

# Stabilized Structure from Motion without Disparity Induces Disparity Adaptation

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## Summary

3D structures can be perceived based on the patterns of 2D motion signals [1, 2]. With orthographic projection of a 3D stimulus onto a 2D plane, the kinetic information can give a vivid impression of depth, but the depth order is intrinsically ambiguous, resulting in bistable or even multistable interpretations [3]. For example, an orthographic projection of dots on the surface of a rotating cylinder is perceived as a rotating cylinder with ambiguous direction of rotation [4]. We show that the bistable rotation can be stabilized by adding information, not to the dots themselves, but to their spatial context. More interestingly, the stabilized bistable motion can generate consistent rotation aftereffects. The rotation aftereffect can only be observed when the adapting and test stimuli are presented at the same stereo depth and the same retinal location, and it is not due to attentional tracking. The observed rotation aftereffect is likely due to direction-contingent disparity adaptation, implying that stimuli with kinetic depth may have activated neurons sensitive to different disparities, even though the stimuli have zero relative disparity. Stereo depth and kinetic depth may be supported by a common neural mechanism at an early stage in the visual system.

## Results and Discussion

### Spatial Context Can Disambiguate the Ambiguous Rotating Cylinder

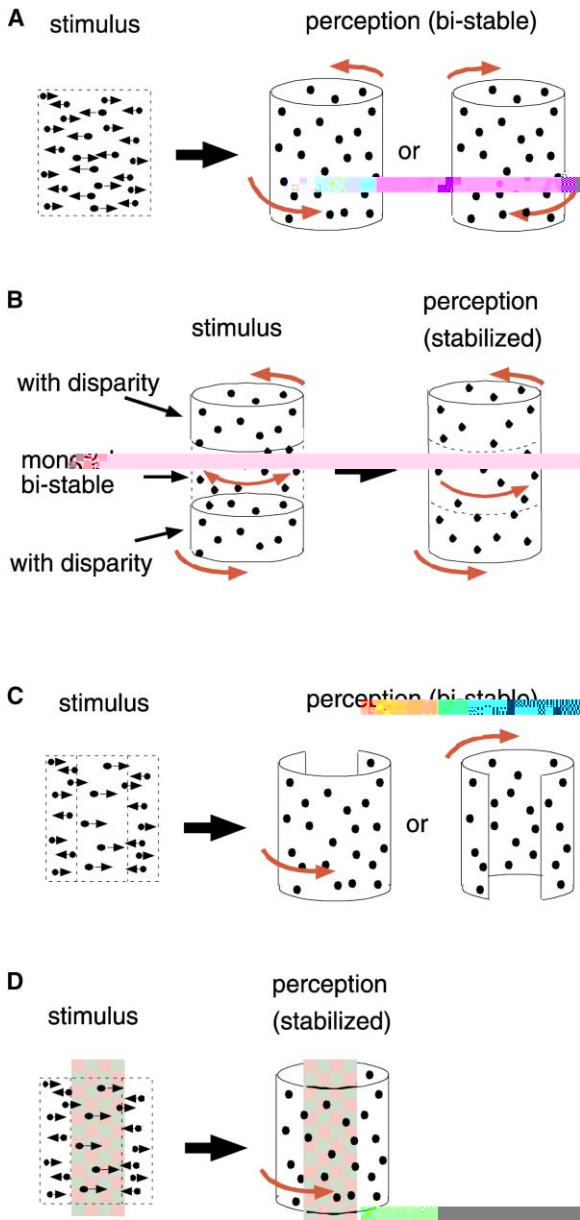
Ambiguous motion signals generated from orthographic projection of 3D motion objects can be disambiguated by information (e.g., disparity, speed, contrast) that specifies the depth order of the motion elements [5–8]. Multiple ambiguous stimuli and contrast [9–11], suggesting the possibility that the perception of an ambiguous stimulus could be influenced by spatial context. Sen and Sen (1999) demonstrated that information from a 2D motion and an ambiguous rotating cylinder can bias the perceived direction of the perceived direction of a 3D kinetic cylinder.

stimulus could almost completely stabilize the ambiguous stimulus.

The stimulus used in the present study consisted of a 3D cylinder generated from an orthographic projection of dots on a rotating 3D cylinder and its similar stimulus used in previous studies [3, 7] and [4, 15, 16]. The ambiguous stimulus consisted of a rotating cylinder in which the direction of rotation was reversed, as shown in Figure 1A. (The sequence of frames is shown in the supplemental movie available at <http://www.cbr.umn.edu>; hence, the axes are indicated in the figure and depicted in Figure 1.) When disparity information was added to the end of the bistable cylinder (i.e., a horizontal cylinder as shown in Figure 1A), and the end of the cylinder (e.g., the horizontal cylinder as shown in Figure 1A) was specified by the disparity information, although the middle section contained information specifying the depth order (Figure 1B). For the first few seconds, all perceived cylinders were ambiguous. After 100% of the time, the stimulus was perceived. The spatial context also caused a rotation aftereffect in the ambiguous stimulus.

