the moon looks much larger near the horizon than high in the sky, even though the size of the retinal image cast by the moon remains the same. [Apparent motion illusions](#) are the result of complex shading effects that induce a sense of motion from a still diagram or picture. [Impossible figures](#) are just that, objects that could not actually exist in the world. These often result from different parts of the figure inducing different perceptual interpretations. [Ambiguous figures](#) can be interpreted in more than one way, with the brain vacillating between the possible interpretations.

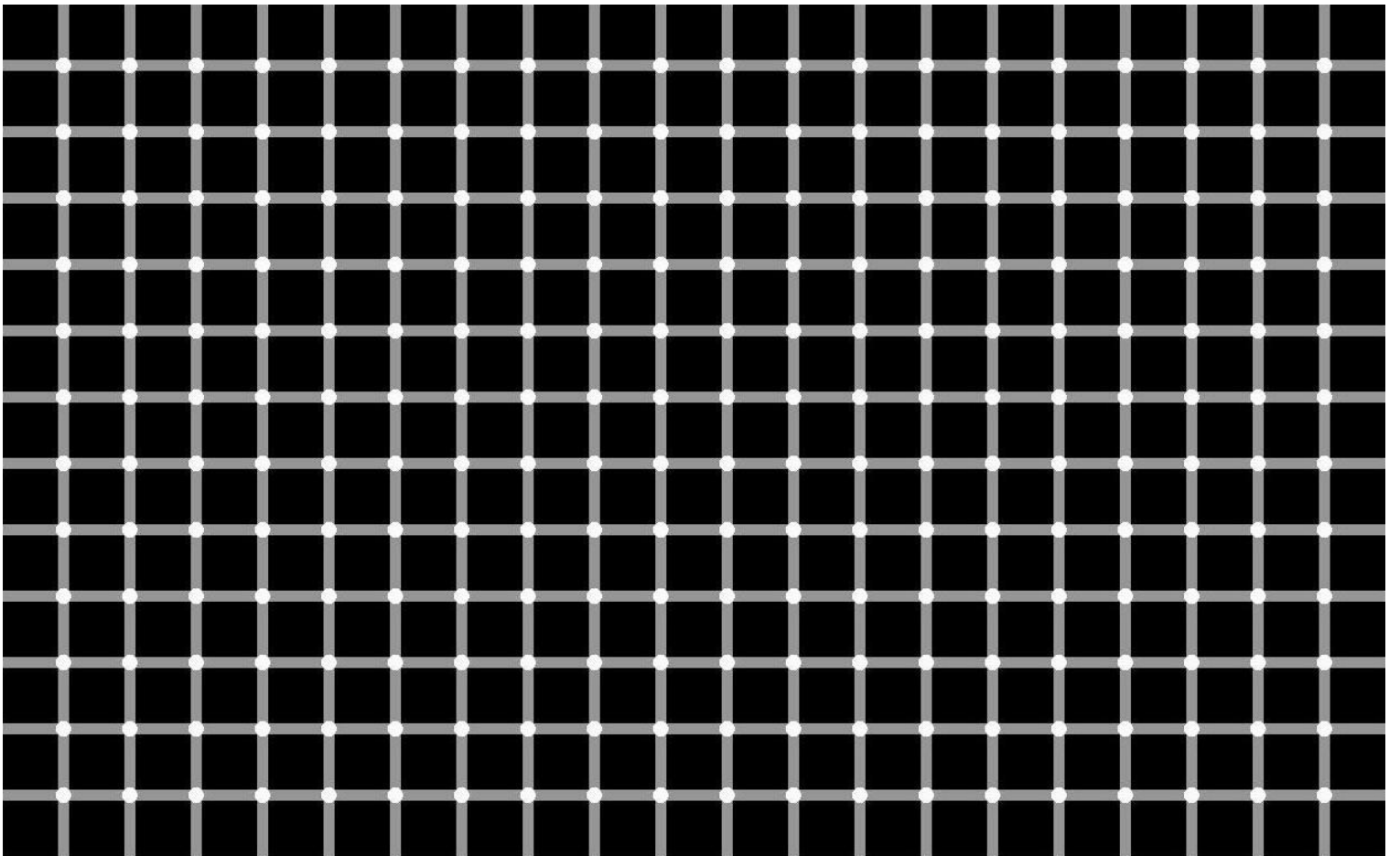
