

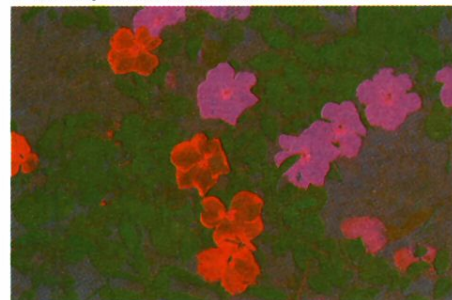
A Immagine normale a colori

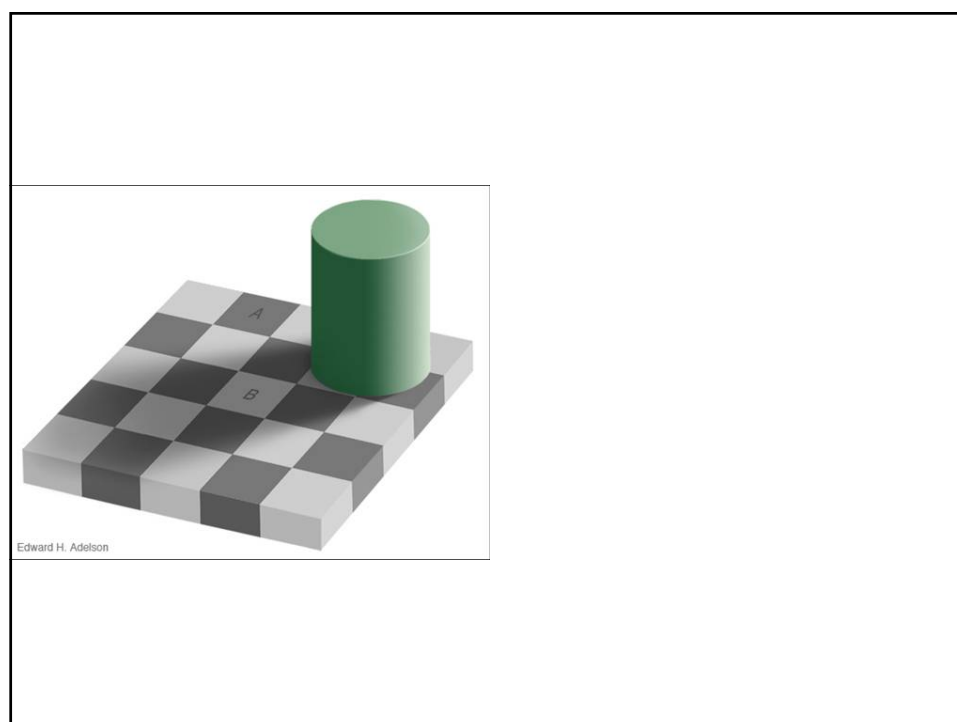
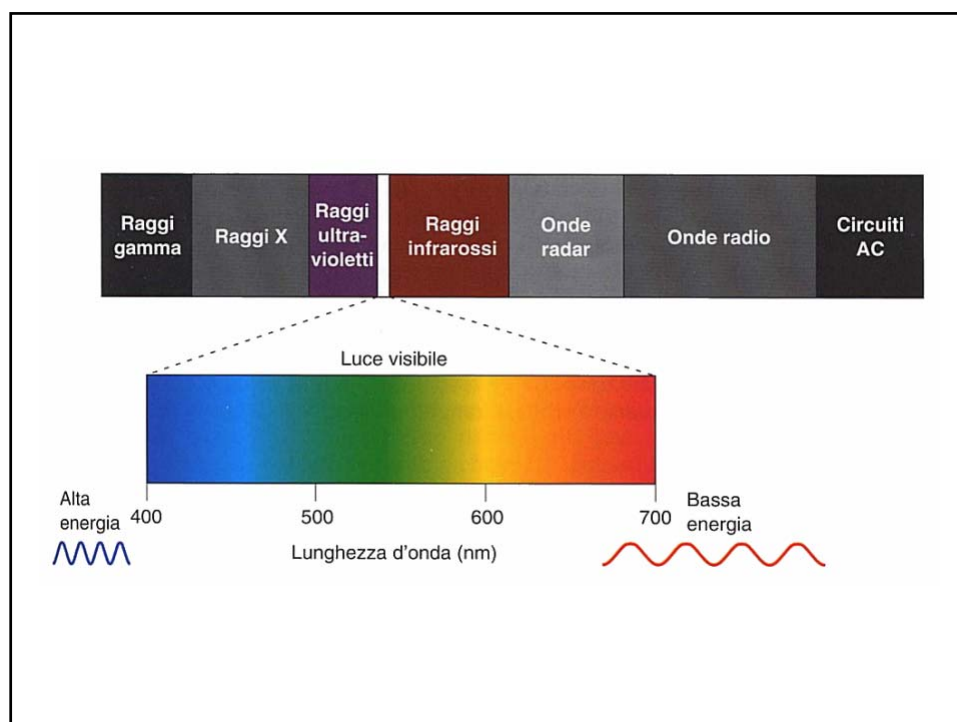


