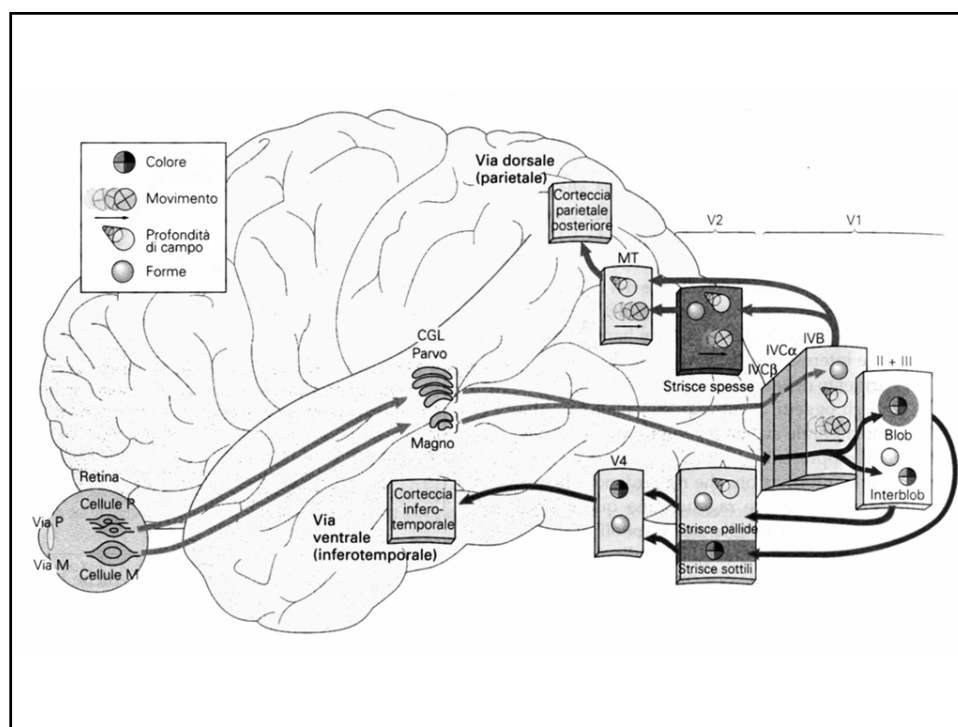
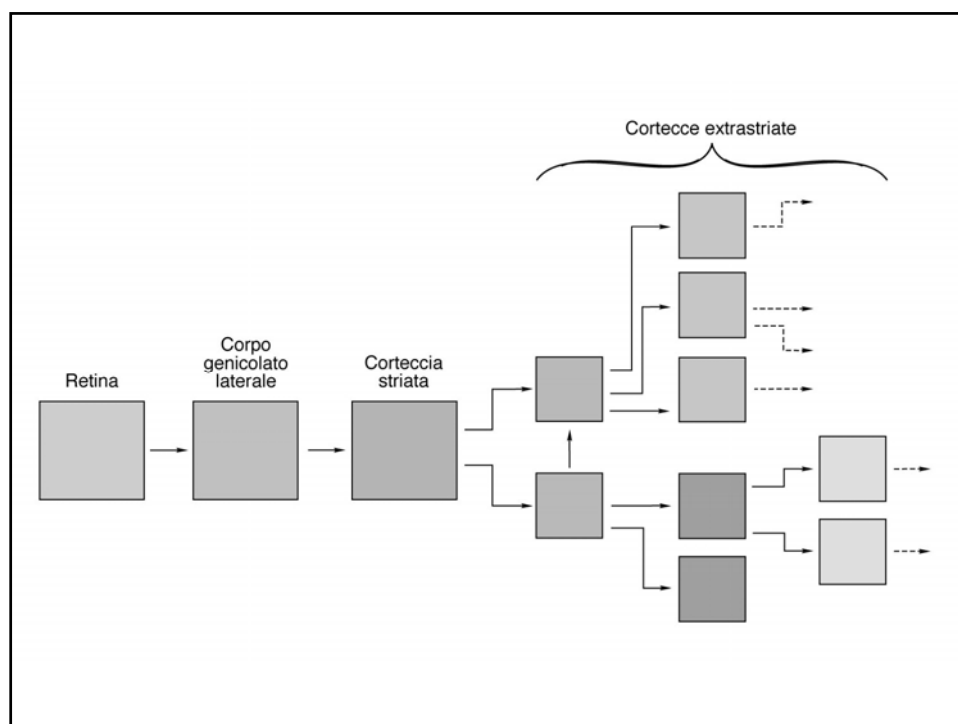
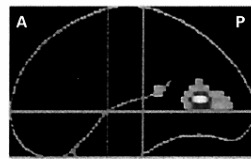




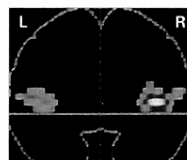
Studi sul movimento: immagini in movimento o stazionarie



Sagittale



Trasversale

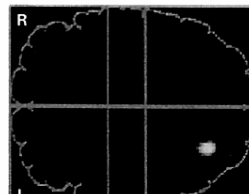


Coronale

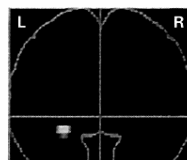
Studi sul colore: immagini colorate o grigie



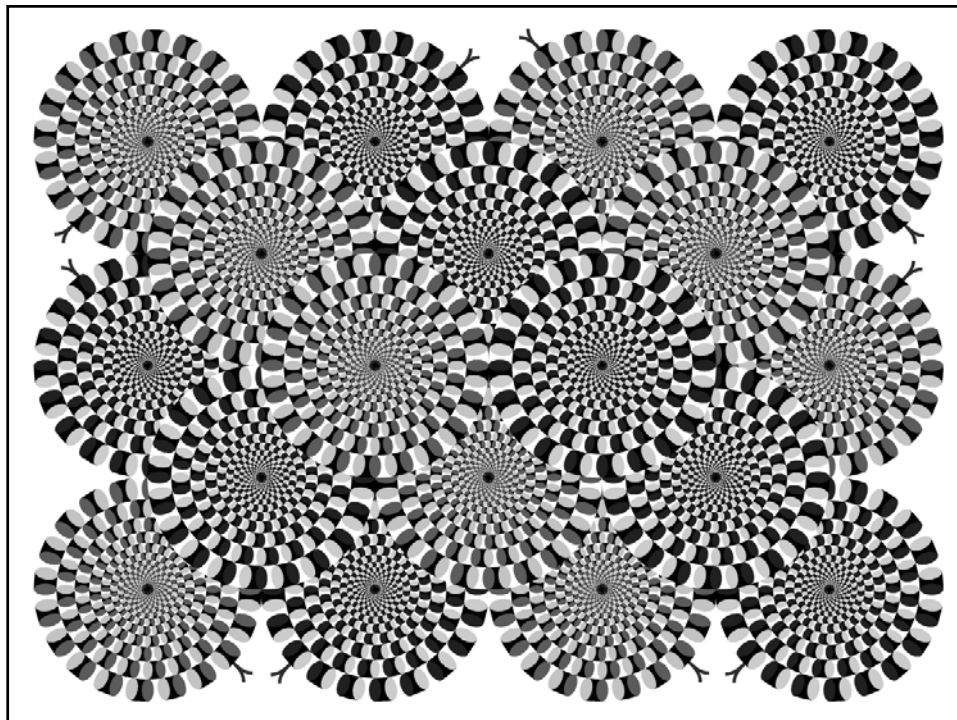
Sagittale

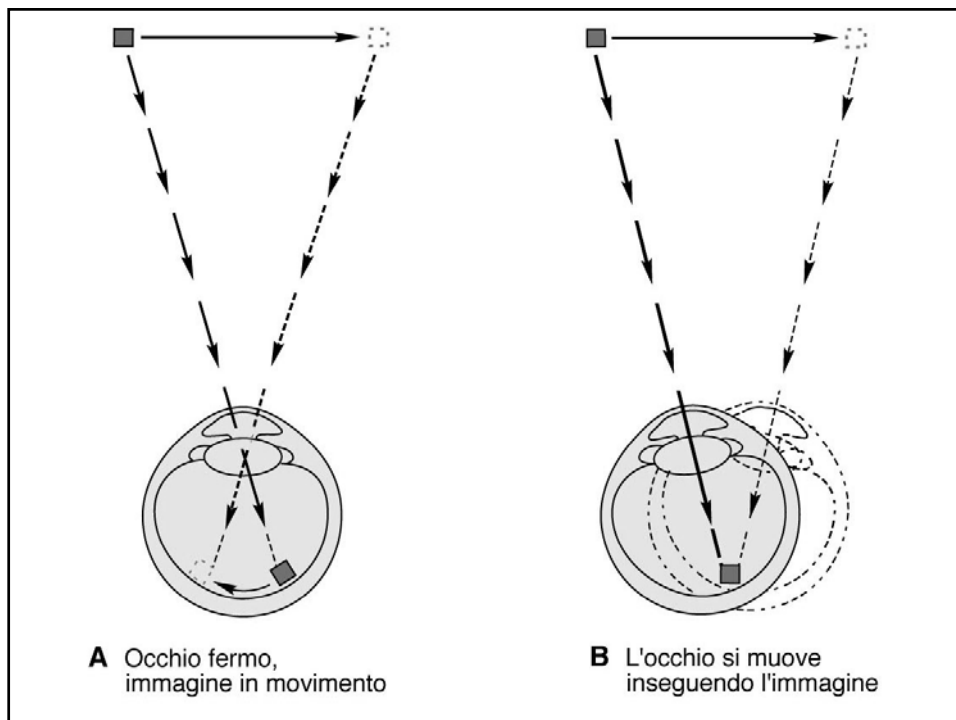
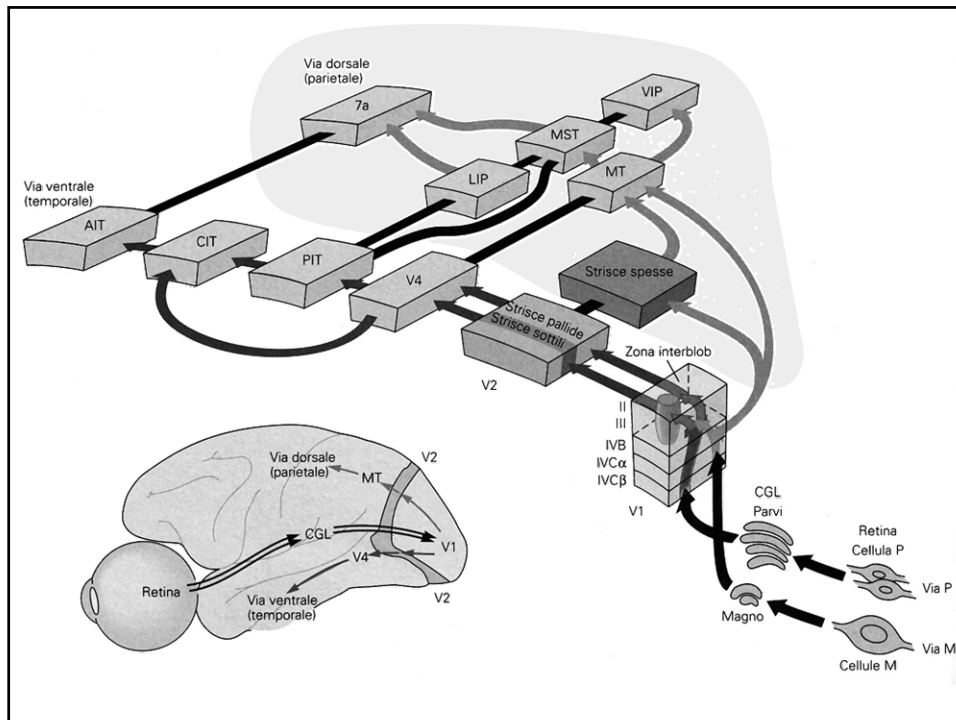


