

Stereograms

Stereogram books and posters have been selling like hot cakes. On the surface, the images appear as static or some repeating pattern. But if you refocus on the image correctly, a 3D image seems to rise from the page. This book features numerous high quality images, plus instructions on how to create stereograms, and software to let users generate their own stereograms.

This 1996 book is an expanded edition of one of the best known introductions to optical holography.

Development of Perception: Psychobiological Perspectives, Volume 2, The Visual System, is the second of two-part series covering vision, audition, olfaction, taste, tactile sensitivity, and sensory-motor activity during ontogenesis. The focus is on approaches to perceptual development that incorporate a psychobiological perspective. The present volume brings together several topics of critical importance to the process of understanding the visual system. The book is organized into three parts. Part A addresses the theoretical and interpretive issues involved in designing and drawing conclusions from research on the development of the visual system. Part B on animal studies of visual development covers the neural and behavioral characteristics of the cat and monkey visual system during the early postnatal period. Part C examines visual development in human infants. Together, these three parts offer a comprehensive coverage of major issues in the structure and function of the developing mammalian visual system. Each chapter emphasizes the behavioral consequences of developing visual functions.

Florentin Smarandache is truly a Renaissance man, having produced quality work in art, mathematics and literature. This is my fifth book where I expand on some of his mathematical ideas and there seems to be no end in sight. In chapter 1, several sequences created by concatenating all of the natural numbers are examined. By expressing the numbers in bases other than 10, a single type of concatenation can generate several different sequences. Upon examination, it can be seen that there are some significant differences between the sequences. Subsets of the natural numbers can be concatenated to create additional sequences and several are examined in chapter 2. The successive odd numbers and the successive even numbers are concatenated to form two of the sequences that are considered in detail. A stereogram is a two-dimensional image that contains a three-dimensional image. By looking at it long enough, the eyes lose focus in just the right way and the image appears. Simple Smarandache stereograms can be constructed using only characters and many different images are presented in chapter 3. The Smarandache functions can be used in combination with other mathematical operations to create many different infinite series. Many such series are examined in chapter four and conclusions whether they converge or diverge are reached.

This book will teach you how to experiment "warped vision", a visual effect similar

to stereograms but completely different, using only your phone and a free software. In order to make this experiment, you will have to increase your brain activity for 15 minutes.

Written for the beginner, this book introduces the reader to Random Dot Stereograms (RDS) and many other types of 3D illusions. With this book and a very modest home computer, the reader can produce their own stereograms. The disk contains a complete set of graphics software tools--everything needed to create professional quality stereograms.

There's something really magical about a stereogram; in fact, these stunning designs practically come alive with movement. As they tease and surprise our brains, they teach us to look at things differently and make us aware of how our eyes play tricks on us. And, of course, they are simply beautiful to see. Through the power of illusion and the illustrator's skill, meaningless patterns and hidden objects on a 2-D page take shape and pop out in full, glorious, clearly defined 3-D. Images that were flat gain amazing dimension. These incredible, colorful, artistic creations offer unbelievable motion and depth.

A digital image processing technique is presented that allows conventionally produced images to be prepared for undistorted printing in one-step holographic stereograms. This technique effectively predistorts the source 2D image set for a holographic stereogram to compensate for the distorting effects of its display geometry. The resulting stereograms can have undistorted images that occupy space in front, back, and through the hologram surface. This technique is much more convenient than the current alternatives which either require unusual large optics, or much more intensive use of computer resources. It should therefore facilitate the fast and convenient production of one-step stereograms which are excellent 3D hardcopy displays with potential for applications that require fast visual communication of complex 3D information.

#1 gift book. Exercise your eyes and imagination with 100 full-color 3D stereograms on each page. 2D illustrations will magically morph before your eyes to reveal what is secretly hidden in 3D. The images will not simply appear to be 3D, they will become 3D! Please note that everybody is different and it may take some people a few seconds to see the 3D hidden picture, while others may take a few minutes or not at all. If you cannot see any hidden 3D pictures in the stereograms, try altering the distance by slowly moving your head back and forth. Clinical Orthoptics has become established as a basic reference text providing fundamental information on anatomy, innervation and orthoptic investigation, plus diagnosis and management of strabismus, ocular motility and related disturbances. It is aimed at trainee ophthalmologists and orthoptic undergraduate students. Qualified orthoptists, general ophthalmologists and optometrists will also find valuable guidance in these pages. In this edition, the author has maintained the goal of producing a user-friendly, clinically relevant and succinct book, while revising it to reflect a variety of developments in the field. FEATURES Essential reading for students of orthoptics and ophthalmology Now fully

revised and updated Generously illustrated with photographs and line drawings
Includes diagnostic aids, case reports, and helpful glossary