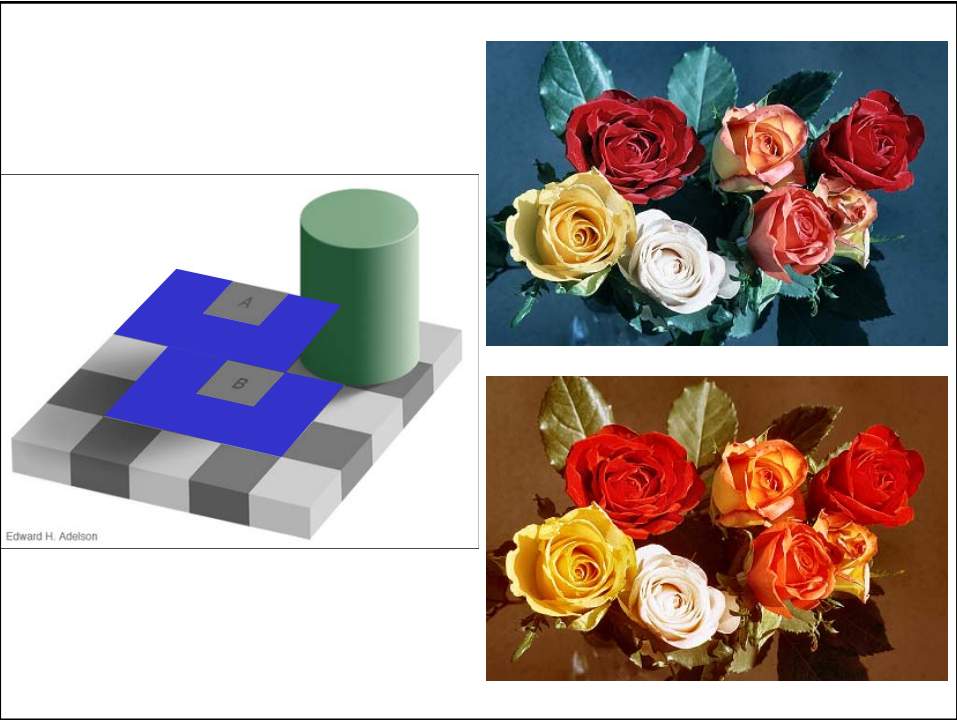
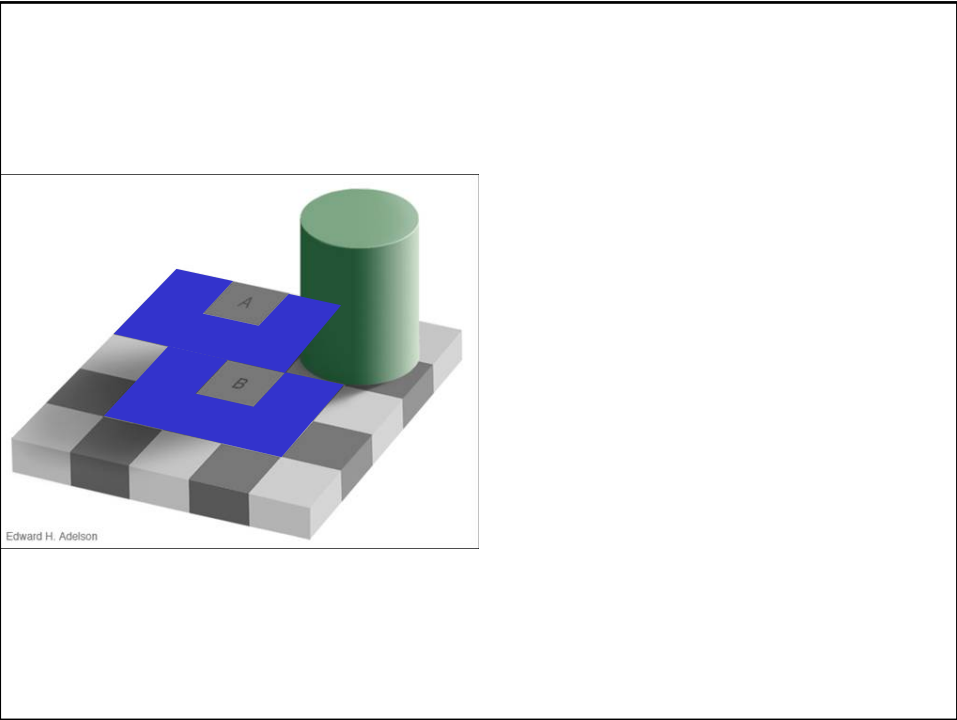
B Immagine in bianco e nero con soli contrasti di luminosità