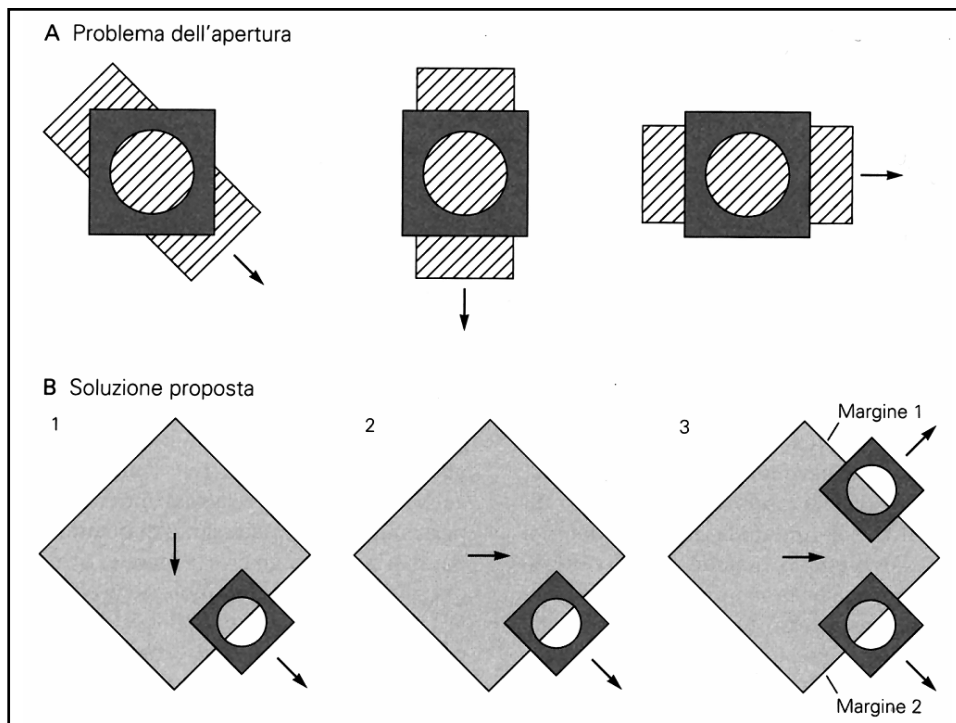
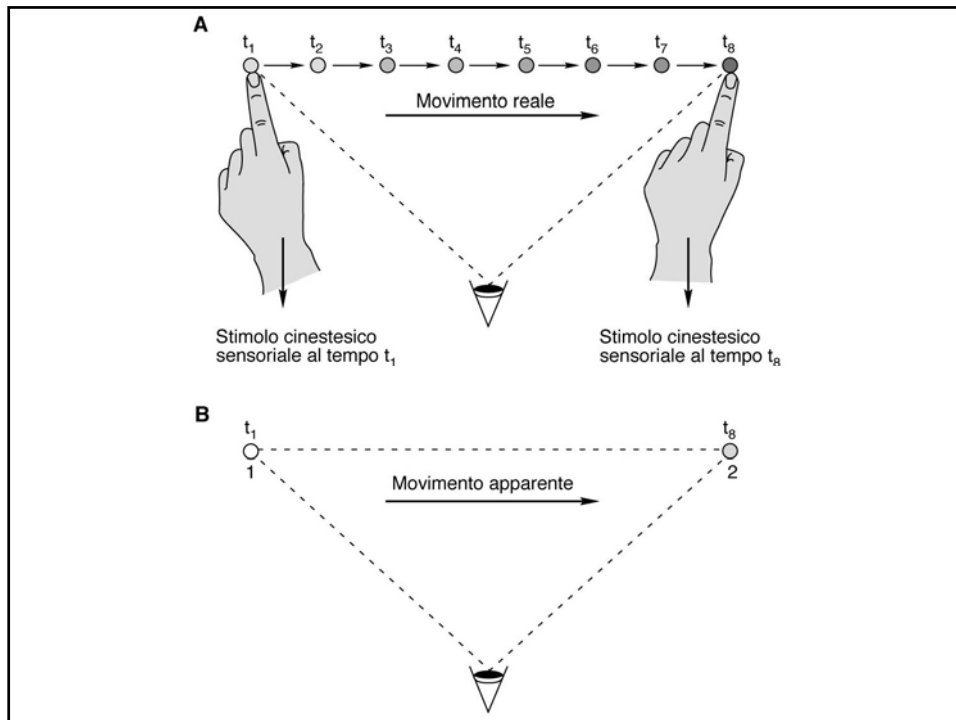
Trasversale

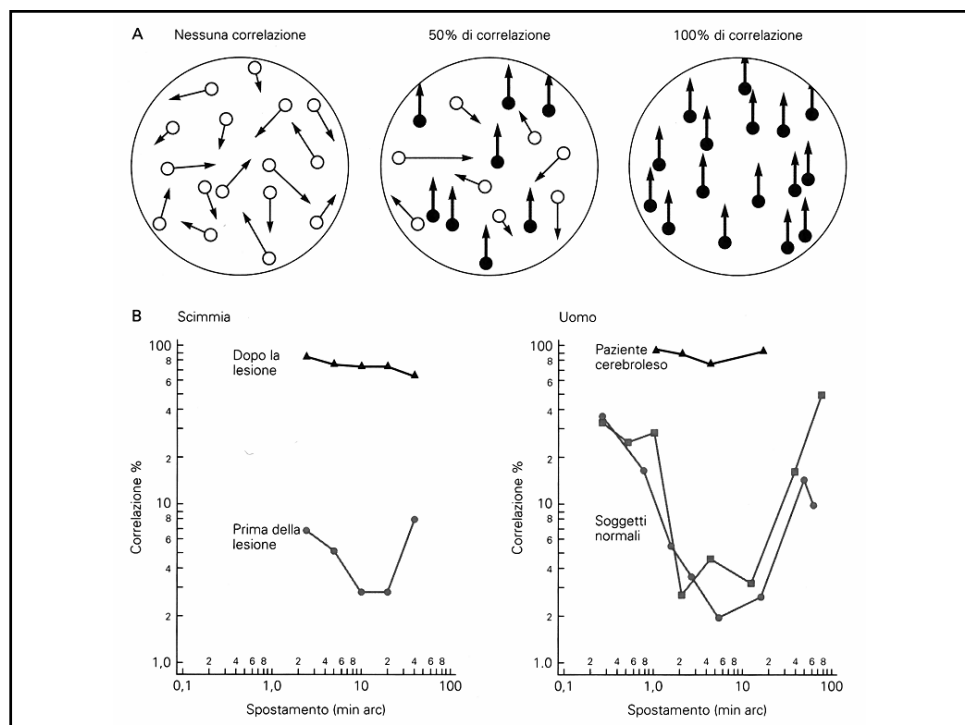
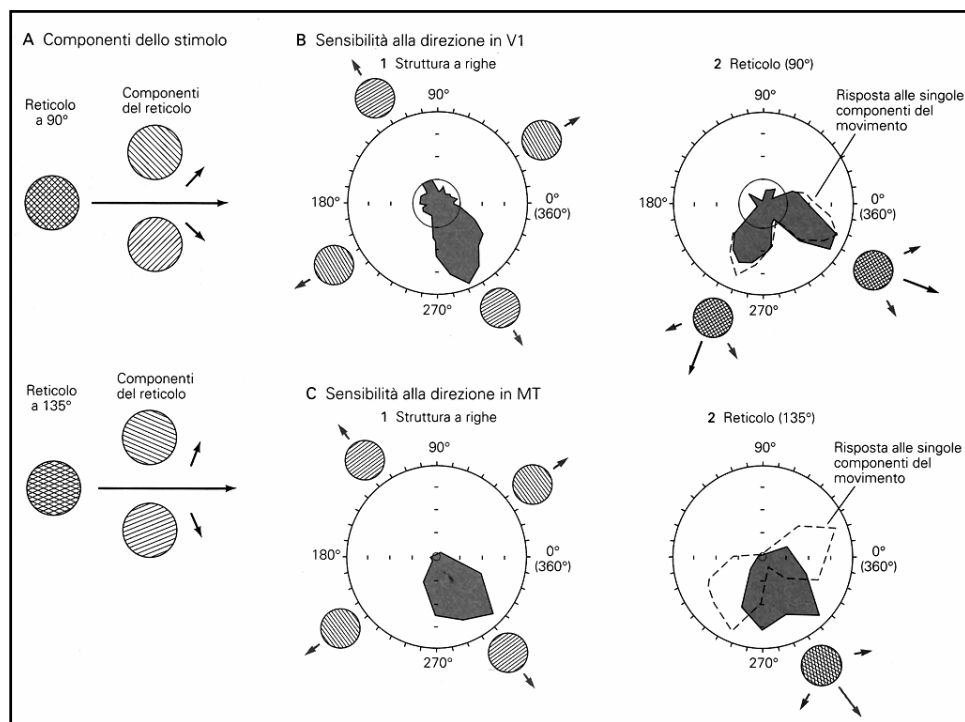


