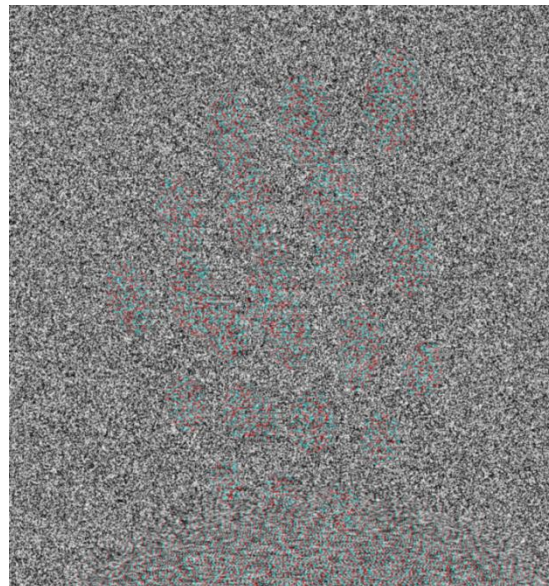
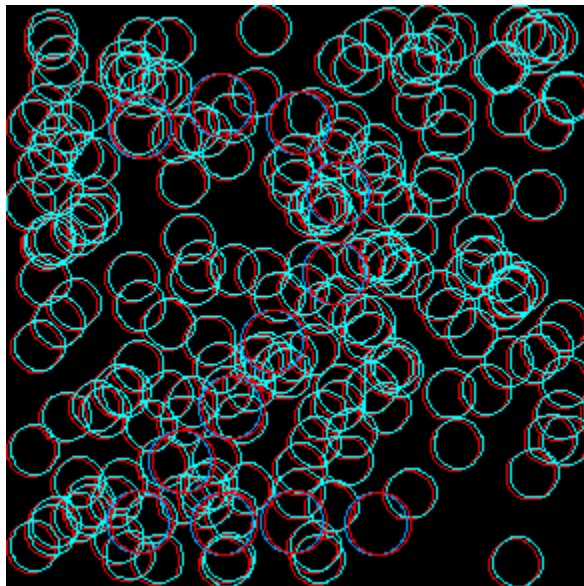


Perceptual Experiment

Dear participant,

A series of 3D images will be presented to you and you will be asked to sort them by given criteria. You will always see 4 different versions of the same scene at the same time and given enough time to compare each with each and decide about the order. There will be three rounds with three different questions in total.

The aim of this experiment is to examine the stereo perception of objects (such as a faces) reflected and refracted in and from other objects (e.g. in a mirror or glass ball). It is therefore important that you are able to see stereo 3D (see test 1, test 2).



We will ask about **three** qualities:

Fusion: A stereo image is easy to fuse, if the 3d perception appears with ease, the image is unique and does not look different to your two eyes; it is consistent and stable. The following images are examples of an image that is well-fusable, and an example that is not.

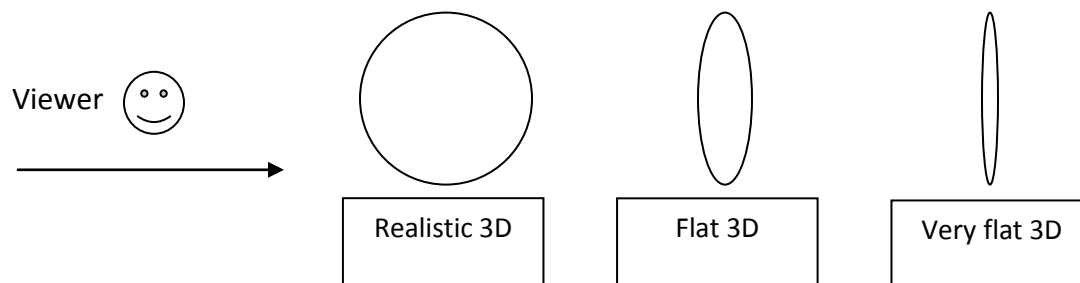


Fig 1: Fusable image



Fig 2: Non-fusable image

Realistic 3D-impression: A stereo image has a realistic stereo impression, if objects don't look flat, but rather their 3D shape is clearly visible. Objects behind other objects look "deep", other look "close".



Preference: Here you just answer, which image you like more. You can combine the criteria from above into one judgment if you like, or just based on any other feature you decide.