To see the hidden 3D picture in each stereogram, basically you need to un-focus your eyes and look through the stereogram. The picture becomes blurry and doubled and that's exactly what we want. This will make pattern tiles overlap each other and each eye will be seeing slightly different images. Discrepancy in views will make your brain see the hidden 3D image. Hold the stereogram about 15cm to 20cm from your face. Then stare through the picture, which will make your eyesight go blurry. Always hold stereogram horizontally or vertically, do not turn and do not bend it. Don't tilt your head and try not to blink. Eventually, a blurry hidden 3D picture will start to come into focus. Maintain your gaze and the 3D picture will soon become clearer, sharper and you will be able to look around the 3D picture without it disappearing. It may take some people a few seconds to see the 3D hidden picture, while for others it may take a few minutes or not at all. If you cannot see any hidden 3D pictures in the stereograms, try altering the distance by slowly moving your head back and forth. What's in the book: 20 Stereograms. 30 Pages Size: 8x10 inches Solutions are included Explanation of a Stereogram How to see a Stereogram Glossy Cover Solutions at the end of the book

Every illustration in this book has a hidden 5-D stereogram picture waiting to be discovered by you.

This book showcases an exciting new collection of images from two of the world's leading creators of stereograms. Both based in the United States, Levine and Priester have been at the forefront of the development of this exciting art form. Stereograms are 3-D images hidden within other pictures. They have a long history and their ability to trick our perception has been a source of fascination for centuries. These visual conundrums possess the ability to infuriate and delight us in equal measure. This brand new collection presents a twist on the usual approach, with each illusion deriving from a realistic photographic scene.

This second volume of James Clerk Maxwell's correspondence and manuscript papers begins in mid-1862 with his first reference reports for the Royal Society, and concludes in December 1873 shortly before the formal inauguration of the Cavendish Laboratory. The documents describe his involvement with the wider scientific community in Victorian Britain, and the period of his scientific maturity. In the years 1862-73 Maxwell wrote the classic works on statistical molecular theory and field physics, including the Treatise on Electricity and Magnetism, which established his unique status in the history of science. His letters and drafts of this period provide unique insight into this work, which remains fundamental to modern physics. Few of the manuscripts reproduced here have received prior publication in other than truncated form, and the volume includes Maxwell's correspondence with G.G. Stokes, Lord Kelvin and P.G. Tait. The edition is annotated with a full historical commentary and will be fascinating reading for anyone interested in the history of science or physics.

This volume combines the classical fields of perception research with the major theoretical attitudes of today's research, distinguishing between experience- versus performance-related approaches, transformational versus interactional approaches, and approaches that rely on the processing versus discovery of information. Perception is separated into two parts. The first part deals with basic processes and mechanisms, and discusses early vision and later, yet still basic, vision. The second covers complex achievements with accounts of perceptual

constancies and the perception of patterns, objects, events, and actions. Key Features * Gives an overview of the current status of research in classical areas and of current approaches to perception * Covers research areas and theoretical approaches * Combines American and European research * Emphasizes complex achievements of perception: auditory patterns, object identification, event perception, and perception of action

How does your mind work? How does your brain give rise to your mind? These are questions that all of us have wondered about at some point in our lives, if only because everything that we know is experienced in our minds. They are also very hard questions to answer. After all, how can a mind understand itself? How can you understand something as complex as the tool that is being used to understand it? This book provides an introductory and self-contained description of some of the exciting answers to these questions that modern theories of mind and brain have recently proposed. Stephen Grossberg is broadly acknowledged to be the most important pioneer and current research leader who has, for the past 50 years, modelled how brains give rise to minds, notably how neural circuits in multiple brain regions interact together to generate psychological functions. This research has led to a unified understanding of how, where, and why our brains can consciously see, hear, feel, and know about the world, and effectively plan and act within it. The work embodies revolutionary Principia of Mind that clarify how autonomous adaptive intelligence is achieved. It provides mechanistic explanations of multiple mental disorders, including symptoms of Alzheimer's disease, autism, amnesia, and sleep disorders; biological bases of morality and religion, including why our brains are biased towards the good so that values are not purely relative; perplexing aspects of the human condition, including why many decisions are irrational and self-defeating despite evolution's selection of adaptive behaviors; and solutions to large-scale problems in machine learning, technology, and Artificial Intelligence that provide a blueprint for autonomously intelligent algorithms and robots. Because brains embody a universal developmental code, unifying insights also emerge about shared laws that are found in all living cellular tissues, from the most primitive to the most advanced, notably how the laws governing networks of interacting cells support developmental and learning processes in all species. The fundamental brain design principles of complementarity, uncertainty, and resonance that Grossberg has discovered also reflect laws of the physical world with which our brains ceaselessly interact, and which enable our brains to incrementally learn to understand those laws, thereby enabling humans to understand the world scientifically. Accessibly written, and lavishly illustrated, *Conscious Mind/Resonant Brain* is the magnum opus of one of the most influential scientists of the past 50 years, and will appeal to a broad readership across the sciences and humanities. Seeing isn't always believing! This incredible collection of visual illusions and stereogram images proves it. In *Eye Tricks*, there are shapes to beguile and confuse, colours in which to lose yourself and patterns to marvel at - while they scramble your mind. A great visual experience for anyone with a good visual sense and/or a love for clever visual illusions. Here are the best offerings from the world of 3D illusion. This is a book to love.