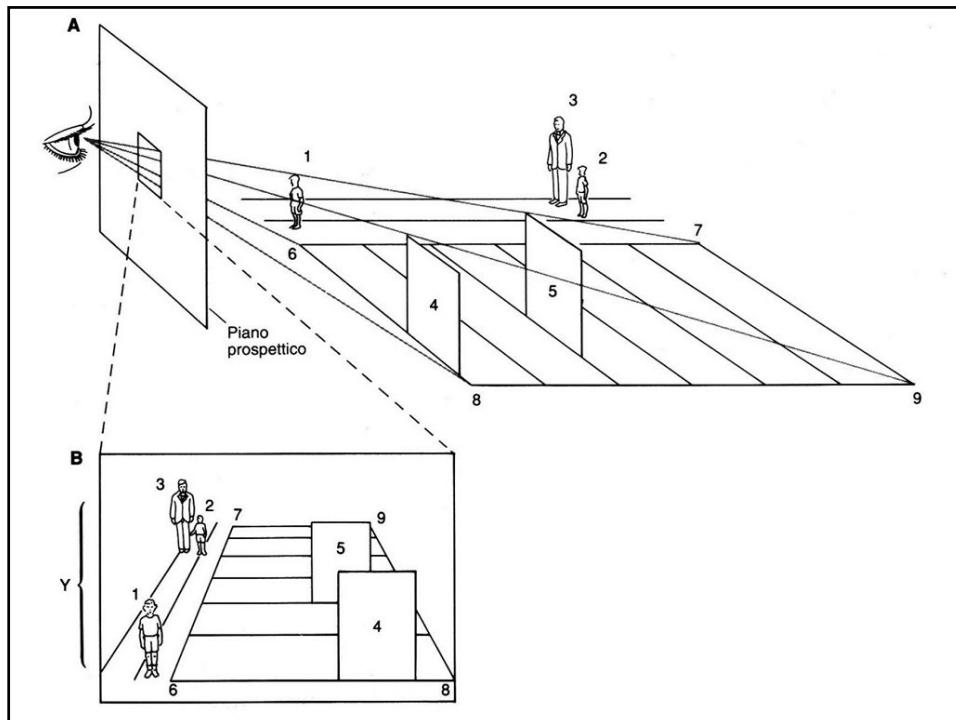
Coronale

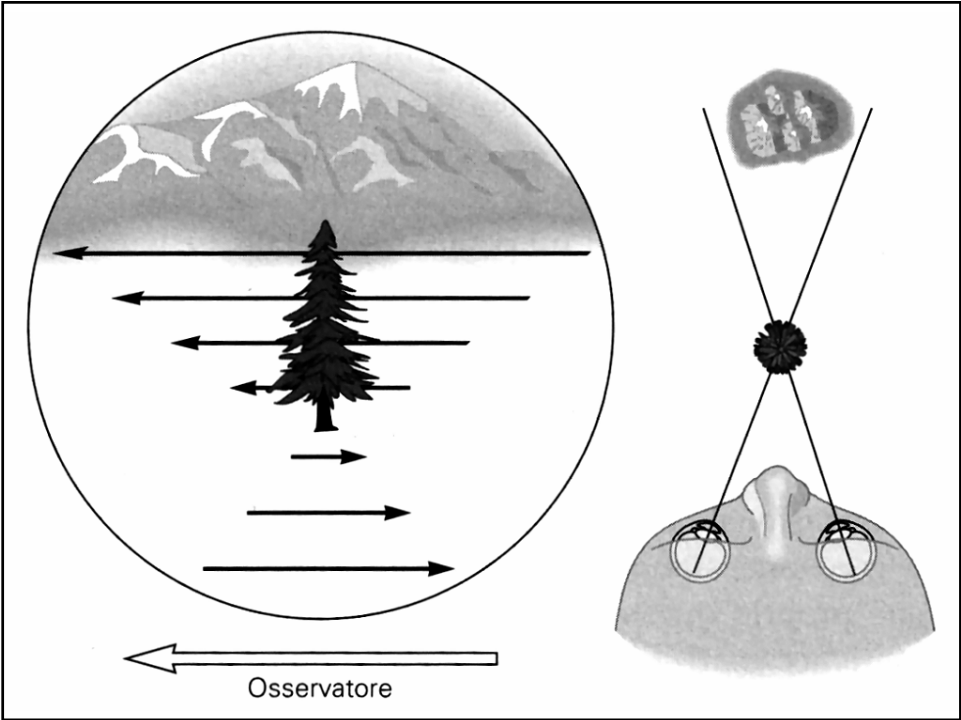
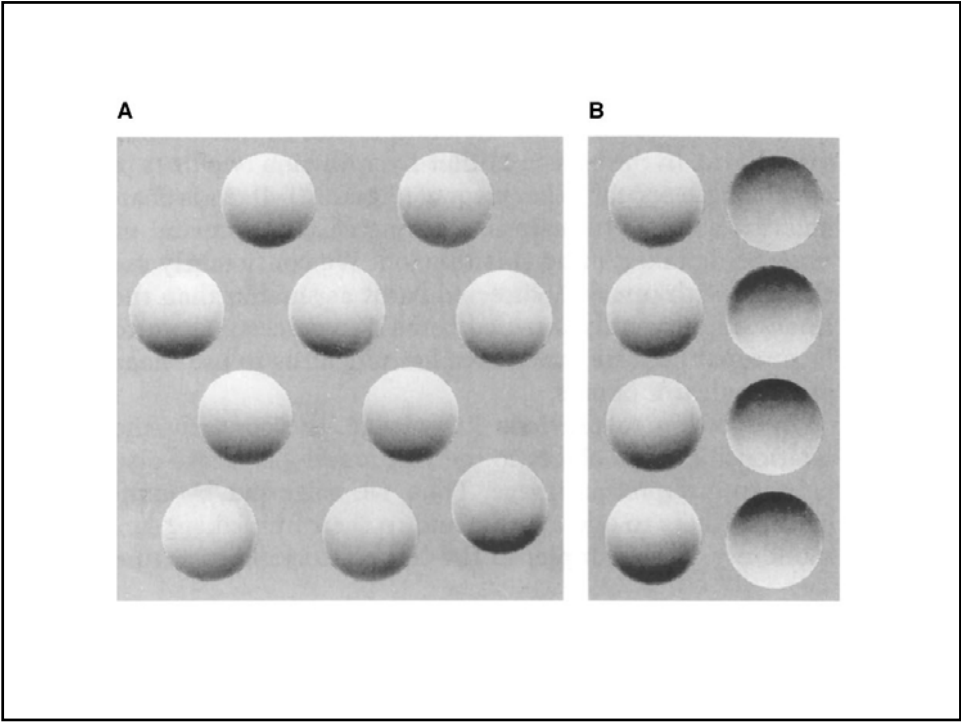


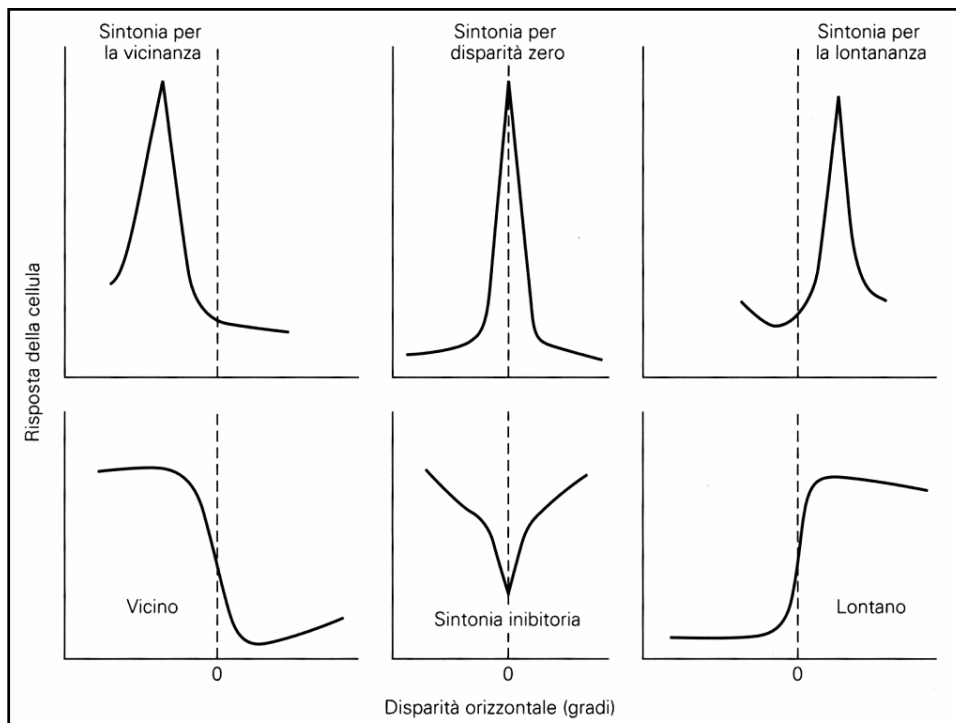
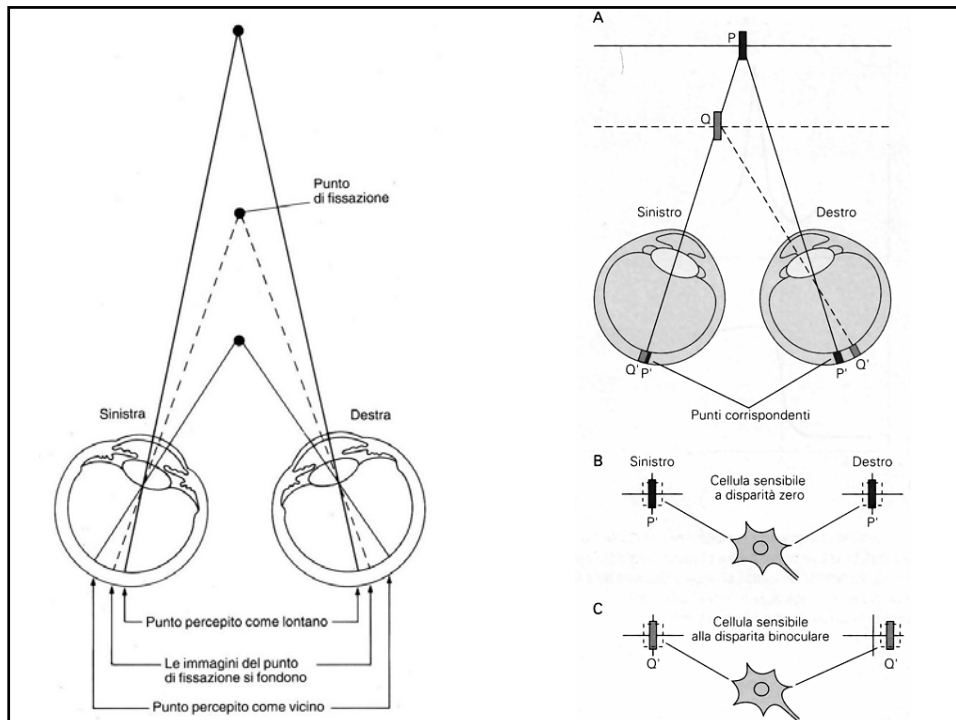


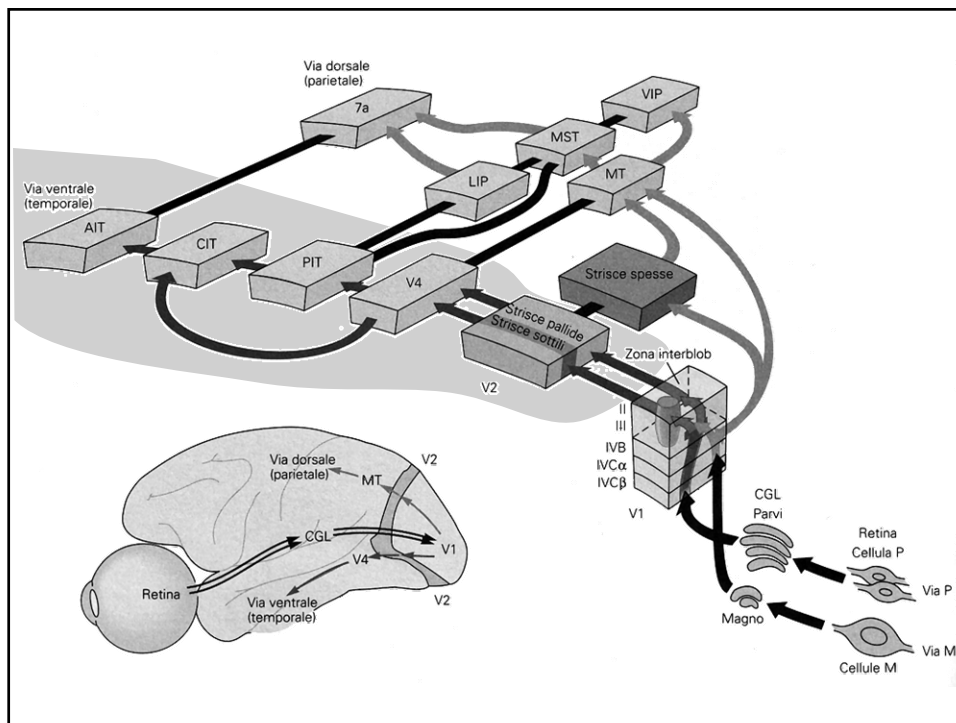
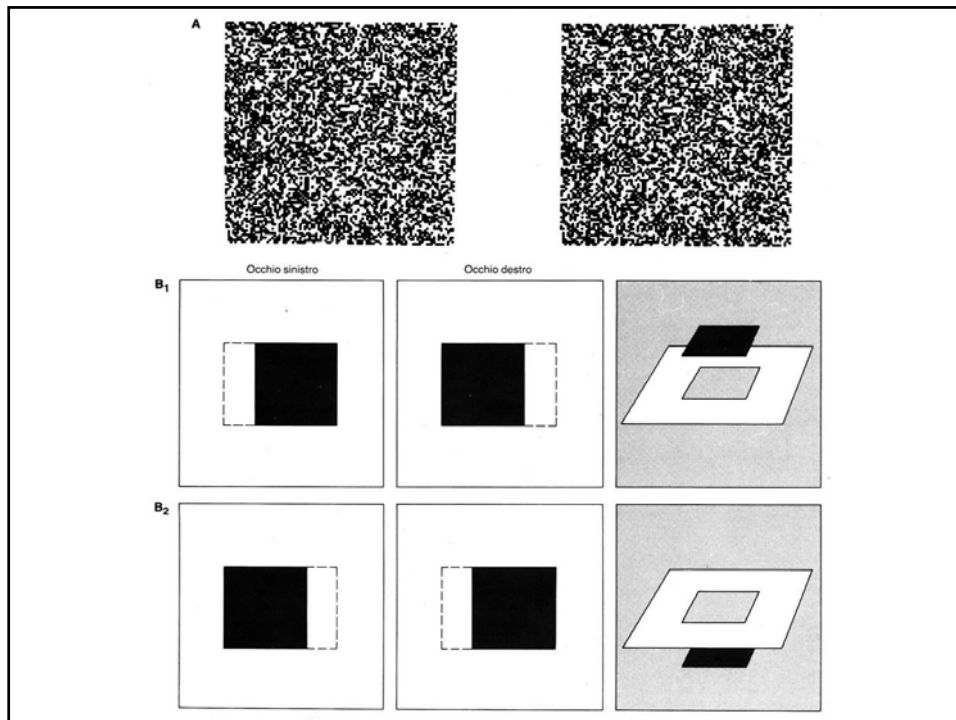


