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- Thursday, August 7, 2008  
Putting visual disappearance into context

The goal of human perception is to construct a reasonable 3D interpretation of the external world. Although our perceptual experience is usually seamless, visual information can be ambiguous or unreliable. In these instances perception may employ contextual information from surrounding, less noisy regions. I will present work that investigates the role of contextual influences on ambiguous figures. For example, the phenomenon of binocular rivalry occurs when different images are presented to the two eyes. Here, perception switches between the two images. We have shown that this switching can be modified by contextual information regarding surface smoothness, contour organisation, motion processing and the OEnaturalness of the image statistics of the rivalry pair.

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