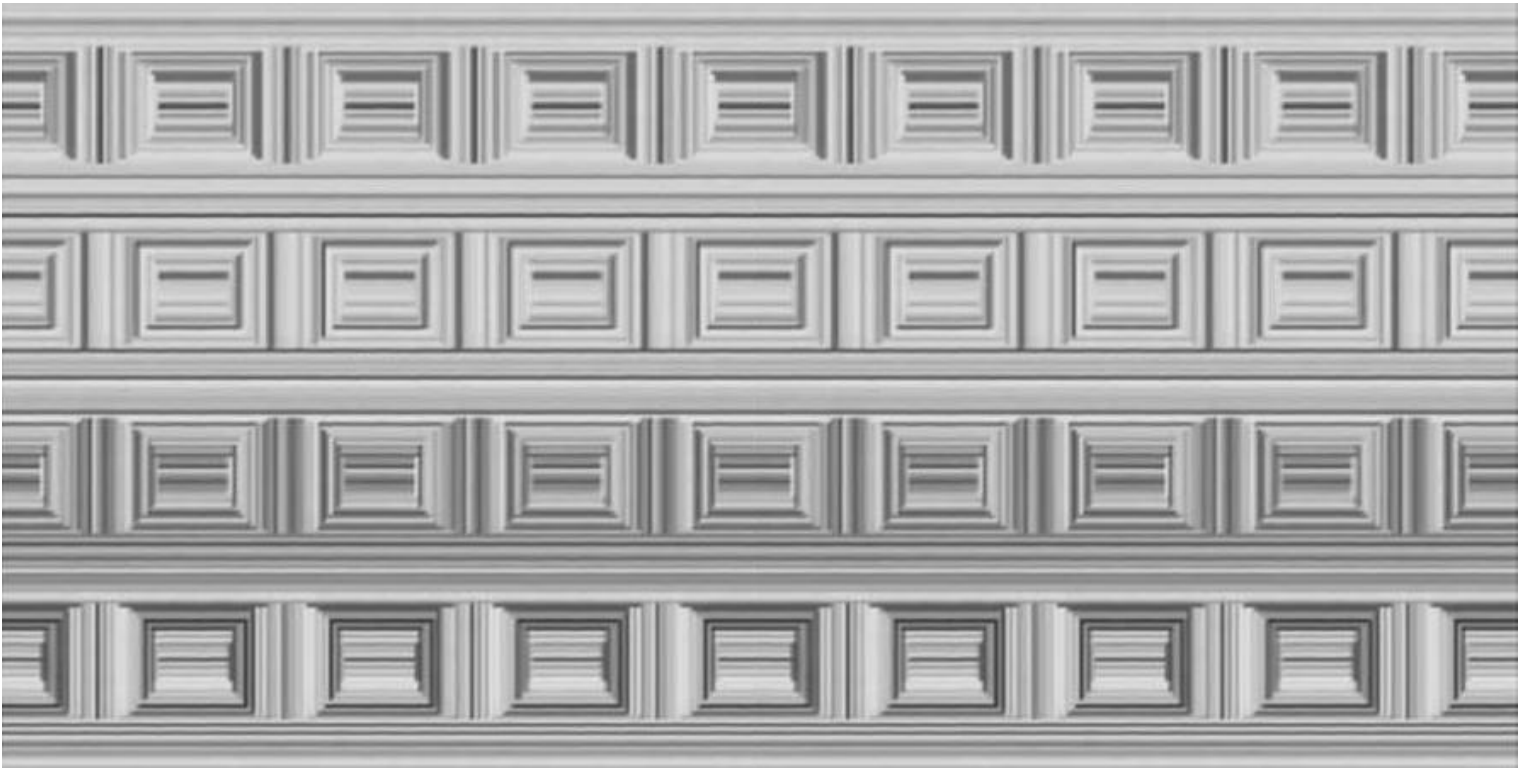




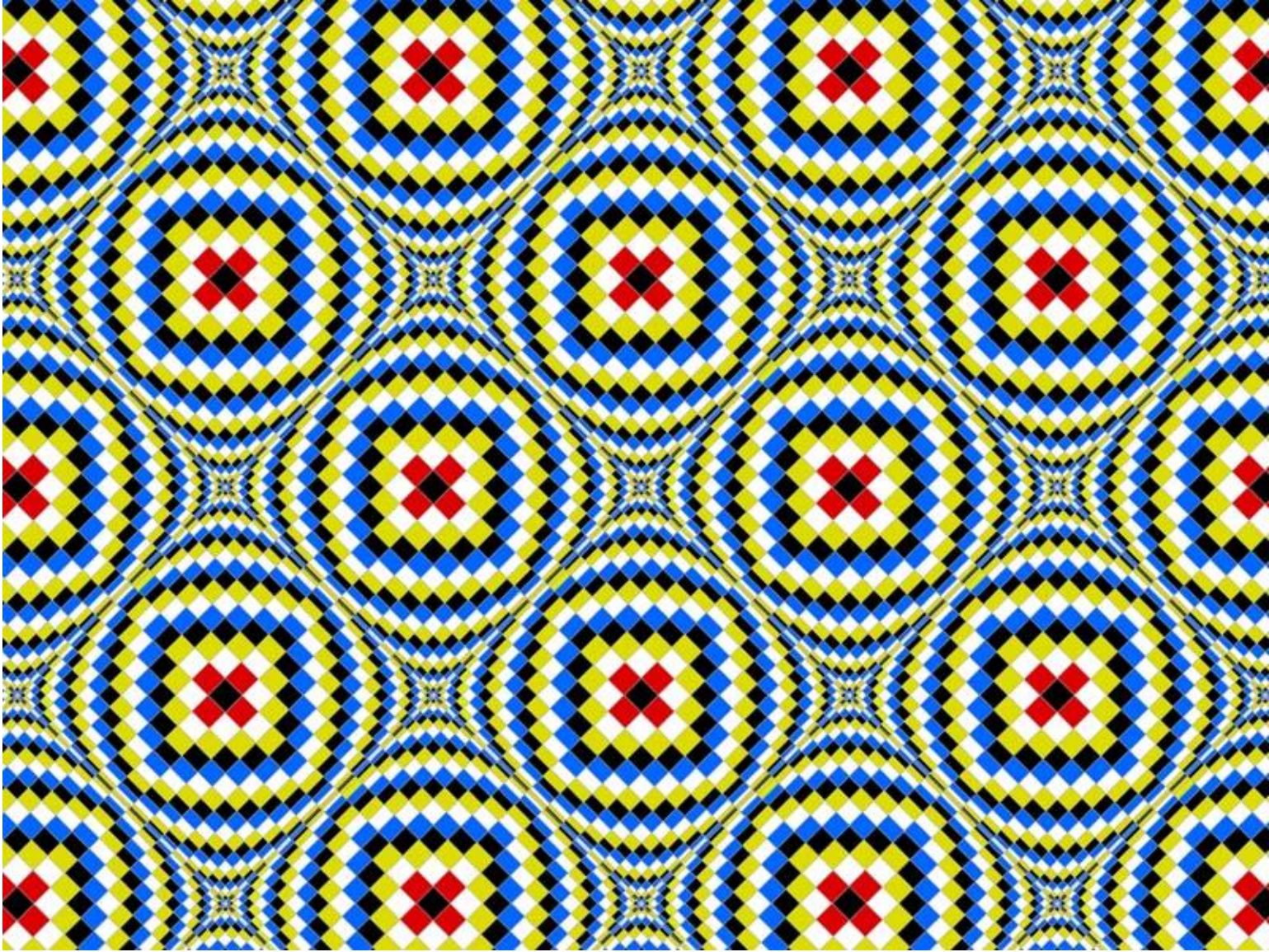


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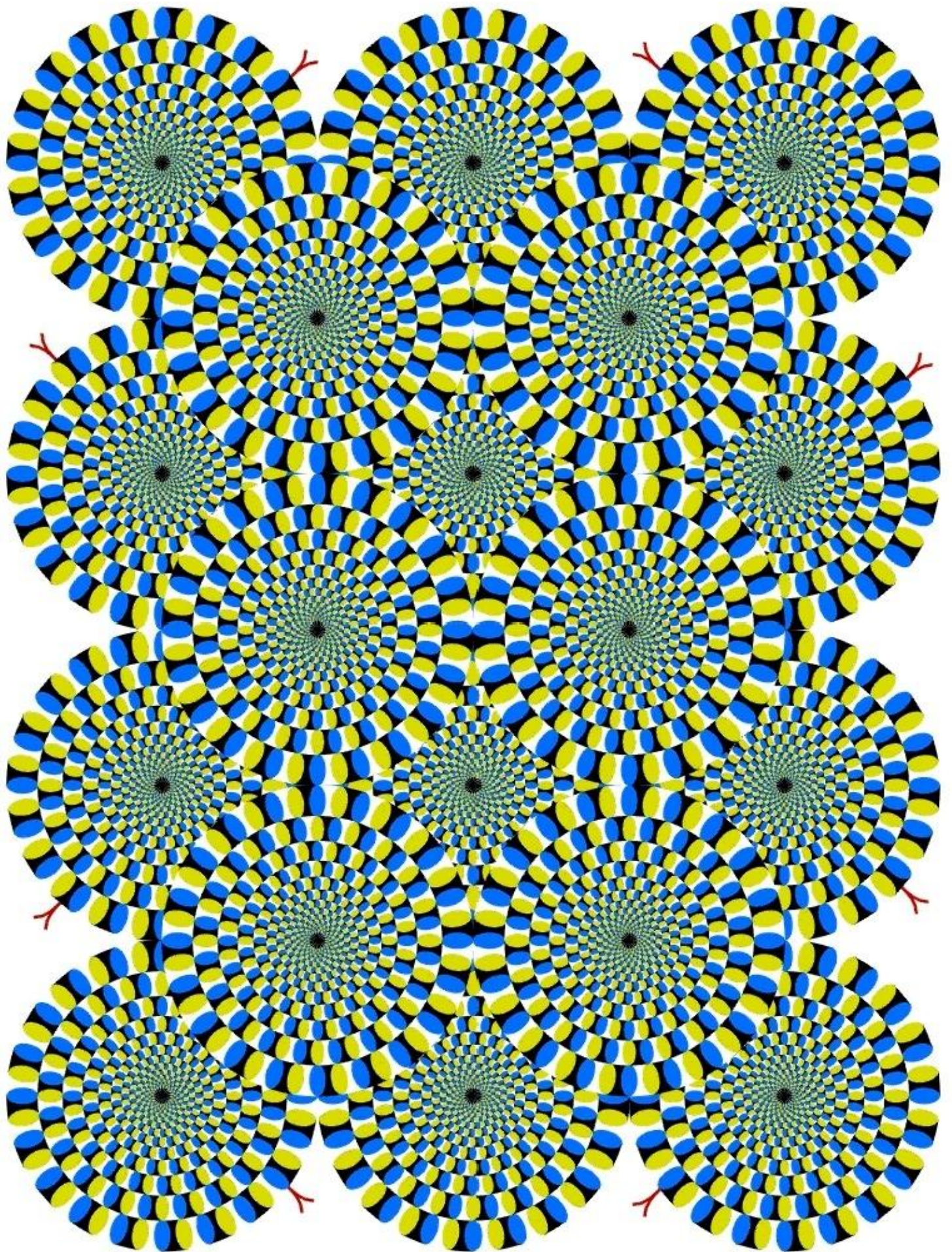