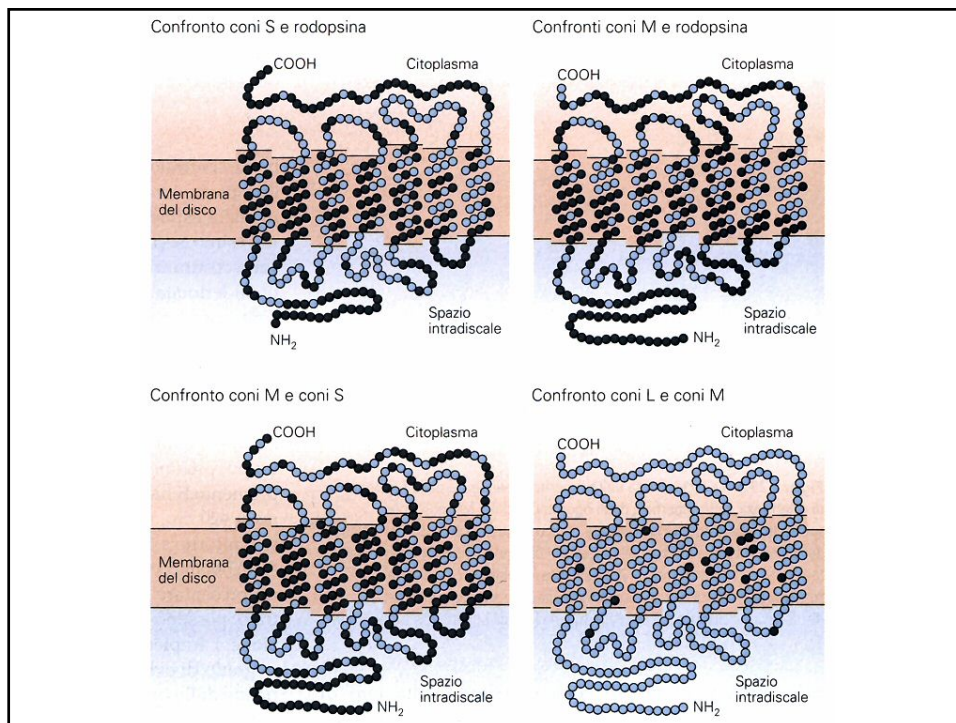
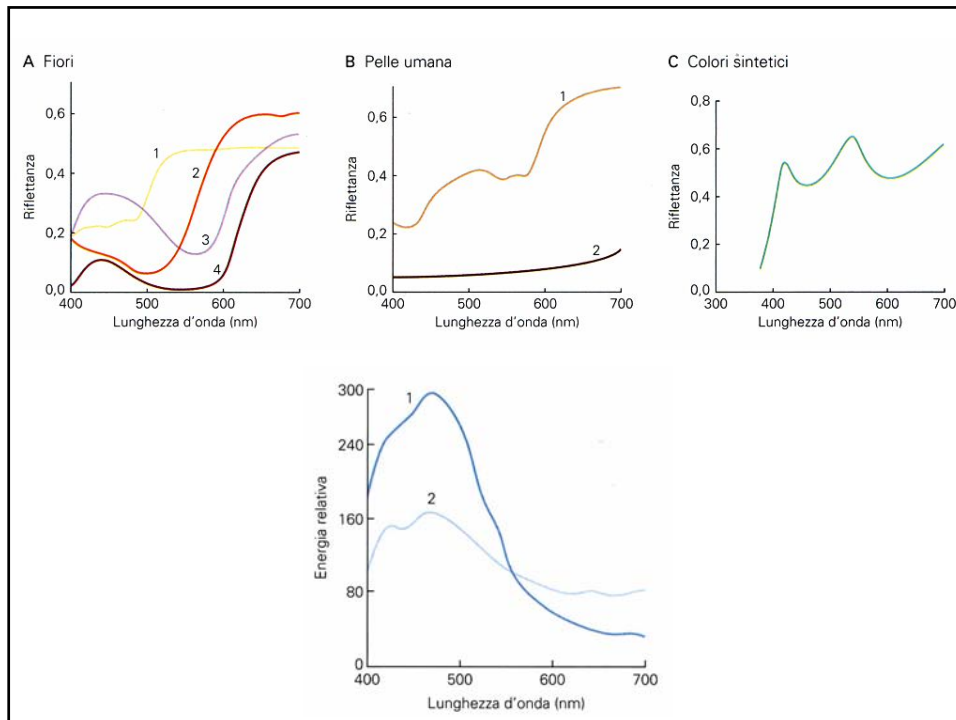
C Immagini con i soli contrasti di colore