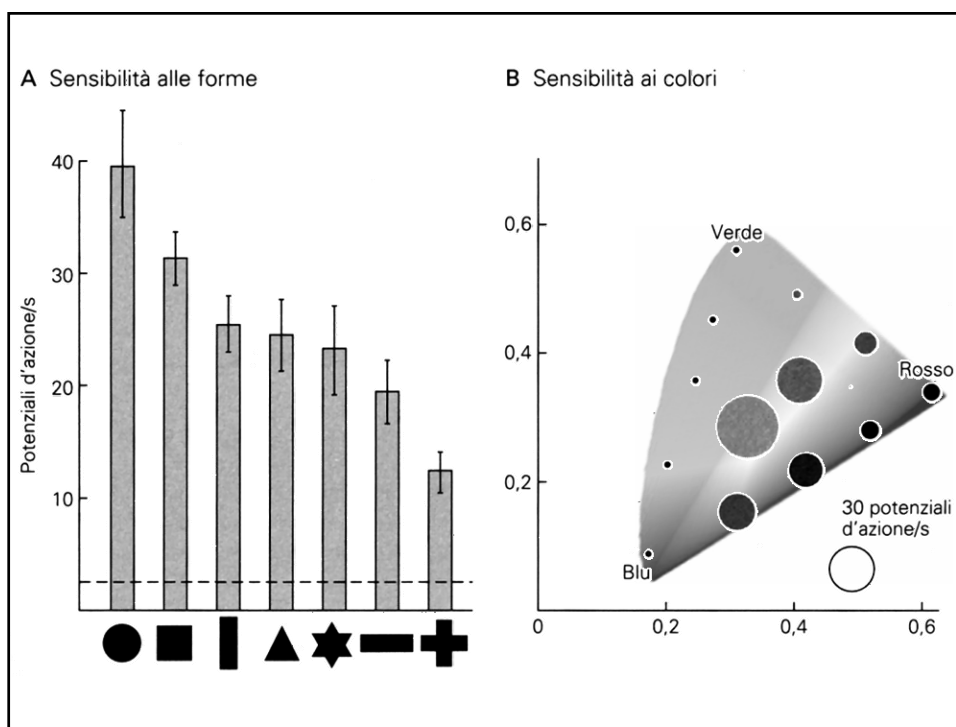
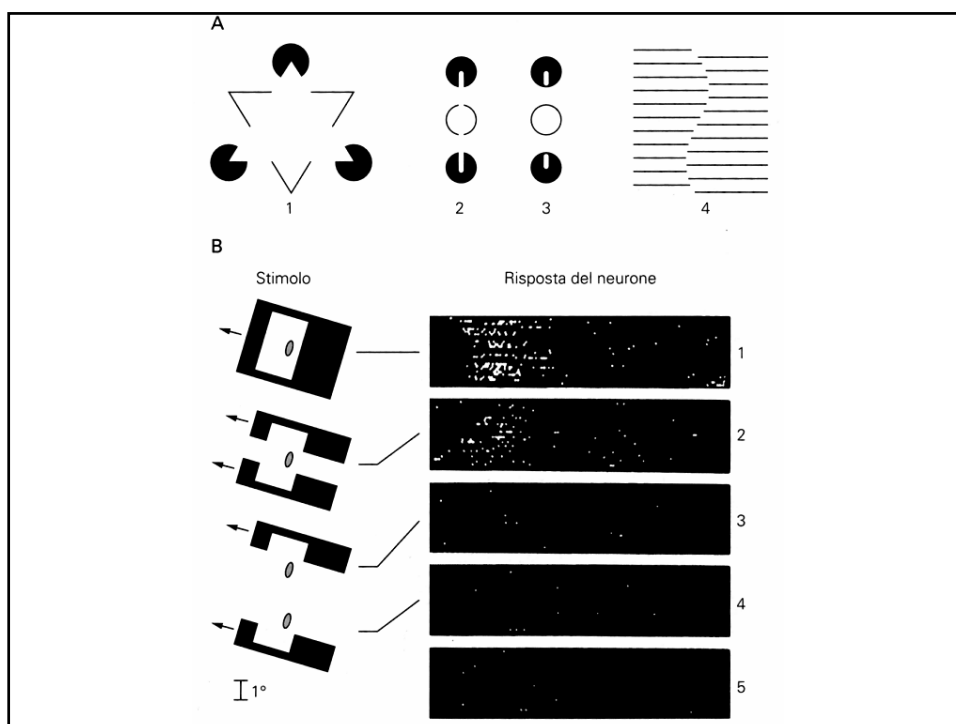


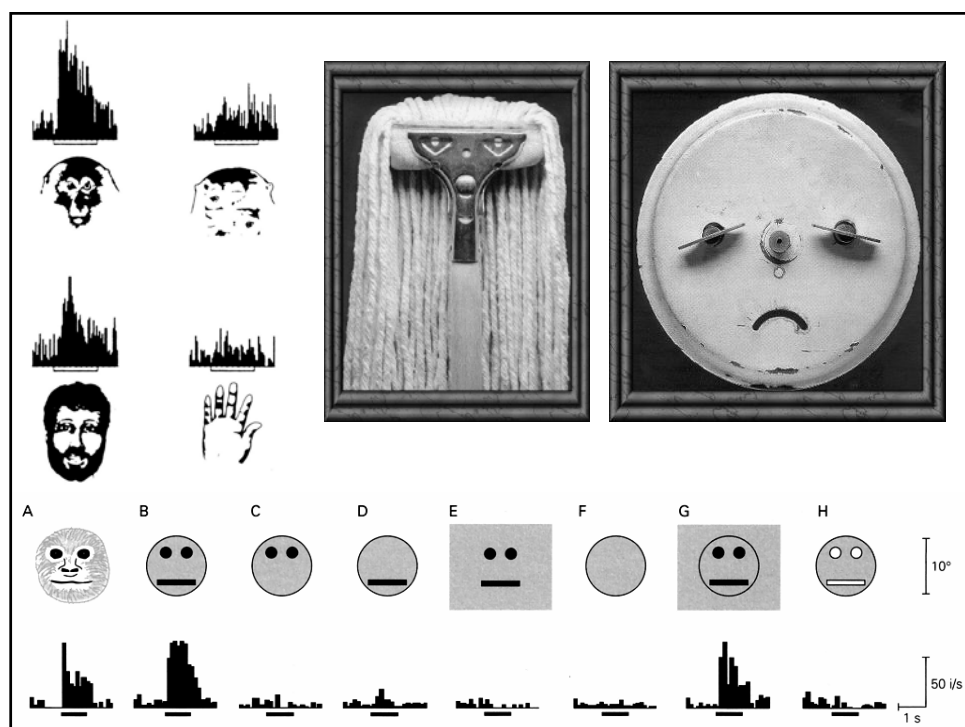
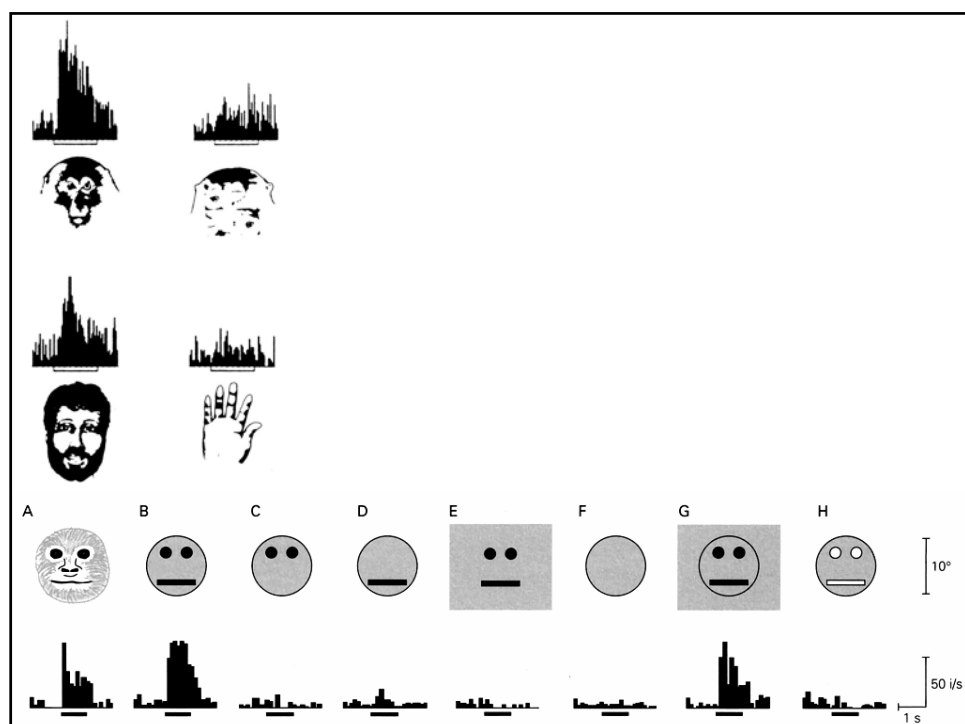