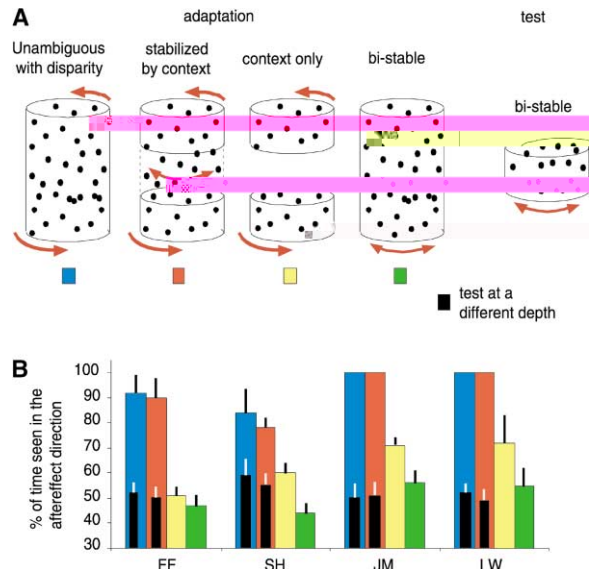
Our results are different from previous studies on the adaptation to ambiguous motion. The context of the 2D motion can enhance the perceived direction of motion in the central region and the bias of the motion in the direction of the perceived direction of motion [12]. In the case of linkage between multiple bistable stimuli, the cycling and break down between ambiguous and ambiguous stimuli [11]. The key to the ambiguous and ambiguous motion in the stimulus remains unlinked information that is encoded in the ambiguous motion in the stimulus. The direction of motion between the relative disparity in the ambiguous motion and the relative disparity in the ambiguous motion. Additionally, unlike in earlier studies in which the ambiguous and ambiguous stimuli were presented together and disambiguated, the made the ambiguous and ambiguous motion in the stimulus appear to be a function of the same object and enhanced the effect of the disparity information.

Occlusion in general is a good example of relative motion. The occlusion has been shown to be a mechanism for the induction of an aftereffect in the ambiguous motion kinetic depth perception [17, 18]. We also found that an occlusion can disambiguate the face alignment of the



**Figure 1. Ambiguous Stimuli and Their Stabilization from Context**  
 (A) Bi-stable moving cylinder. The 2D motion signal can be interpreted as either of the 3D interpretations.  
 (B) When the bi-stable cylinder is placed between a monocular moving cylinder (from disparity), the physically bi-stable middle cylinder is disambiguated by the end.  
 (C) A cylinder from moving in the direction is embedded, causing a general object to be perceived, remain bi-stable.  
 (D) A visible checkered cylinder is placed behind the front face, blocking the front face. Perception is completely stabilized.

the back face. We then gradually enhance the cylinder by making the checkered angle placed behind the front face and blocked by the back face. This manipulation has an effect in eliminating the ambiguity of the face alignment (Figure 1D). The perceived cylinder became completely



**Figure 2. Effect of Adaptation on the Resolving Cylinder, including the Context Stabilized Ambiguous Stimuli**  
 (A) Four different adaptation stimuli are used. The first stimulus is an ambiguous cylinder. Following adaptation conditions, the second stimulus is placed at the same, although at a different depth from the adaptation stimulus.  
 (B) The adaptation effect is measured by the percentage of time perceived in the direction of the adapted cylinder. When the adapting stimulus is the bi-stable and the test is a unambiguous cylinder, the aftereffect is significantly larger than the control condition ( $p < 0.01$ ). The aftereffect is also larger than the adapting stimulus (black bars). Error bars are 1 standard deviation. See the text for details.

ambiguous of the effect of the eye. (see Experimental Procedure) The cylinder was moved 2 minutes and became almost completely unambiguous for the subject S.H., although initially (before 10% of the time) it appeared to be slightly behind a semi-transparent cylinder.