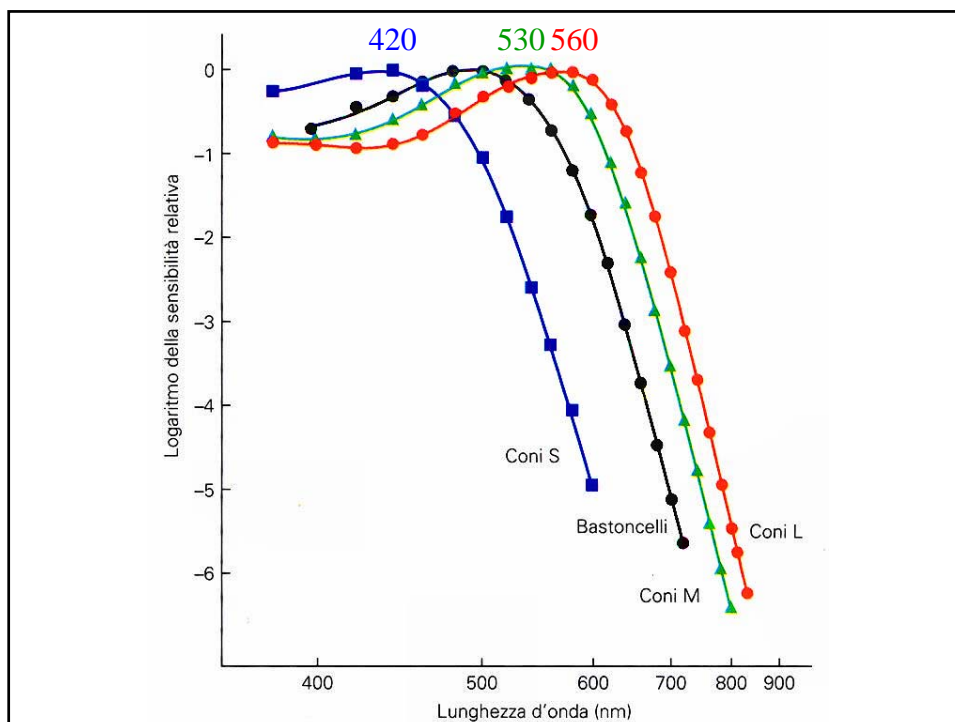






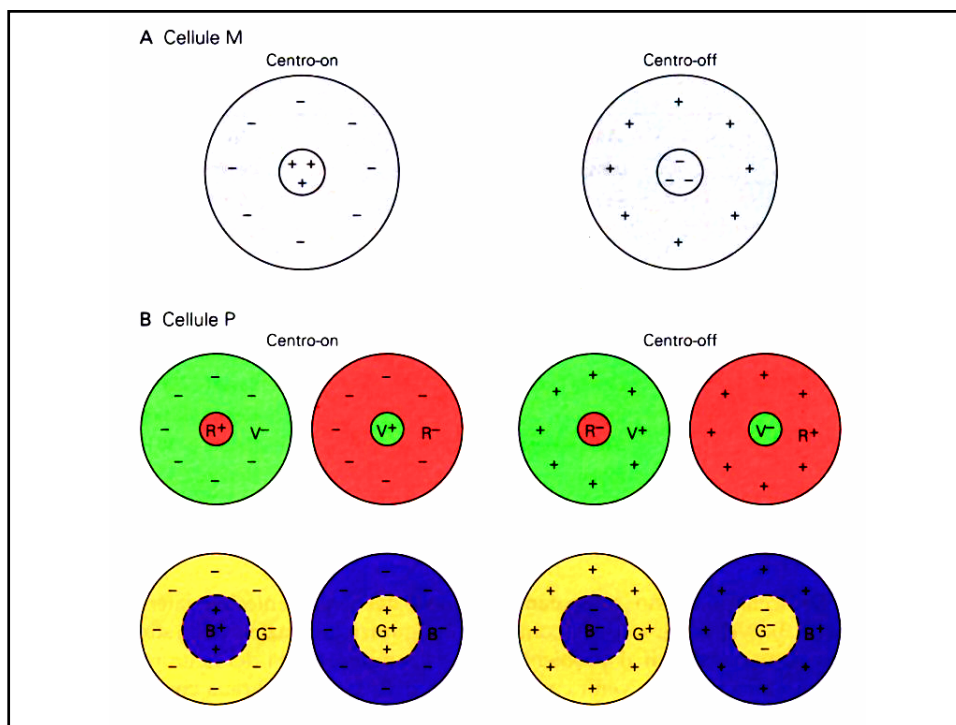
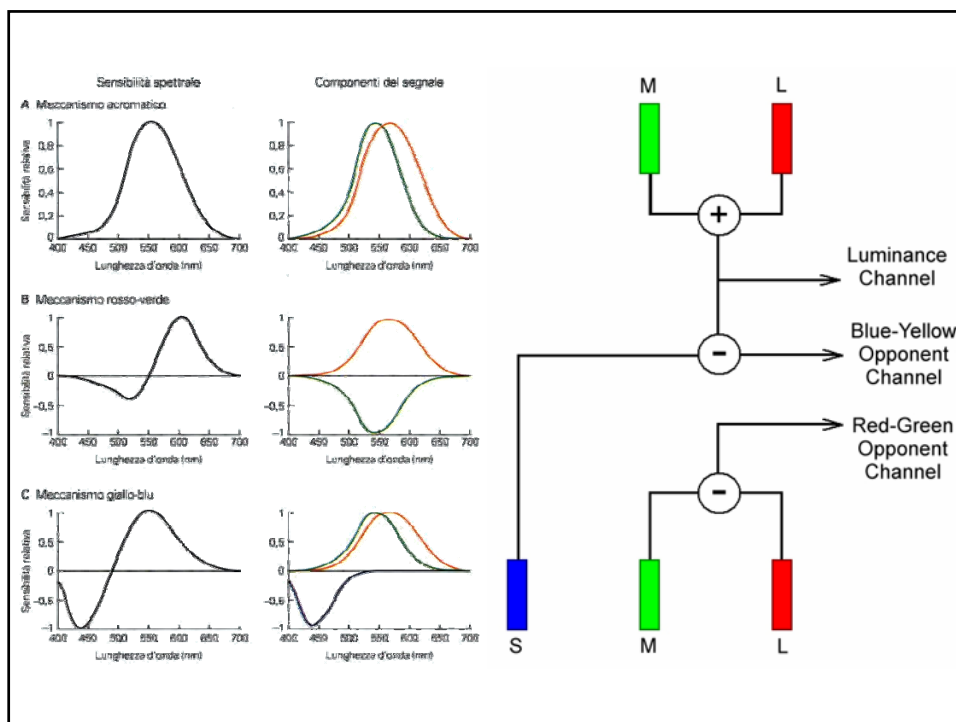


