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Figure-ground, outline, perspective and metaphor in pictures in vision and touch: From cave and Florence 1400 to the present

In vision and touch, a picture uses 2-D elements that trigger perceptual impressions of surfaces and allow geometries about 3D to configure them. Line in picture creates impressions of figure-ground edges in the referent. Line junctions create impressions of corners and occlusions of surfaces. The key geometry for space perception -- perspective-- uses faster compression in elevation than azimuth. In contrast to realistic pictures, metaphoric pictures typically use apt anomalies. This richly-illustrated lecture contains pictures by the blind from North America, Japan and Turkey.

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