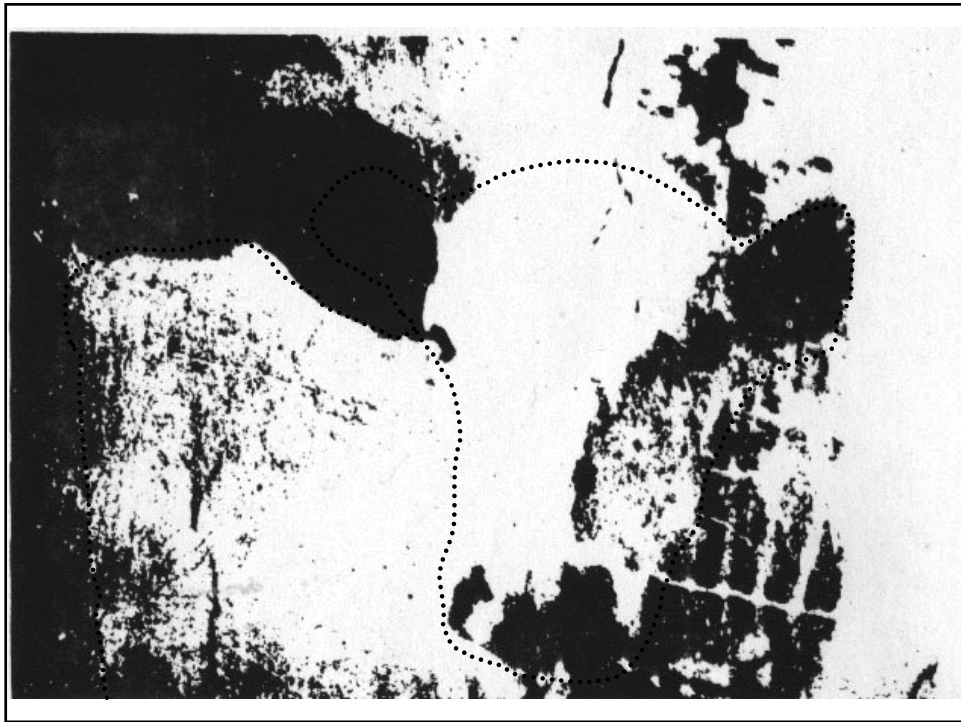


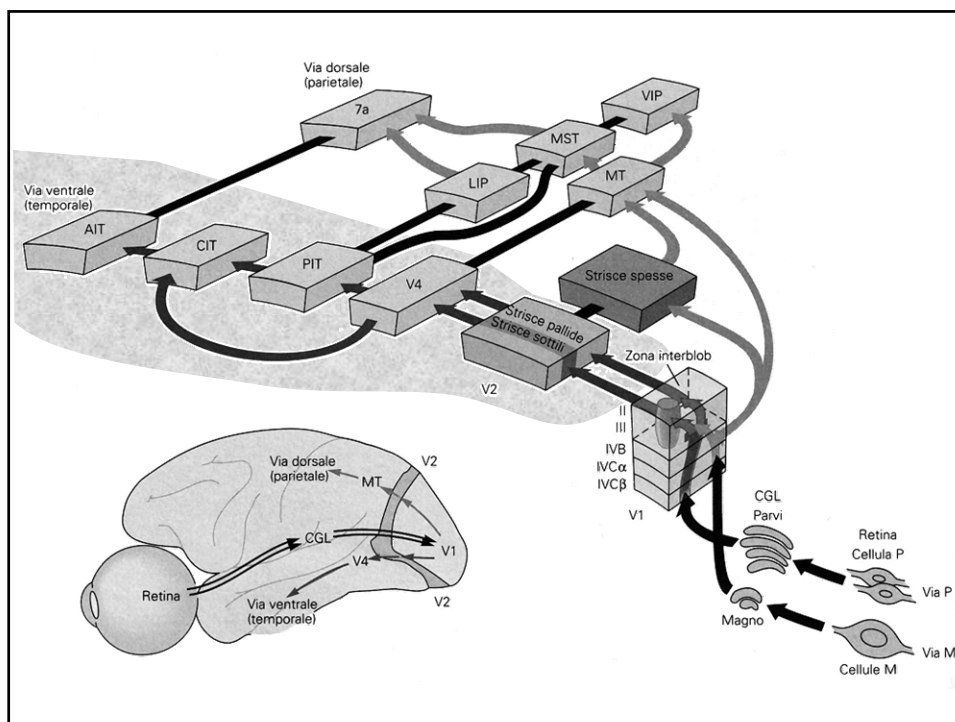




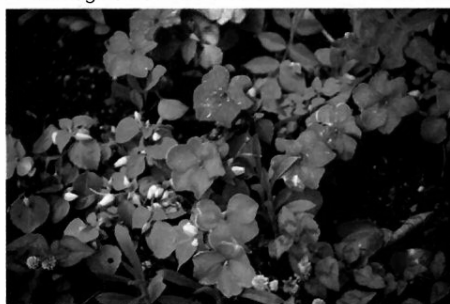








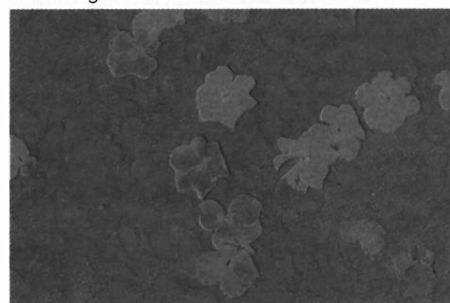
A Immagine normale a colori

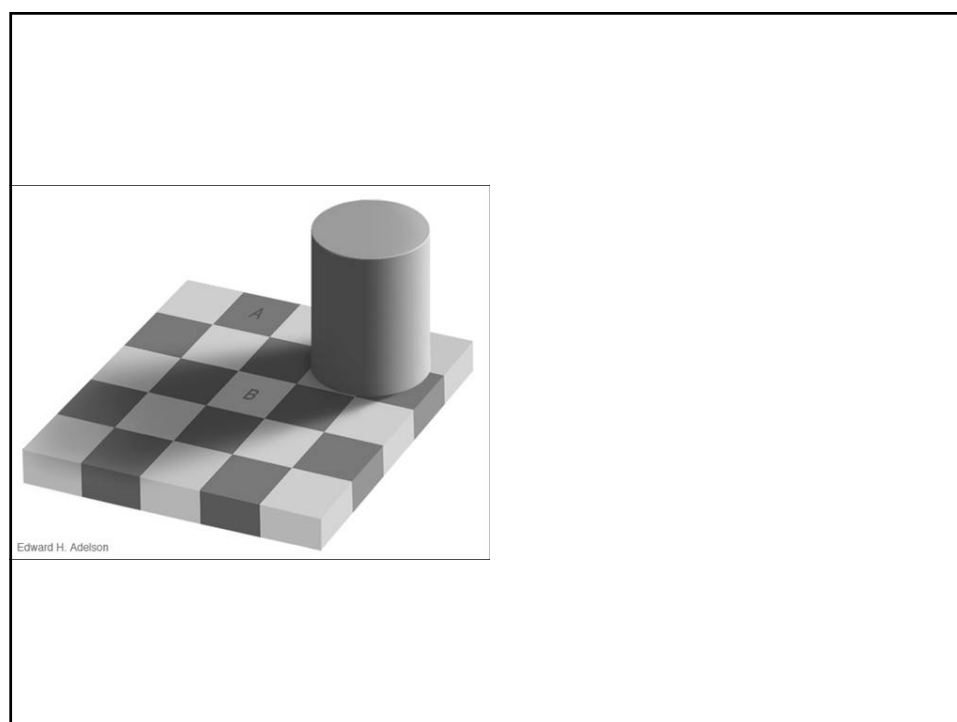
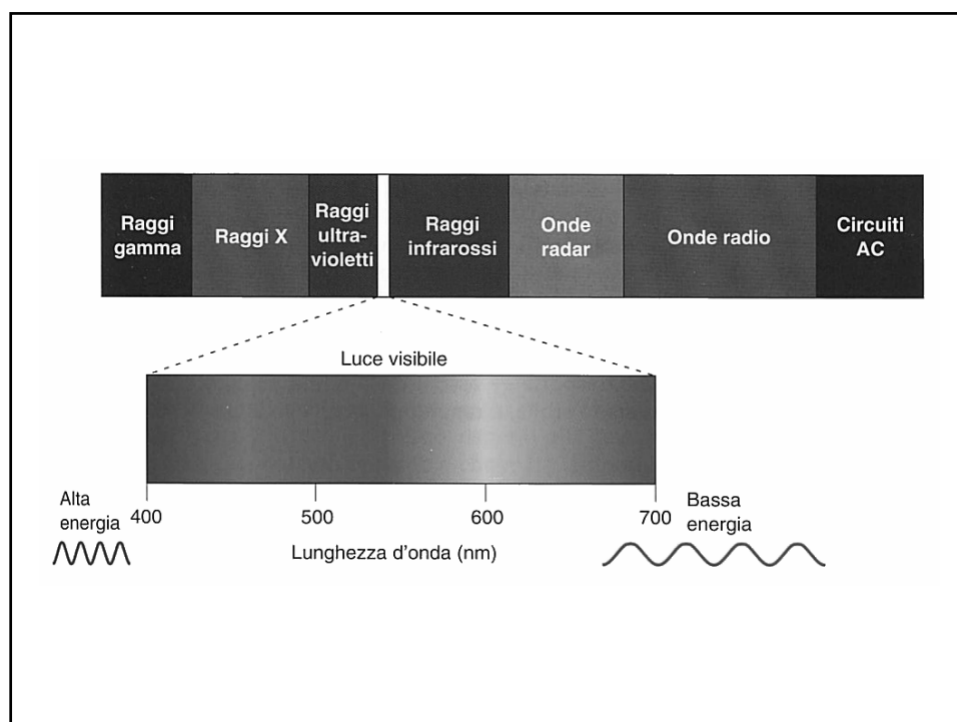


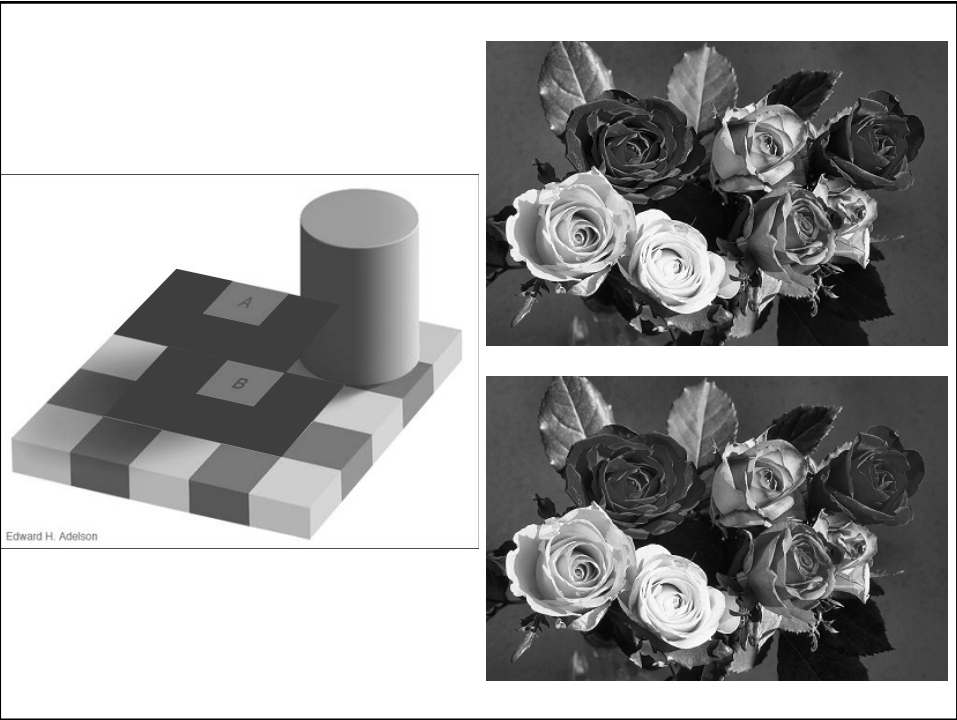
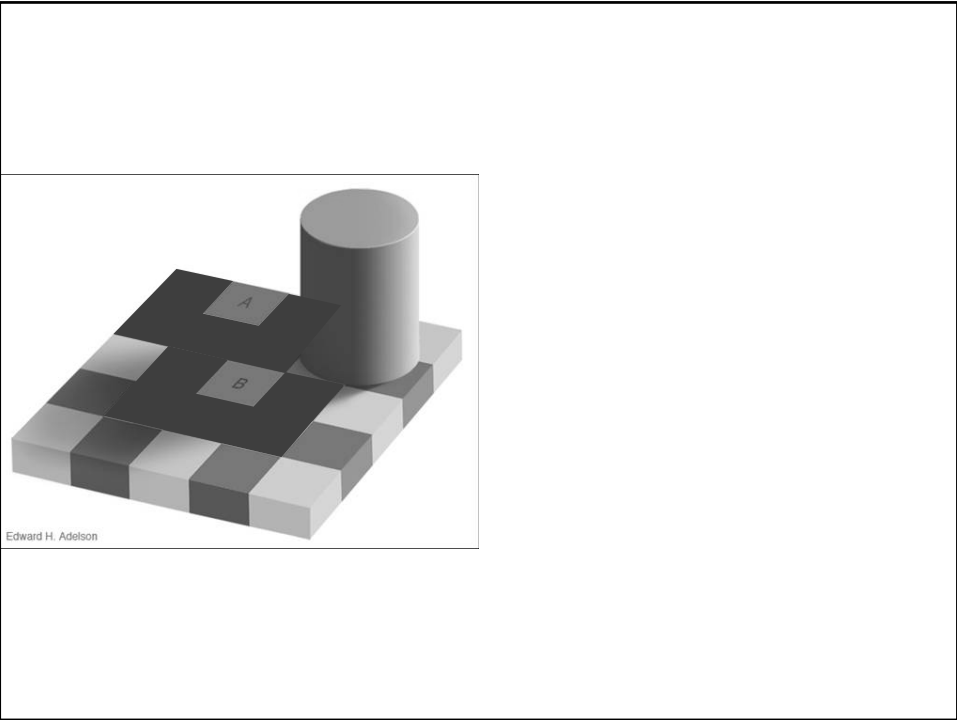
B Immagine in bianco e nero con soli contrasti di luminosità