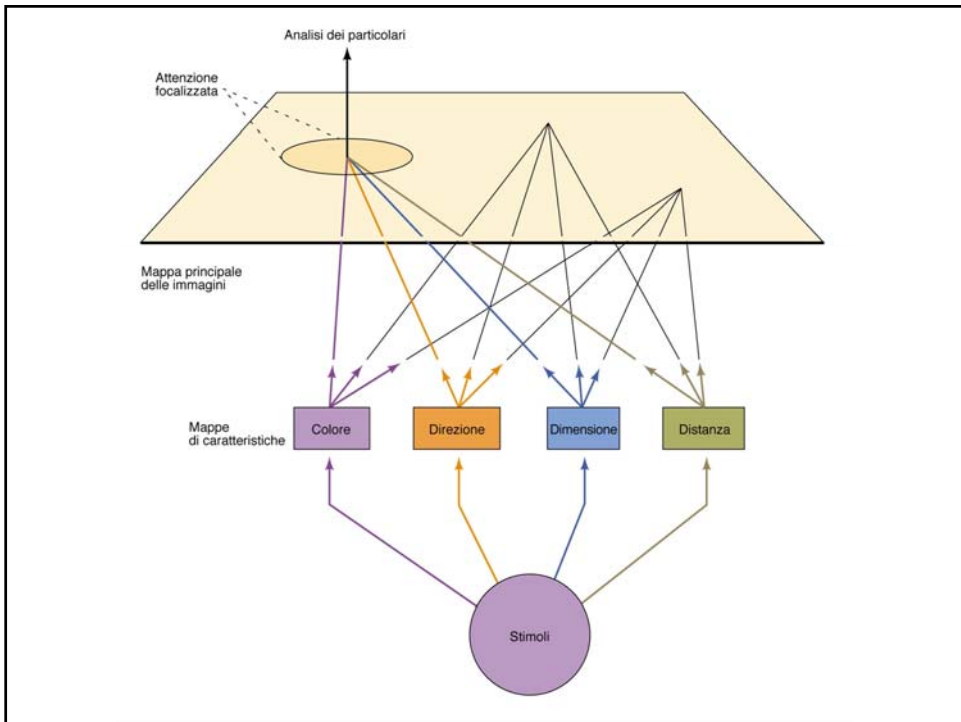
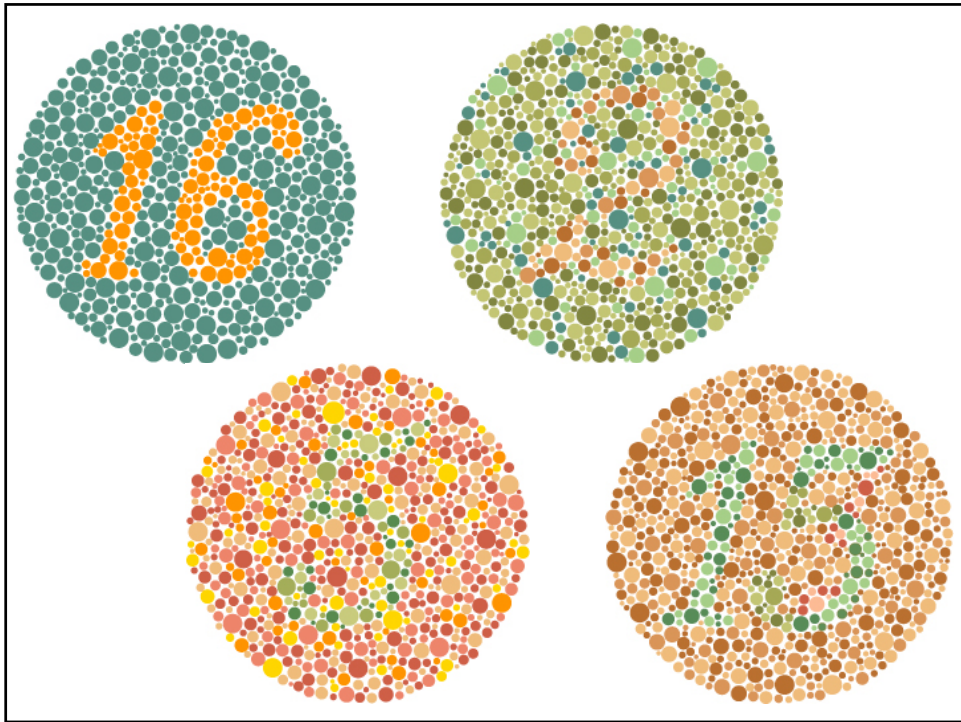




## Le migliori modalità di codifica del segnale visivo

- La somma dei segnali delle tre classi di coni (L+M+S)
- La differenza fra i segnali L e M (L-M)
- Le differenze tra il segnale dei coni S e una certa combinazione dei coni L e M (S-LM)