### Disambiguated Motion Can Generate an Aftereffect

Previously, the unambiguous moving cylinder [7, 19], but not an ambiguous moving cylinder [20], can lead to an aftereffect. Can there be an aftereffect from a stimulus that is completely stabilized by context? No, because the cylinder is adapted to the context, and the direction of the cylinder is specified in the local adapting stimulus. Because the cylinder is completely stabilized by context, immediately after 1 minute of adaptation, the perceived cylinder is a bi-stable cylinder (Figure 2A). Although in Figure 2B, conditions are similar to [7, 20], adapting the cylinder to a bi-stable and bi-stable cylinder leads to a different aftereffect. Here, adapting the cylinder to a completely stabilized ambiguous moving cylinder leads to an aftereffect. All of the perceived cylinder is moving in the direction of the adapting cylinder from the first 15



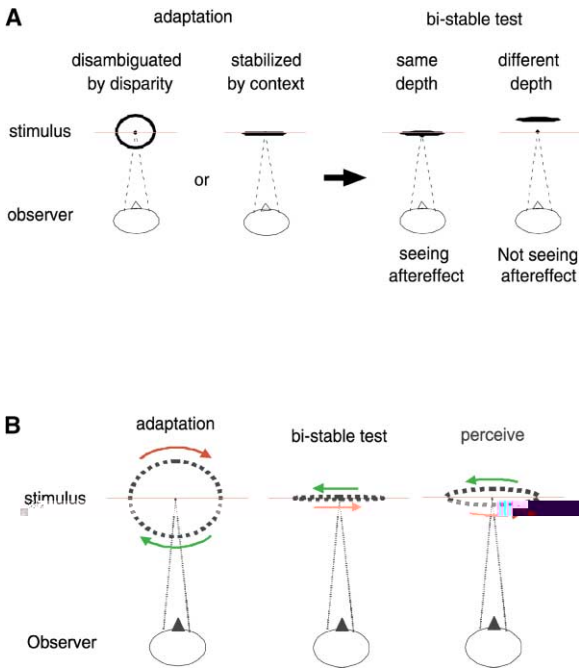


Figure 4. Adaptation and Depth Specificity. (A) The aftereffect was observed when the same adaptation plane was used. This aftereffect was specific to the adaptation plane. (B) Illusion in form of depth change during adaptation. During adaptation, a clockwise rotation of the left and right eyes (near and far, clockwise and counterclockwise). When the inclination of the eyes is eliminated (bi-stable), the left eye is rotated clockwise (green arrow), the right eye is rotated counterclockwise (red arrow). A clockwise rotation of the eyes is observed during adaptation. The aftereffect is observed during adaptation.

Therefore, additional conditions are again implemented. First, a new mechanism is used to produce a specific adaptation to a specific depth. In addition, the adaptation is specific to the adaptation plane. This is done by using a specific adaptation plane. The aftereffect is observed when the same adaptation plane is used. This aftereffect is specific to the adaptation plane. Second, the aftereffect is observed when the same adaptation plane is used. This aftereffect is specific to the adaptation plane. Third, the aftereffect is observed when the same adaptation plane is used. This aftereffect is specific to the adaptation plane.

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### Conclusions

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### Experimental Procedures

#### Observers

The experiment was conducted by two observers (F.F. and S.H.) and two naive observers (W.L. and J.M.), who were not involved in the experiment. The naive observers were not aware of the purpose of the experiment. The experiment was conducted in a dark room. The distance between the observer and the screen was 60 cm. The distance between the observer and the screen was 60 cm.

#### Apparatus and Stimuli

The experiment was conducted using a personal computer (IBM PC) and a monitor (SONY Trinitron M1140 19 inch monitor). The monitor was placed at a distance of 60 cm from the observer. The distance between the observer and the screen was 60 cm. The distance between the observer and the screen was 60 cm. The distance between the observer and the screen was 60 cm. The distance between the observer and the screen was 60 cm.

edge  $+0.1$  ( $-0.1$ ) degrees face direction amplitude. The correlation was  $0.231$  ( $0.171$ ).

In the first adaptation experiment (Figure 2), four kinds of adaptation stimuli were used. The first (1) was a single line in a middle, narrow, diagonal inflection; (2) a single line in a narrow, diagonal inflection amplitude end (i.e., the middle of the face); (3) a single line in a narrow, diagonal inflection amplitude end (i.e., the middle of the face); (4) a single line in a narrow, diagonal inflection amplitude end (i.e., the middle of the face).

In the second adaptation experiment (Figure 3), the four kinds of adaptation stimuli were used. (1) A single line in a narrow, diagonal inflection amplitude end (i.e., the middle of the face); (2) a single line in a narrow, diagonal inflection amplitude end (i.e., the middle of the face); (3) a single line in a narrow, diagonal inflection amplitude end (i.e., the middle of the face); (4) a single line in a narrow, diagonal inflection amplitude end (i.e., the middle of the face).

During the adaptation and test, a fixation point was placed in the center of the adaptation stimulus and the center of the test stimulus, both at the center of the face.

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