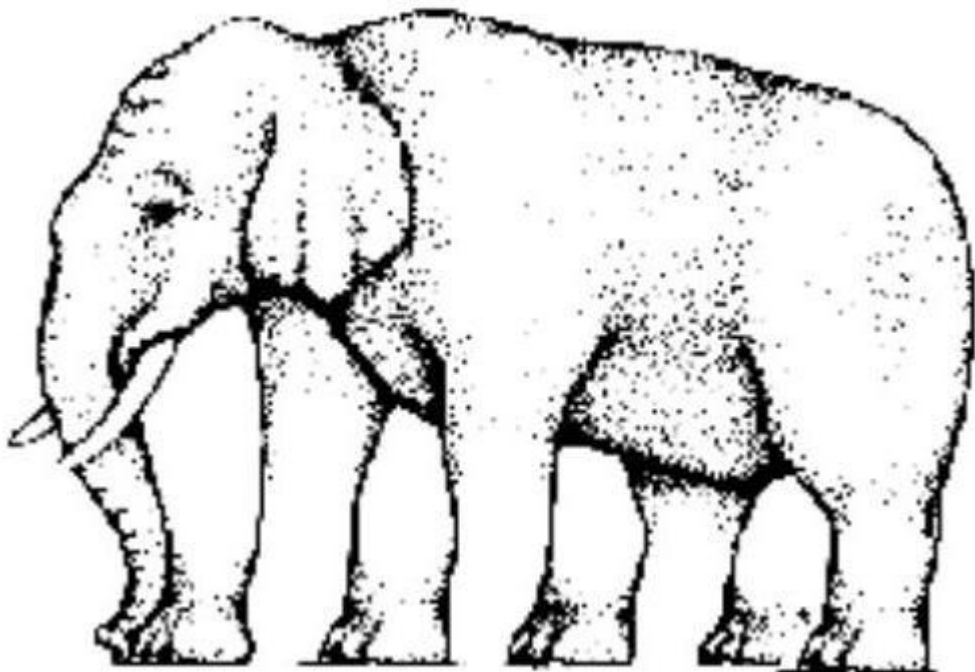
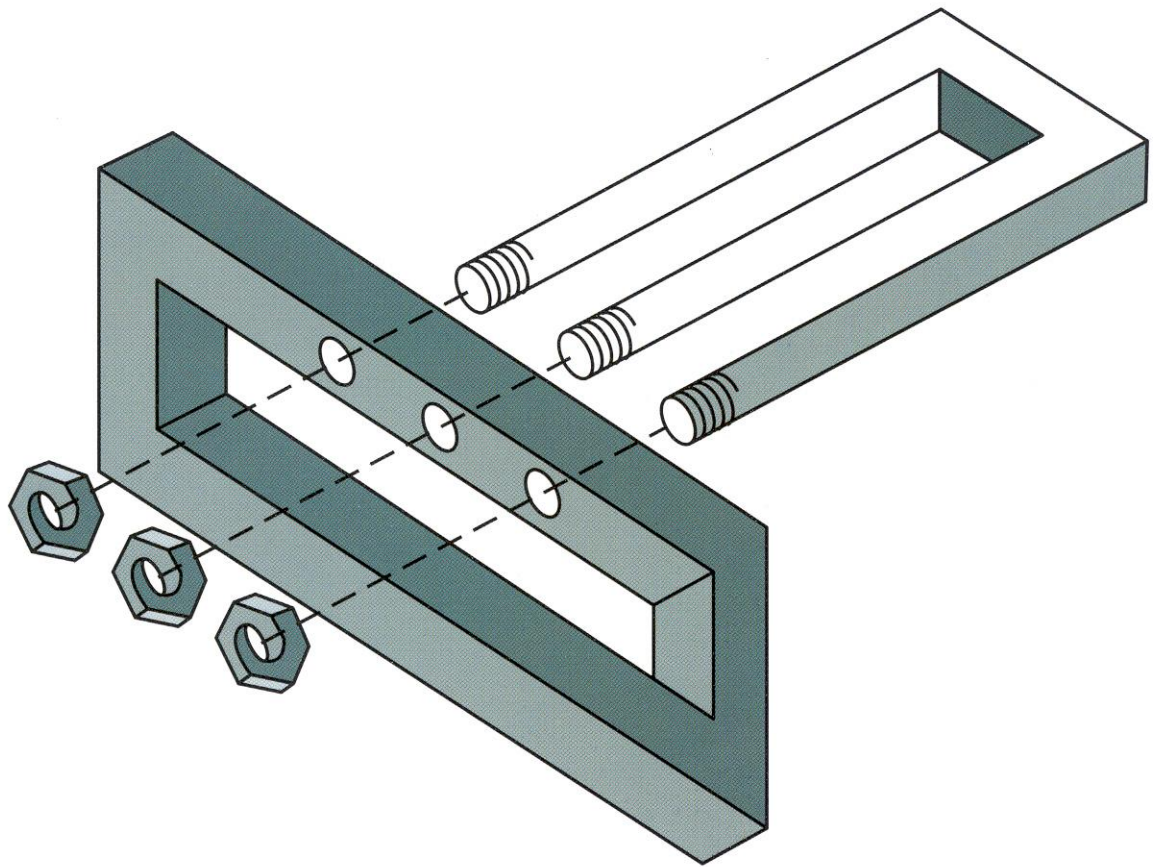






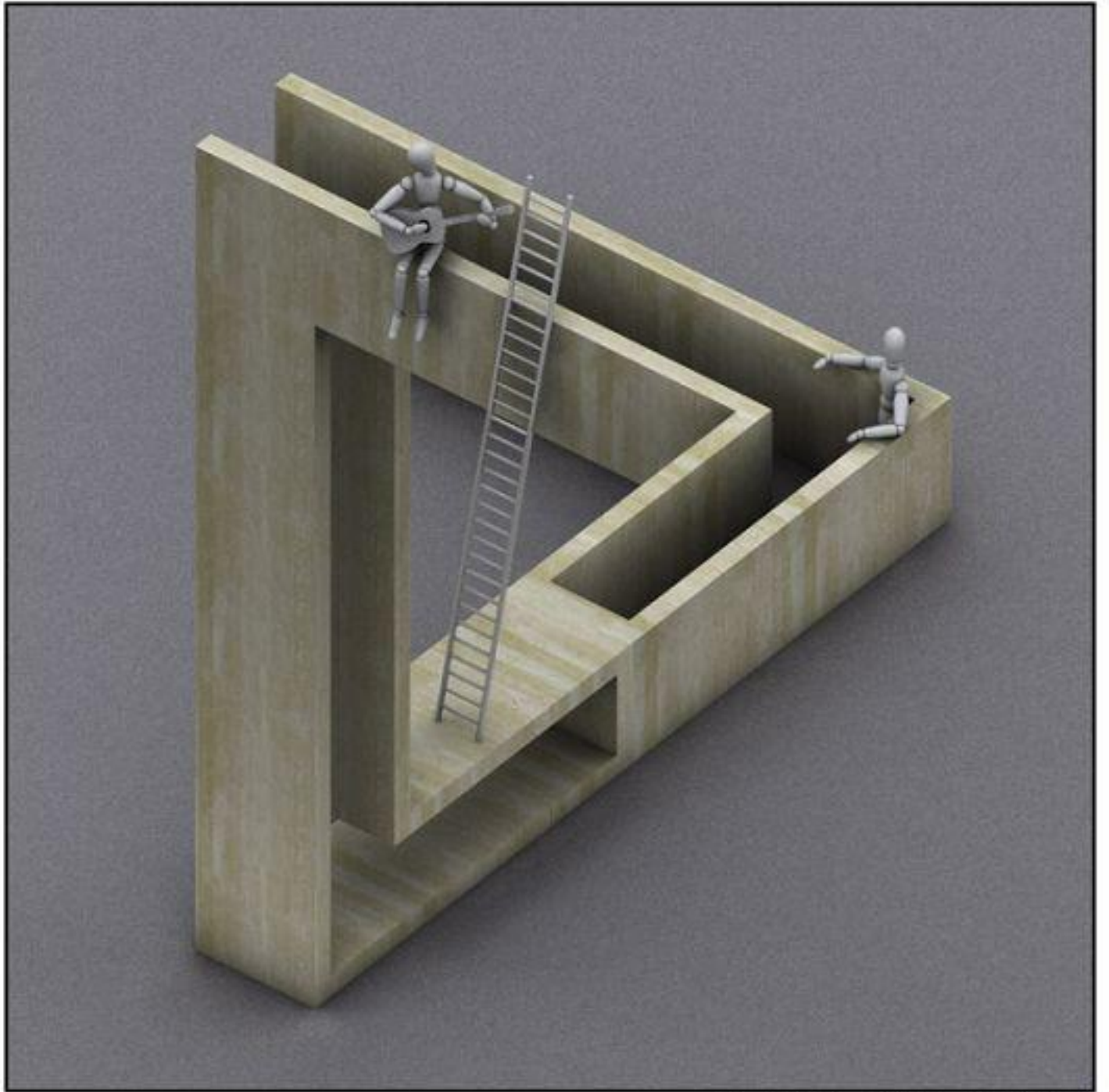