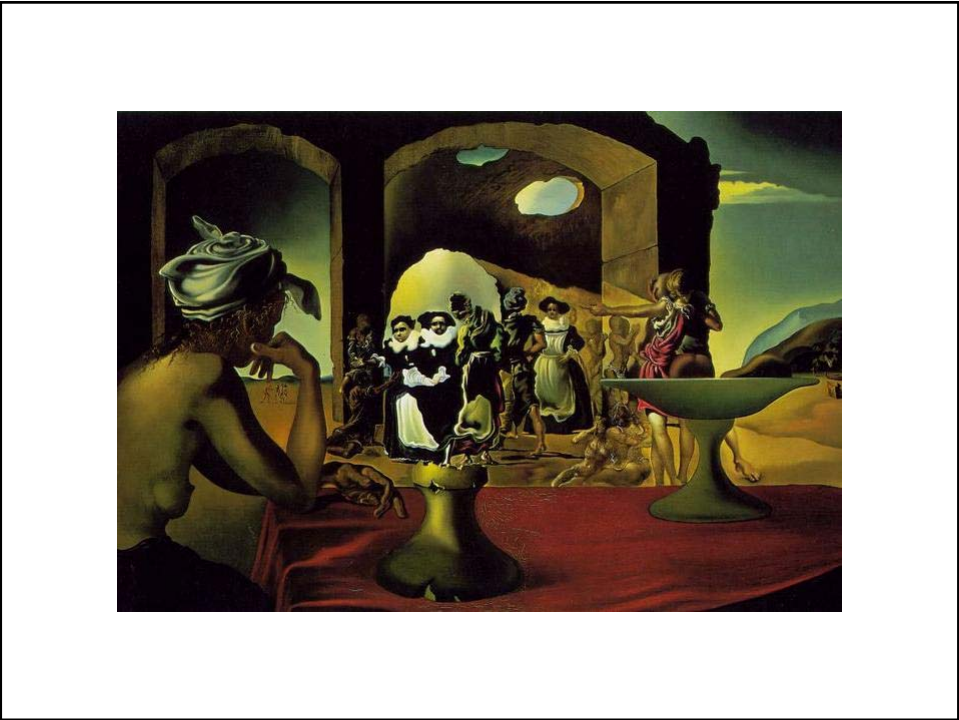
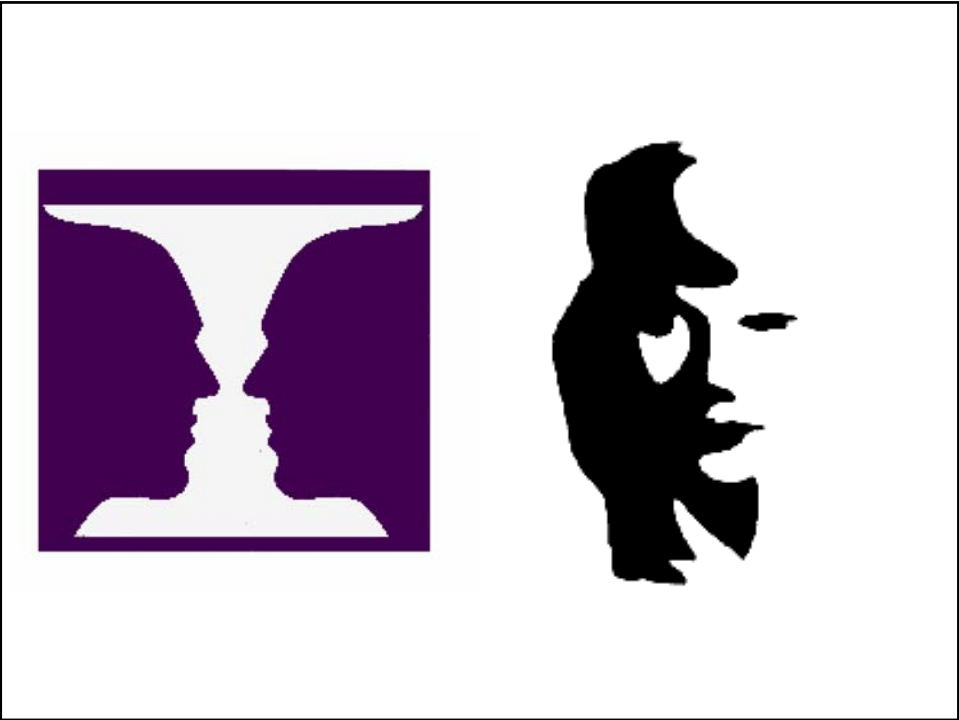


