

Depth cues
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Depth cues are sources of information from either the internal or external environment that enable us to perceive the world in three dimensions.

Monocular depth cues

Will function as depth cues with just one eye (or two eyes)

Pictorial depth cues

Can be used on a 2D canvas to portray a 3D reality

Accommodation
The brain uses feedback on the shape of the lens of the eye to determine depth. E.g. A 'bulged' eye would indicate the closed proximity of an object.

Linear perspective

The apparent convergence of two parallel lines as they recede into the distance, the closer the lines are together, the further away they are.

Interposition

When one object partially obscures another object, the partially obscured object is perceived as being further away.

Texture gradient

Objects that are depicted in fine detail are perceived as being closer than objects depicted with less detail

Height in the visual field

Land based objects that are depicted as higher in the visual field are perceived as being further away.

Relative size

Familiarly sized objects that are depicted as being small are perceived as being further away.

Binocular depth cues

Requires the use of 2 eyes to evaluate depth.

Retinal disparity

Due to the spacing of the two eyes, objects within a few metres cast different retinal images (due to the angle of viewing from each eye). The greater the retinal disparity, the closer the object.

Convergence

As the eyes converge inwards to keep close objects in fine focus tension is created on the orbital muscles, the greater the inward turning, the greater the muscle tension and thus the closer object.