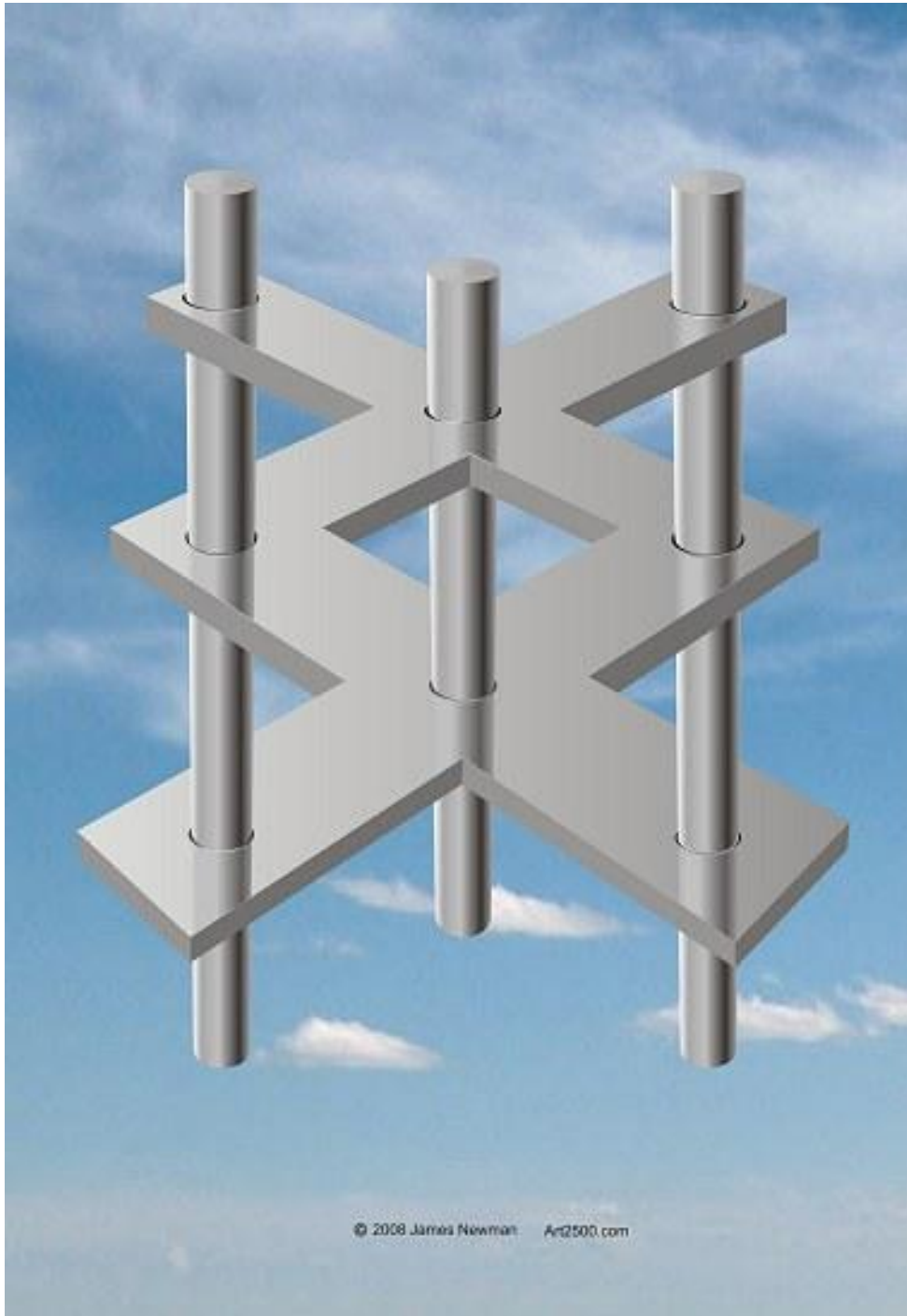


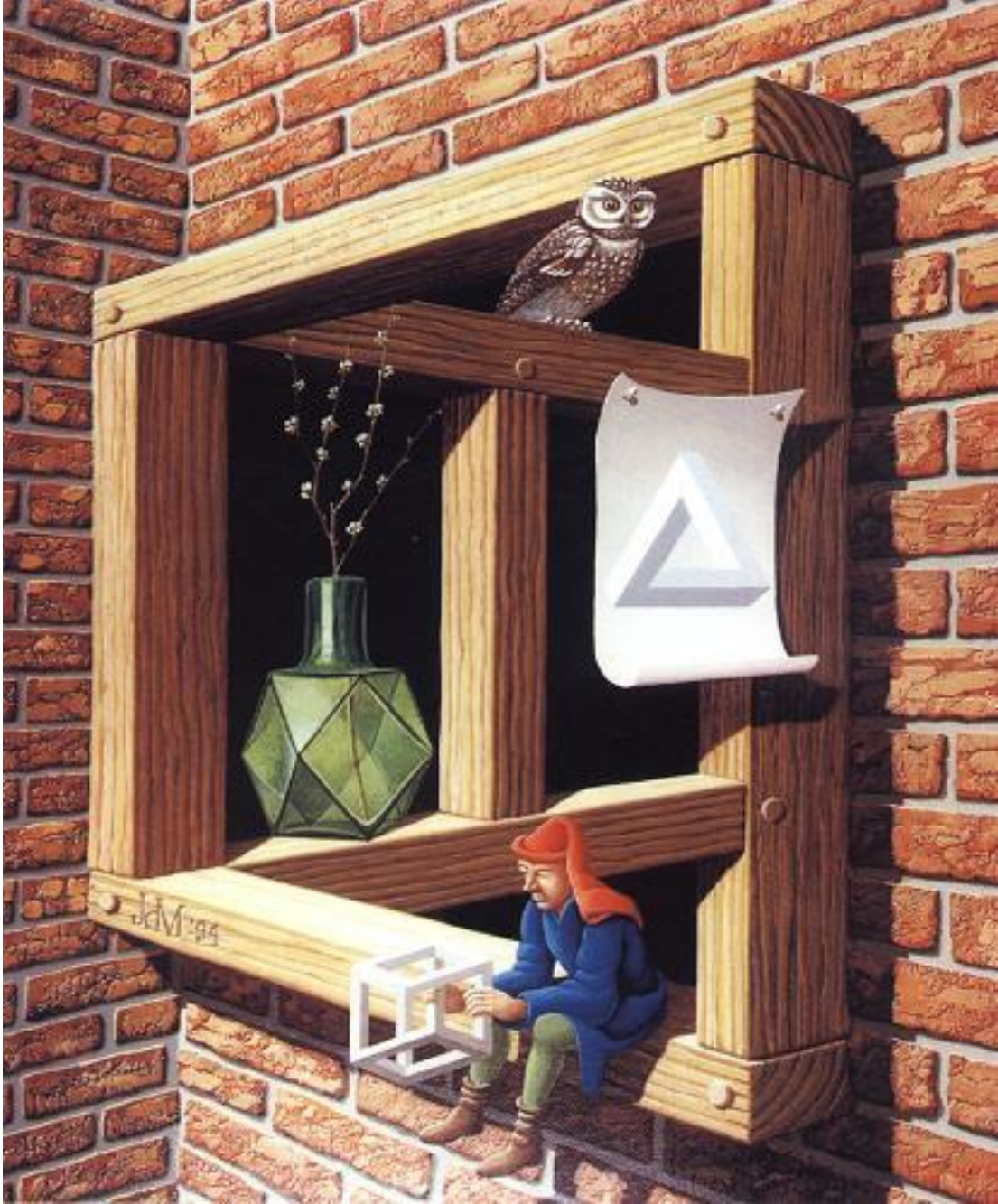
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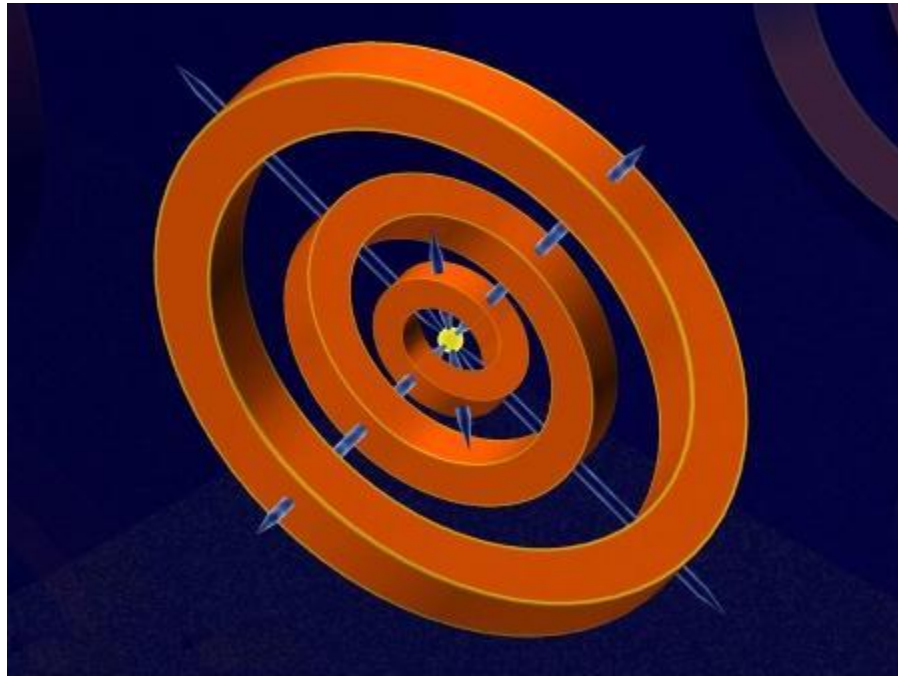