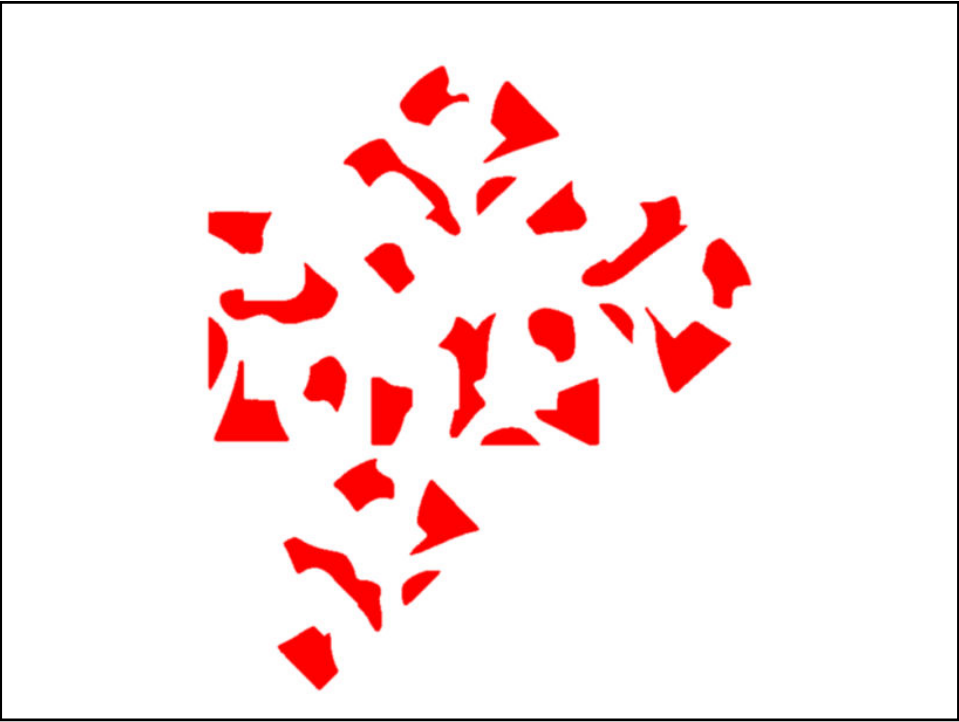
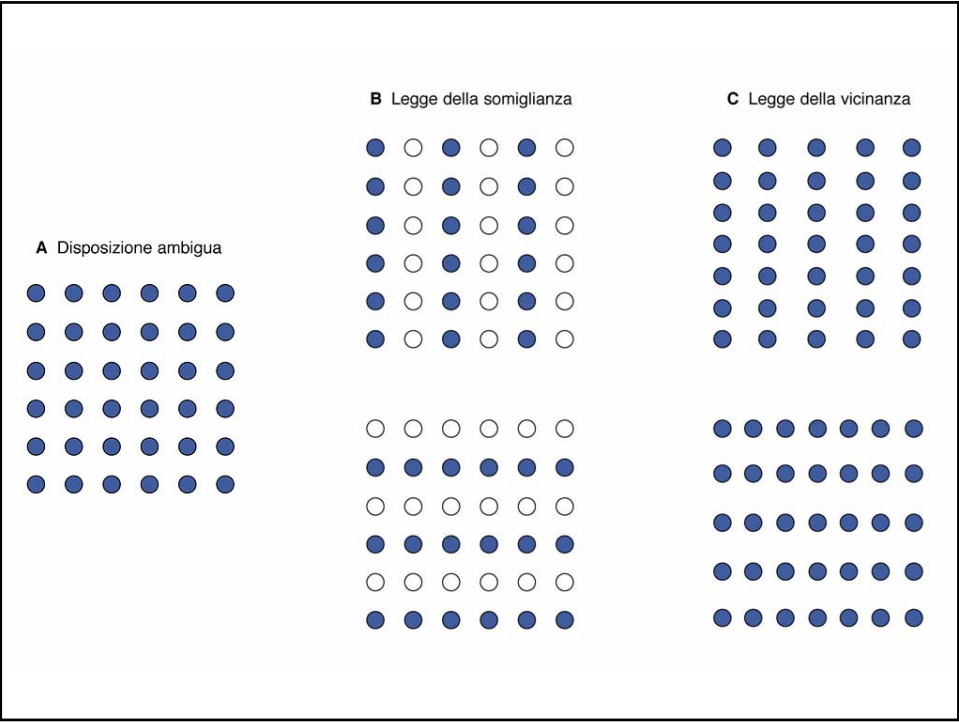
12  
A|B|C  
14



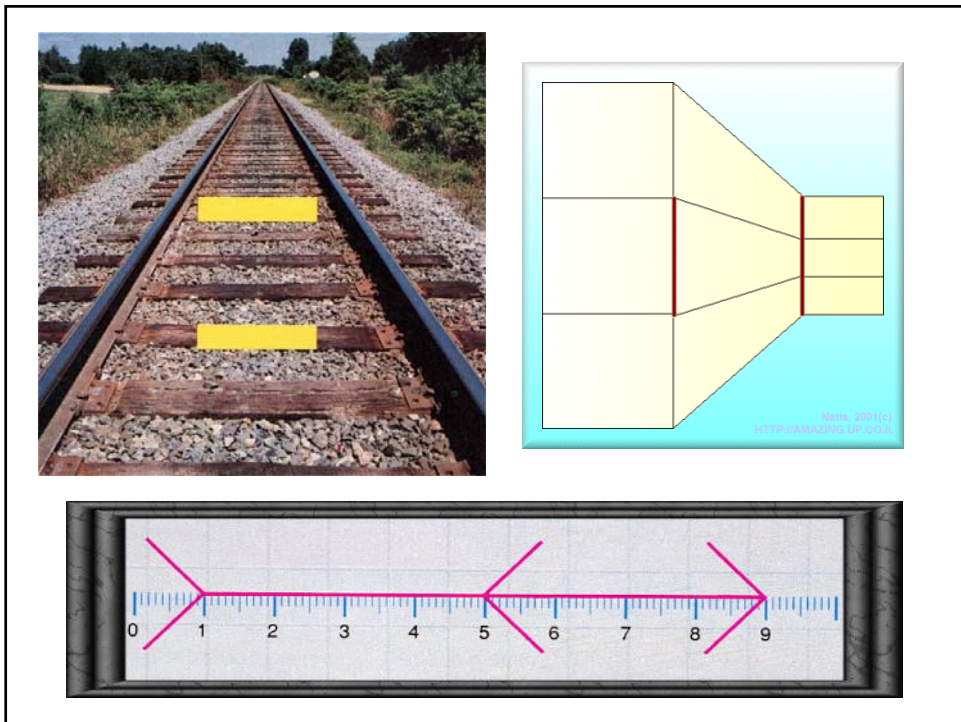
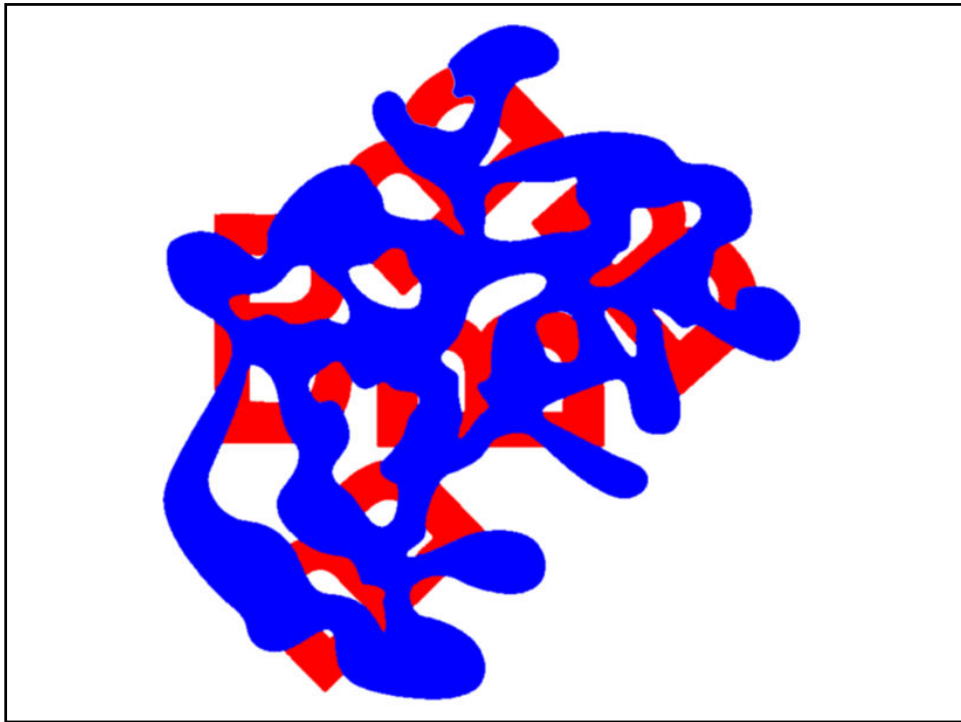
12  
A|B|C  
14