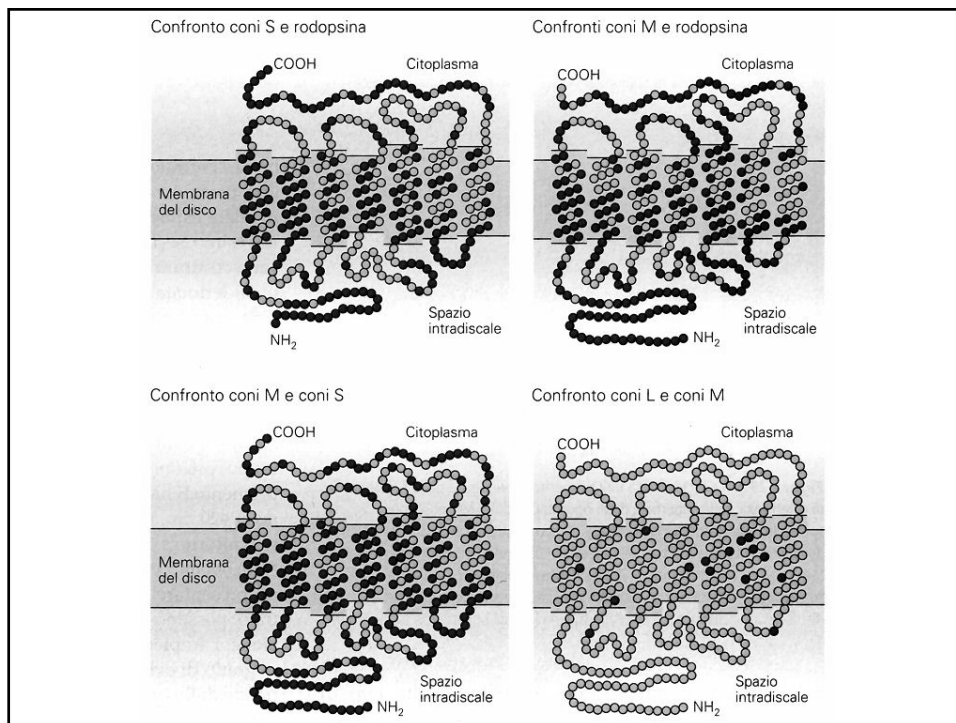
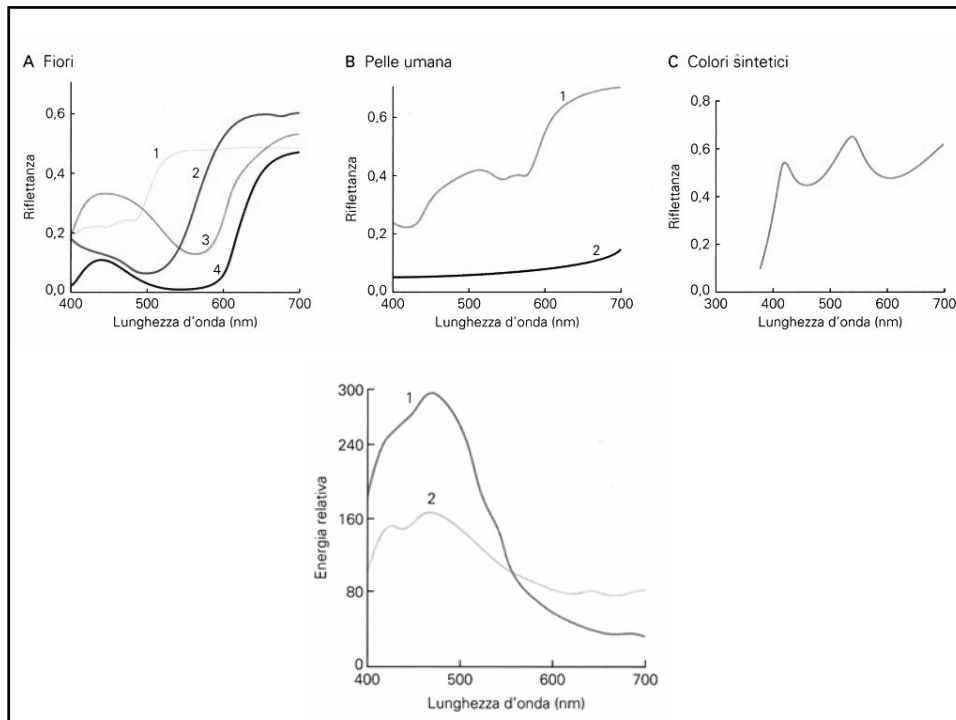


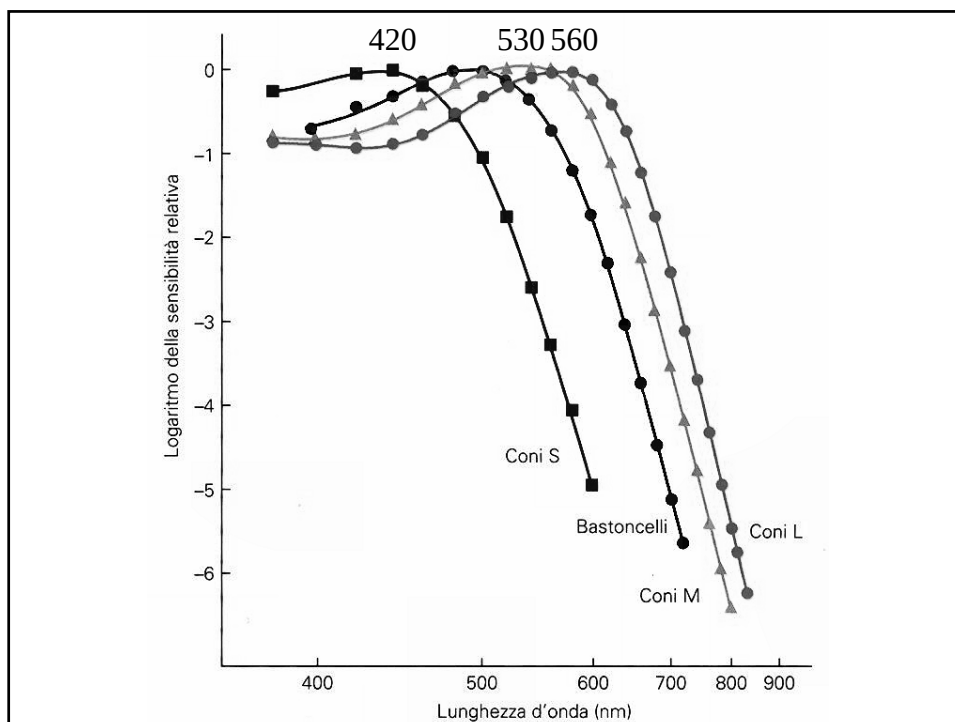
C Immagini con i soli contrasti di colore





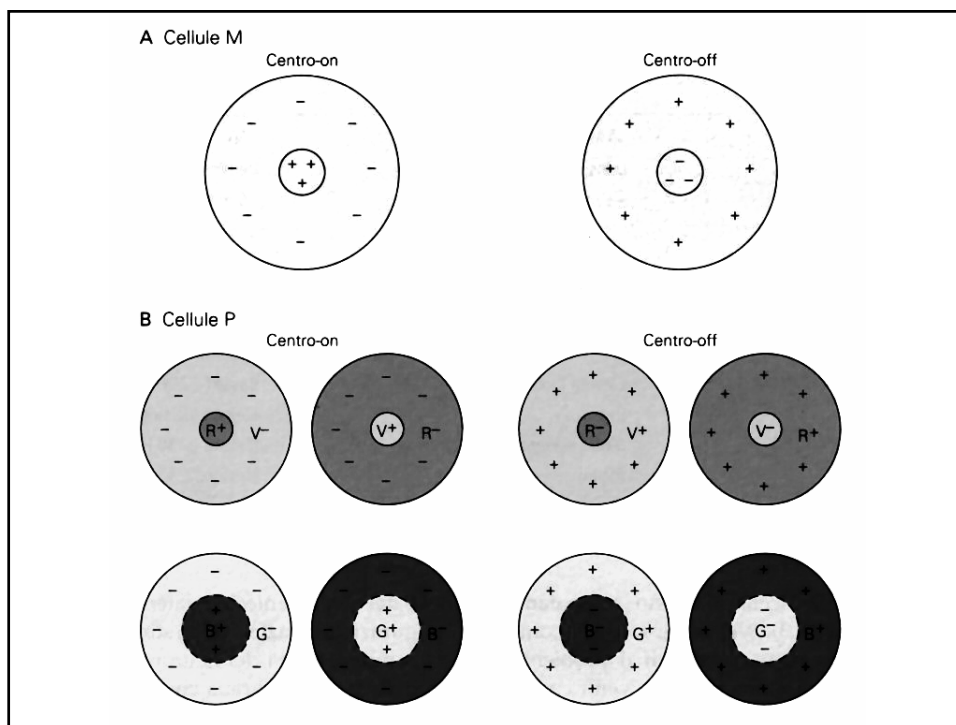
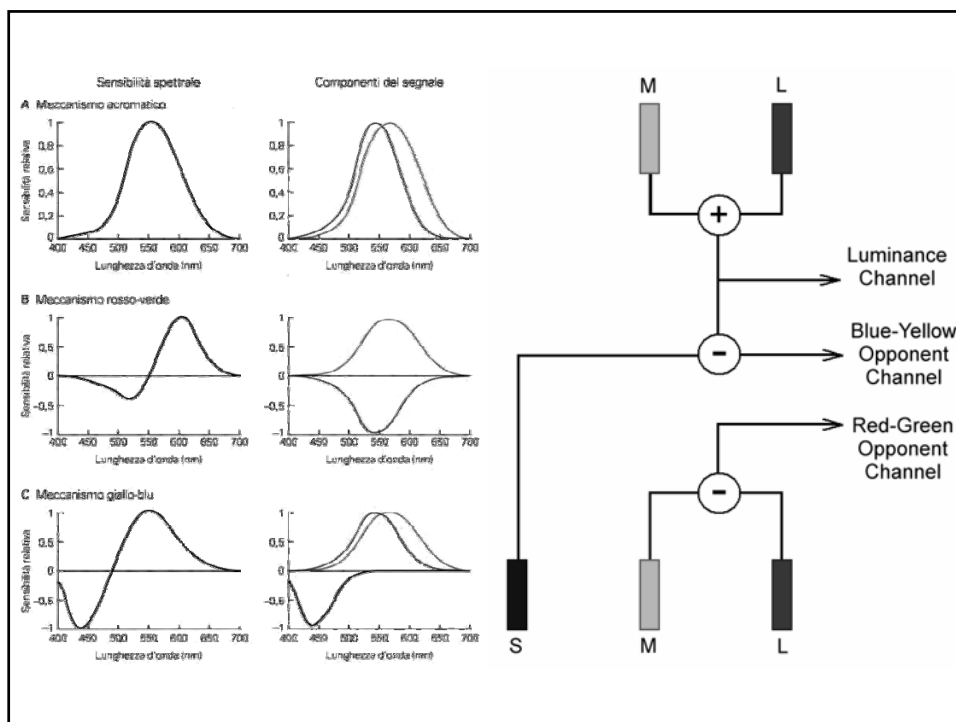


