THE PERCEPTION OF OBJECT COLOR AND MATERIAL PROPERTIES IN COMPLEX SCENES

WORKSHOP: New York University, Oct 24-25, 2003

Organizers: Laurence T. Maloney, New York University
David H. Brainard, University of Pennsylvania

Talks: Friday Oct 24, 2-5:30, 815 Meyer
Saturday Oct 25, 9-5:30, 815 Meyer

Posters: Friday Oct 24, 5:30-7, 815 Meyer

Researchers have devoted much effort to understanding the perception of color and lightness for simple stimulus configurations consisting of flat matte surfaces rendered under diffuse illuminations. Recently, there has been considerable interest in pushing our understanding into the realm of more complex, three-dimensional scenes, spurred in part by advances in computer graphics that allow physically accurate rendering of a variety of materials and thus permit exploration of interactions between object shape and orientation, object material, and illumination geometry.

Speakers include Ted Adelson, David Brainard, Paul Debevec, Roland Fleming, Bill Freeman, Alan Gilchrist, Dan Kersten, Alexander Logvinenko, Larry Maloney, Bob Shapley, Eero Simoncelli, Manish Singh, Qasim Zaidi

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