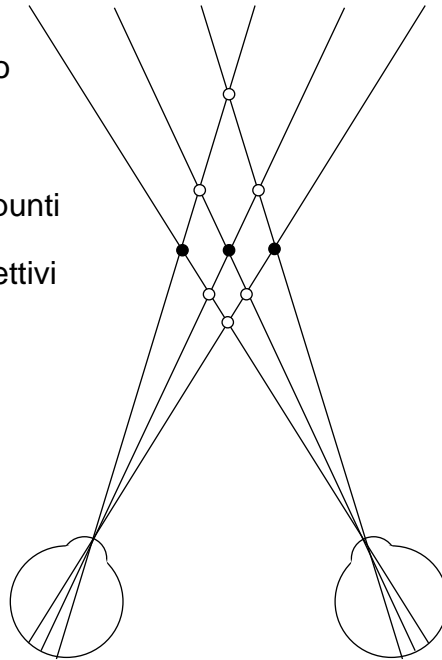




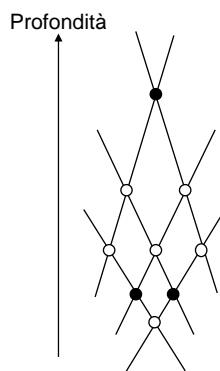


## Vincoli di unicità e continuità

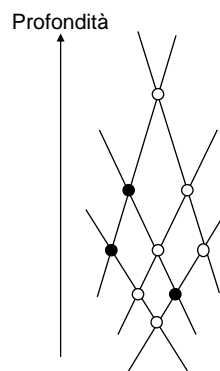
- un osservatore guarda un oggetto
- si considerano 3 punti adiacenti
- le linee ottiche si incrociano in 9 punti
- i 9 punti sono potenzialmente effettivi
- ma quali sono i 3 genuini?



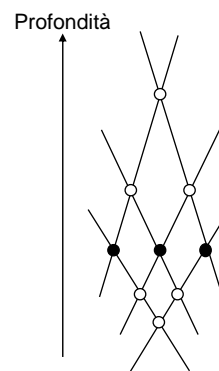
**vincolo di unicità:** non più di un punto  
si trova su una linea ottica



Possibile

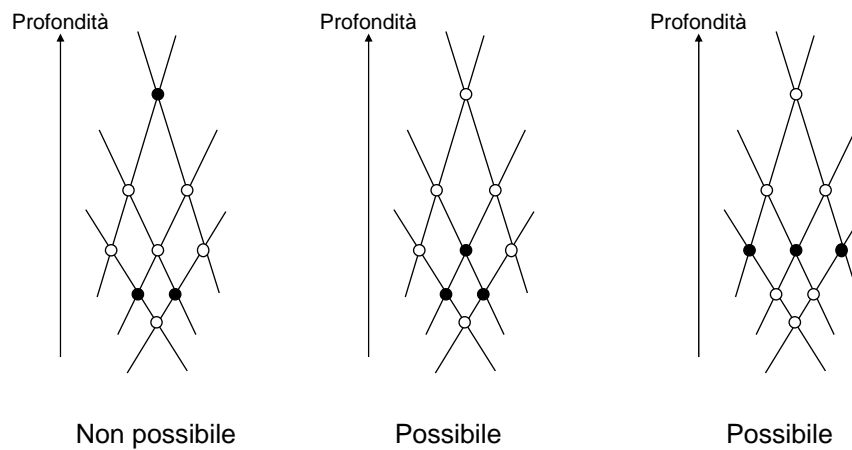


Non possibile



Possibile

**vincolo di continuità:** le superfici degli oggetti variano gradualmente



## Implementazione dei vincoli