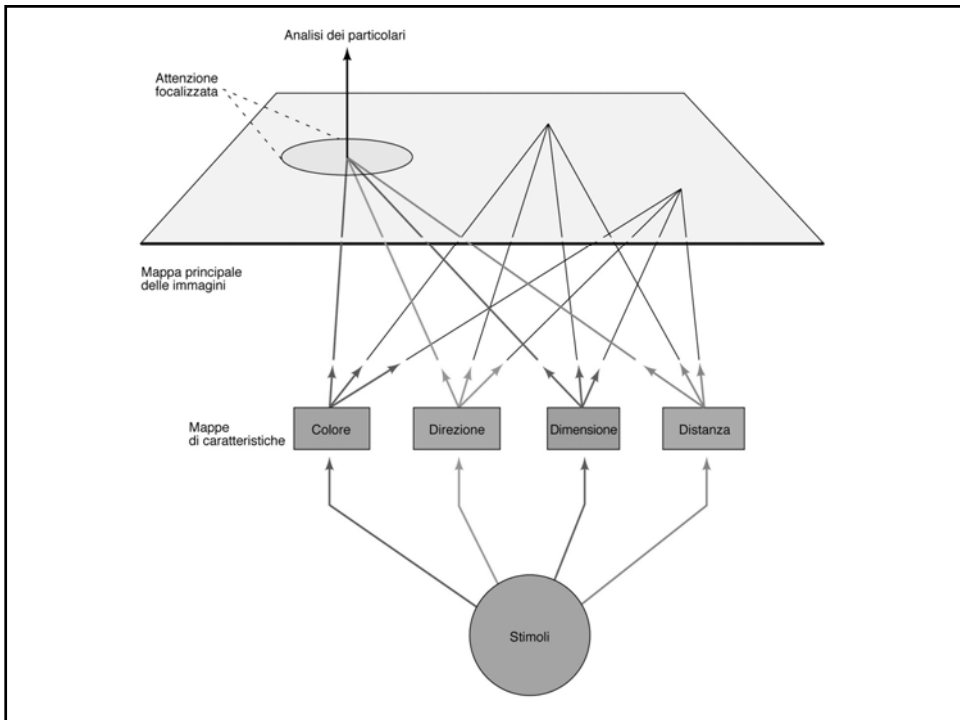
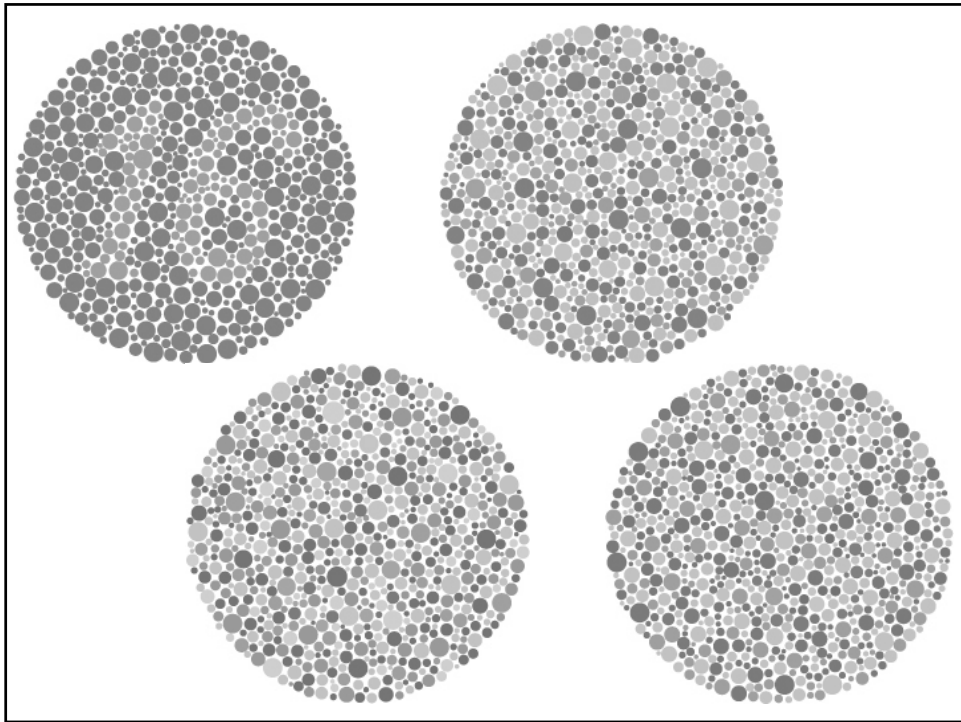




Le migliori modalità di codifica del segnale visivo

- 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)



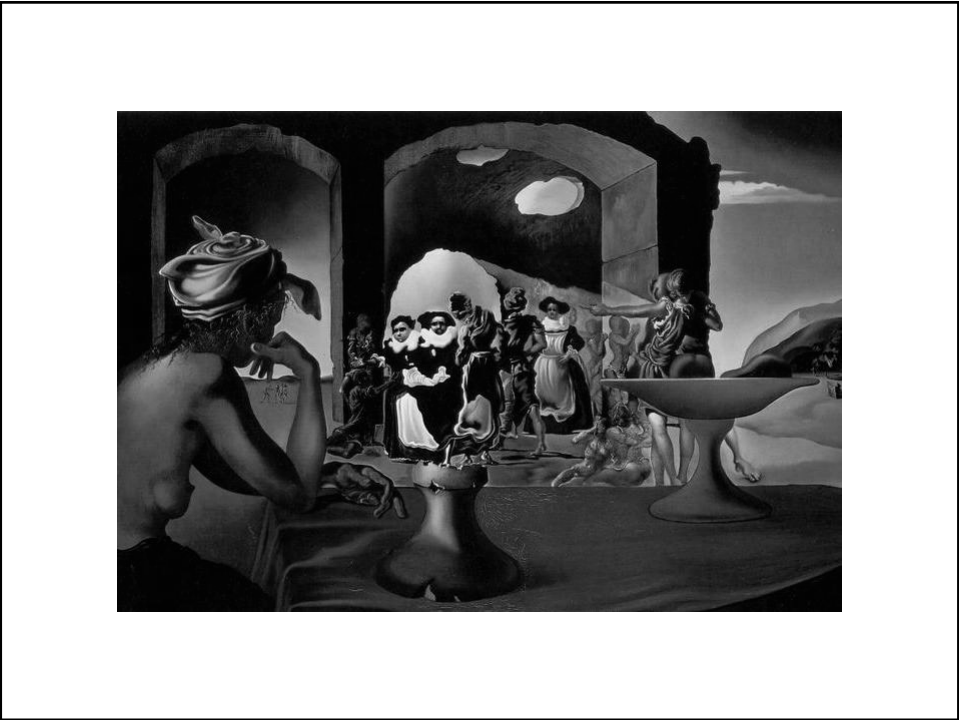
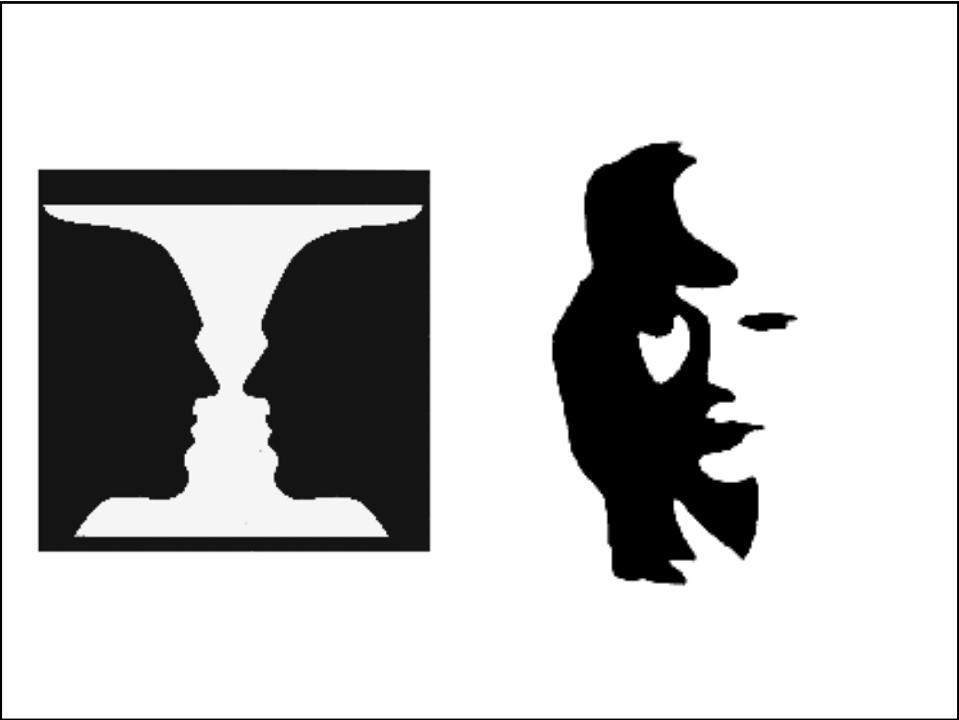


