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ECVP 2023 Abstract

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novel visual cue. We hypothesised that weight discrimination using both visual and haptic cues will be more precise than with either individual cue.

In the first experiment, 32 participants performed a forced-choice task in three conditions, on each trial judging which of two transparent jars containing sand is heavier. In the visuo-haptic condition, participants held the jars while viewing their contents. In the visual condition, participants only viewed the jars and their contents. In the haptic condition, participants held the jars without seeing their contents. In the second experiment, the visual cue was changed so that instead of having their contents visible, jars were textured with line orientations mapped to their weights. Participants were first familiarised with this novel weight-to-orientation mapping in 90 minutes of training.

In the first experiment, performance was significantly better with visual and haptic cues together compared to the best individual cue alone ($p < .001$). This suggests that weight perception can be enhanced through cue combination with a familiar visual cue. Data collection for the second experiment is underway. Preliminary data from 5 participants shows that all participants successfully learned the weight mapping, obtaining precision comparable to their haptic-only judgments. Comparing these results with those from the first experiment will let us draw new conclusions about the degree of flexibility for learning new cue mappings for efficient perception and action.

The eyes are captured by animate images without conscious visual perception

Junchao Hu¹, Miriam Gfeller¹, Stephanie Badde², Petra Vetter¹

¹University of Fribourg, Switzerland; ²Tufts University, United States

It has long been recognised that images suppressed from visual awareness nevertheless have perceptual and behavioural effects. Complementary eye gaze data demonstrated that in the

gruent sounds or no sound. We thresholded image contrast level individually. Participants completed two-alternative forced choice tasks on image position and image category (objective measures of awareness) and rated the image's visibility (subjective measure of awareness). Meanwhile, we tracked observer's eye movements, and analysed the changes in gaze position during image presentation. Under successful visual suppression, as indicated by the behavioural measures, preliminary results showed that eye gaze rested more on animate human hand images than on inanimate motorbike images. Sounds did not show a specific effect on this oculomotor behaviour. Our findings reveal that human hand images attracted gaze more so than images of inanimate motorbikes despite being suppressed from awareness, suggesting that animate/human visual information may be better at guiding oculomotor responses in the absence of awareness than inanimate visual information. This suggests that animacy is a potentially powerful feature that guides eye movements even in the absence of visual awareness.

Image-to-audio generation as a tool for stress relief

Florin Girbacia¹, Daniel Gheorghe Voinea¹

¹Transilvania University of Brasov, Romania

Recent advancements in technology and machine learning, allow straightforwardly producing images, music, and text. This research evaluates the relaxation and calmness state induced by AI-generated audio from an image without human supervision. The image-to-music process consists of the following steps: (i) generate a text description of an input image using Blip2 vision-language pre-training (VLP) model (Li et al., 2023), (ii) improve the generated text with more descriptive details using OpenAI ChatGPT large model language for a better audio quality generation, (iii) synthesize audio output based on generated text description using AudioLDM text-to-audio model (Liu et al., 2023). The generated audio from a set of meditation images was tested on 17 participants (aged 26-43 years) as a stimulus for audio-guided relaxation. The level of relaxation and calmness (scaled from 1 to 1000) was evaluated using a portable single-channel dry electrode Neurosky Mindwave EEG system placed on the user's forehead. The Lucid Scribe software