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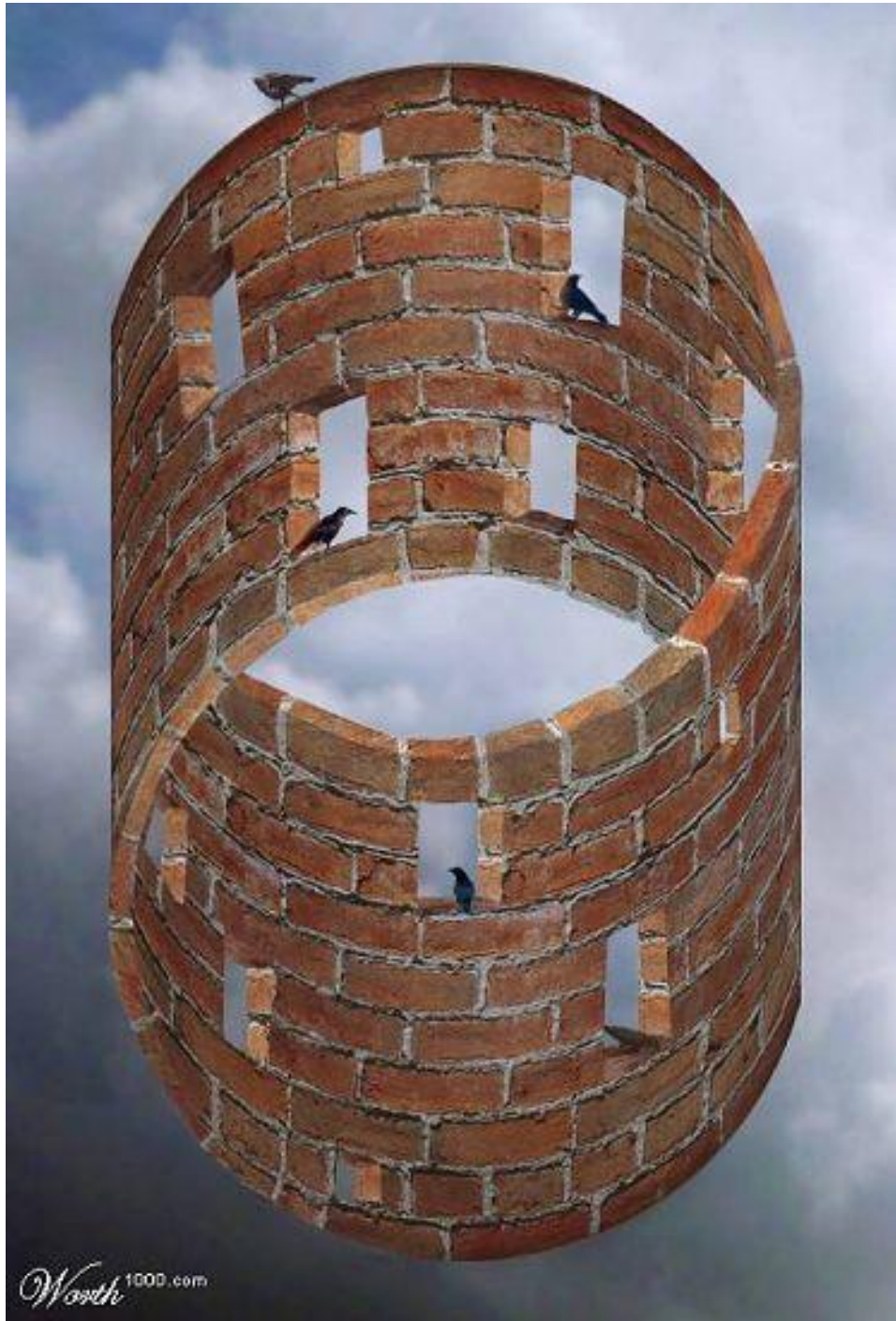


















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