This is a highly illustrated source book for two- and three-dimensional models of some of the most fundamental incidence geometrics. Focusing on aesthetically pleasing images, the author conveys the beauty of the objects to the general mathematical and non-mathematical public. Over 500 pictures (50 in color) dominate the pages of this book, including 30 stereograms of spatial models of geometrics.

Stereograms are sometimes referred to as Magic Eye Pictures and have a hidden 3D picture inside. This stereogram book has 30 stereograms (29 inside and 1 on the front cover) To see the hidden 3D picture in each stereogram, hold the stereogram about 15cm from your face. Then try to stare through the picture, which will make your eyesight go blurry. Eventually, a blurry hidden 3D picture will start to come into focus. Maintain your gaze and the 3D picture will soon become clearer, sharper and you will be able to look around the 3D picture without it

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disappearing. Please note that everybody is different and it may take some people a few seconds to see the 3D hidden picture, whilst others may take a few minutes or not at all. If you cannot see any hidden 3D pictures in the stereograms, try altering the distance by slowly moving your head back and forth. **TO AVOID DISAPPOINTMENT, PLEASE TRY THE STEREOGRAM ON THE FRONT COVER.**

Each page of artwork in this book has a hidden 5-D stereogram picture waiting to be discovered by you.

The auto stereogram, more commonly called stereogram, is an optical illusion that allows, from an image, to see a scene in 3 dimensions. Unlike traditional 3D scenes that use two images in parallel (one for each eye), auto stereograms use only one image. Moreover, no device, such as glasses, is necessary. Patience and concentration will be required to achieve this.

A stereogram is a two-dimensional image that, when viewed properly, creates a stunning, almost magical impression of depth. Objects seem to float or to pop out of patterns. And these complex and sophisticated designs, produced by two of the most famous stereogram creators in the world, are state of the art. They're simply among the most beautiful and amazing available today, combining different types of effects in a single picture. Sometimes, the trick to seeing the stereographic vision won't be instantly obvious; you might need to stare at the picture for a while, adjust your gaze, or look slightly beyond the page before everything falls in line. The results are worth it--and once you've learned the technique, a whole world of art and spectacle will be yours.

Theories of Visual Perception 3rd Edition provides clear critical accounts of several of the major approaches to the challenge of explaining how we see the world. It explains why approaches to theories of visual perception differ so widely and places each theory into its historical and philosophical context. Coverage ranges from early theories by such influential writers as Helmholtz and the Gestalt School, to more recent work in the field of Artificial Intelligence. This fully revised and expanded edition contains new material on the Minimum Principle in perception, neural networks, and cognitive brain imaging.

"The Computational Brain addresses a broad audience: neuroscientists, computer scientists, cognitive scientists, and philosophers. It is written for both the expert and novice. A basic overview of neuroscience and computational theory is provided, followed by a study of some of the most recent and sophisticated modeling work in the context of relevant neurobiological research. Technical terms are clearly explained in the text, and definitions are provided in an extensive glossary. The appendix contains a précis of neurobiological techniques."--Jacket.

A collection of three-dimensional stereogram images encompasses the work of leading contemporary stereo artists, including Christopher Tyler, facts about the development of the technology, and a look at it as an artistic medium. Original. 35,000 first printing.

Provides a 5-D stereogram of hidden athletes for such sports as baseball, football, surfing, skiing, fishing, and ice hockey

Startling Stereograms Charlesbridge Publishing

This primer provides an overview of the principles of space perception in a handbook format that will appeal to researchers as well as students. A renewed interest in the study of vision has attracted scholars from such diverse fields as neuroscience, computer science, mathematics, physics, and philosophy. At the same time, the development of imaging devices and popularization of stereoscopic effects has increased student interest in vision. Both groups require more depth than is available in undergraduate texts and more breadth than is usually available in handbooks. This primer provides an overview of the principles of space perception in a handbook format that will appeal to researchers as well as students. Topics covered include geometrical and distal-proximal relationships, spatial localization, stereopsis, cyclopean perception, stimulus inadequacy, pictorial cues, perceived size and shape, Gibsonian psychophysics, lateral motion, motion in depth, perceived object motion, and motion detection.

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