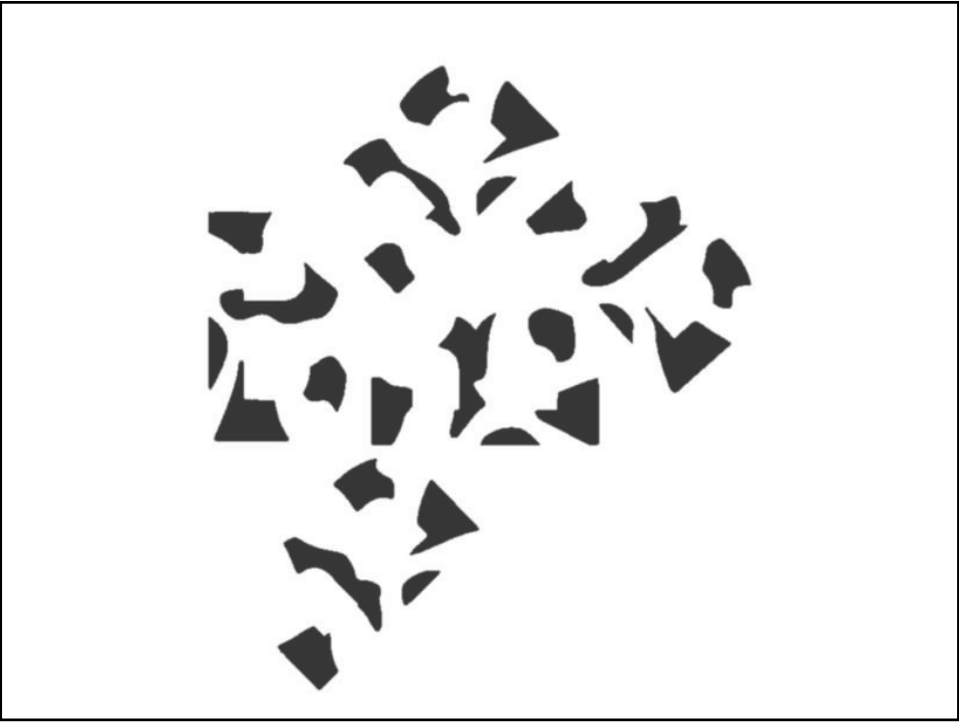
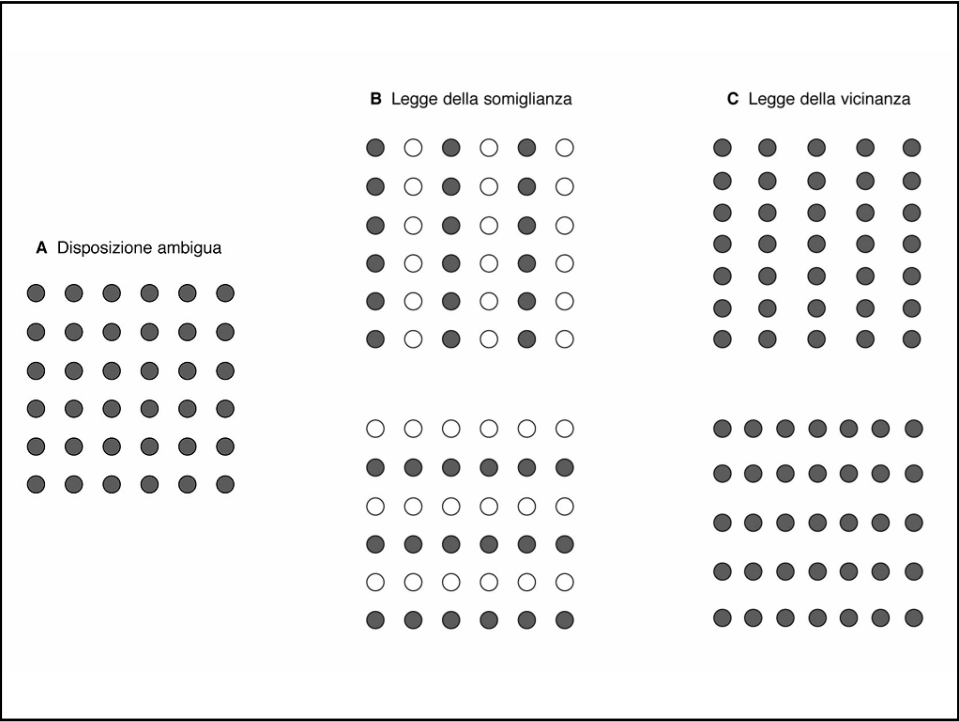
12
A|B|C
14

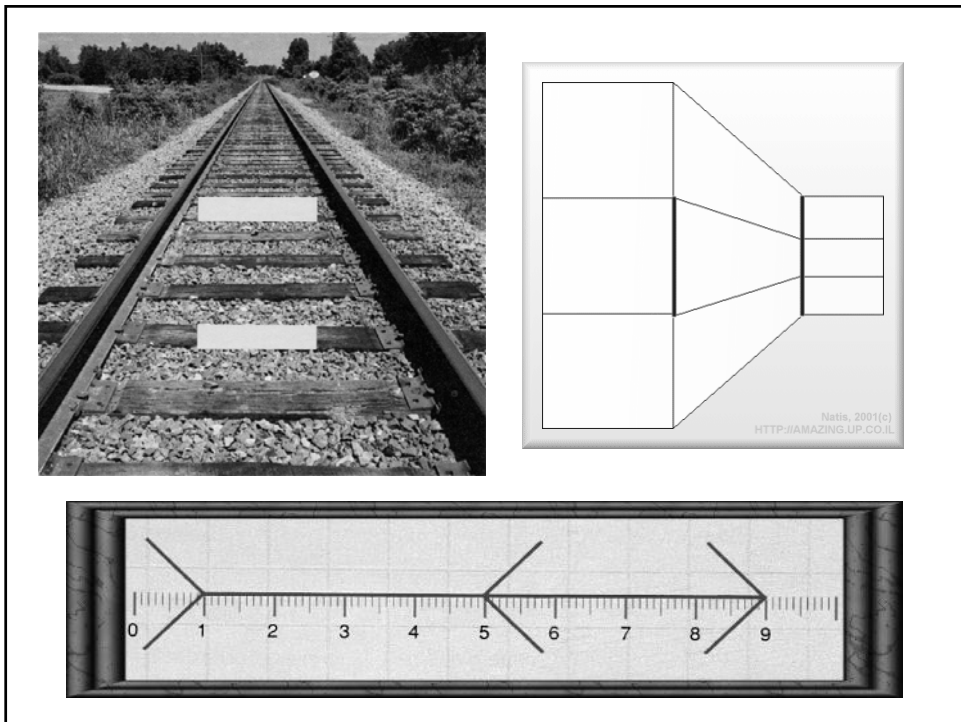
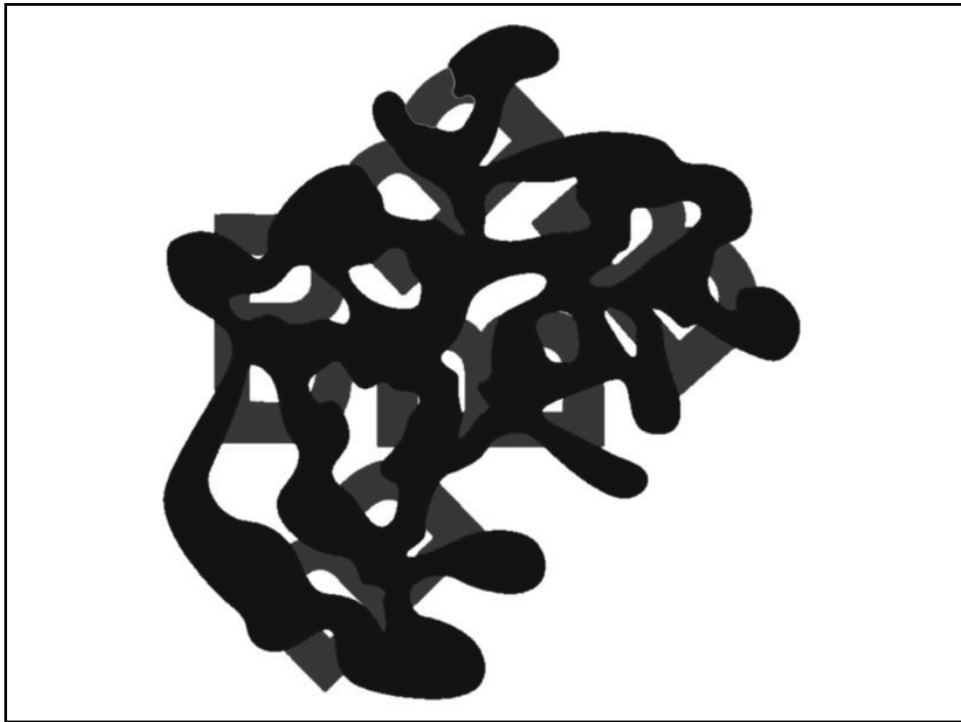


12
A|B|C
14



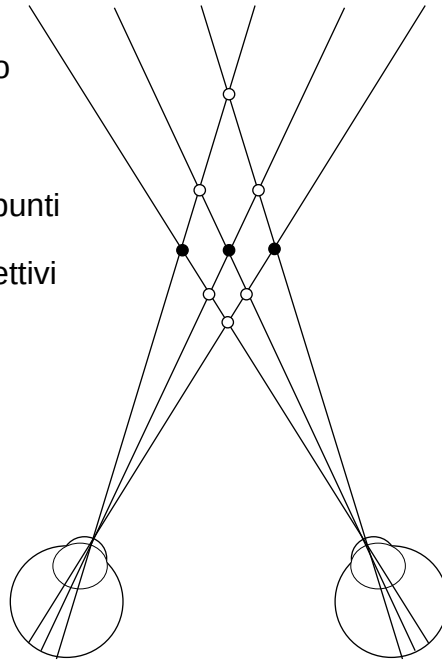




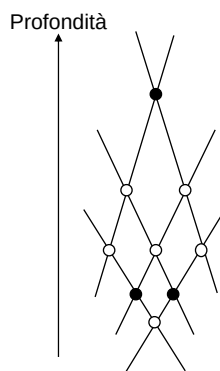


Vincoli di unicità e continuità

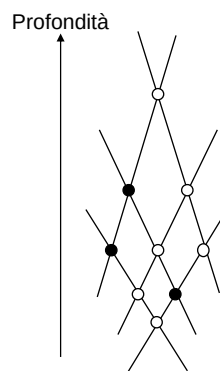
- un osservatore guarda un oggetto
- si considerano 3 punti adiacenti
- le linee ottiche si incrociano in 9 punti
- i 9 punti sono potenzialmente effettivi
- ma quali sono i 3 genuini?



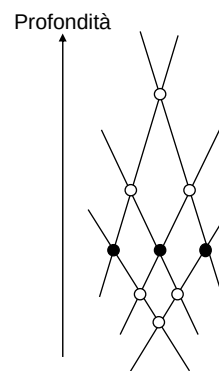
vincolo di unicità: non più di un punto
si trova su una linea ottica



Possibile

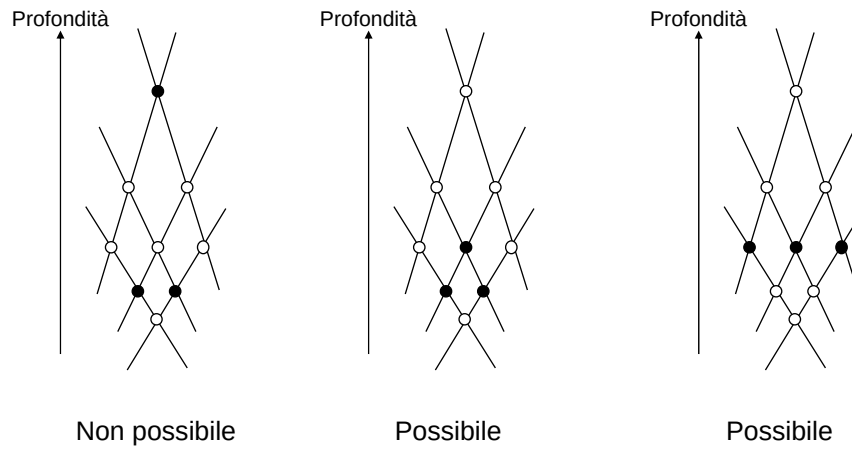


Non possibile



Possibile

vincolo di continuità: le superfici degli oggetti variano gradualmente



Implementazione dei vincoli

