

1. Psychophysics	- The study of the relationship between features of physical stimuli and the sensation we experience in response to these stimuli	11. Gestalt Psychologists	- believe our brains follow a set of rules that specify how individual elements are to be organized into a meaningful pattern, or perception
2. Threshold	- A point above which a stimulus is perceived and below which it isn't - Threshold determines when we first become aware of a stimulus	12. Rules of organization: identified by Gestalt psychologists	- specify how our brains combine and organize individual elements into a meaningful perception
3. Absolute threshold	- the intensity level of a stimulus such that a person will have a 50% chance of detecting it	13. Figure-ground	In organizing stimuli, we tend to automatically distinguish between a figure and a ground
4. Subliminal Stimulus	- A stimulus with energy levels below a person's absolute threshold - The person is not consciously aware of the stimulus - Whether subliminal stimuli can attract the brain's attention on a subconscious level has been a longstanding controversy	14. Similarity	In organizing stimuli, we group together elements that appear similar
5. Just noticeable difference (JND)	- Refers to the smallest increase or decrease in the intensity of a stimulus that a person is able to detect	15. Closure	In organizing stimuli, we tend to fill in missing parts of a figure and see it as complete
6. Weber's law	- The increase in intensity of a stimulus needed to produce a just noticeable difference grows in proportion to the intensity of the initial stimulus.	16. Proximity	In organizing stimuli, we group together objects that are physically close to one another
7. Sensations	- our first awareness of some outside stimulus - activates sensory receptors, which in turn produce electrical signals that are transformed by the brain into meaningless bits of information	17. Continuity	In organizing stimuli, we favor the continuous paths when interpreting a series of points
8. Perceptions	- the experience we have after our brain assembles and combines thousands of individual sensations into a meaningful pattern or image	18. Size constancy	- refers to our tendency to perceive objects as remaining the same size even when their images on the retina are continually growing or shrinking
9. Top-down processing	- Occurs when perception is guided by previous knowledge, experience, beliefs, or expectations to recognize the whole pattern	19. Shape constancy	- refers to our tendency to perceive an object as retaining its same shape, even when we view it from different angles
10. Bottom-up processing	- Occurs when perception begins with bits and pieces of information that, when combined, lead to perception of a whole pattern	20. Depth perception	- ability of eye and brain to add a third dimension, depth, to all visual perceptions, even though images projected on the retina are in only two dimensions, height and width
		21. Binocular depth cues	- depends on the movement of both eyes
		22. Convergence	- binocular cue for depth perception based on signals sent from muscles that turn the eyes
		23. Retinal disparity	- Refers to a binocular depth cue that depends on the distance between the eyes - Each eye receives a slightly different image - Difference between left and right eyes' images is retinal disparity - Brain interprets - large retinal disparity, close object - small retinal disparity, distant object

24. Monocular (one eye) depth cues	- Produced by signals from a single eye
25. Linear perspective	• monocular depth cue that results as parallel lines come together (converge) in the distance
26. Relative size	• monocular depth cue that results when we expect two objects to be the same size, but they aren't
27. Monocular depth cues: Interposition	monocular depth cue that comes into play when objects overlap
28. Monocular depth cues: Light and Shadow	• monocular depth cues where brightly lit objects appear closer, while objects in shadows appear farther away
29. Texture Gradient	• monocular depth cue in which areas with sharp, detailed texture are interpreted as being closer and those with less sharpness and poorer detail are perceived as more distant
30. Atmospheric Perspective	• monocular depth cue created by the presence of dust, smog, clouds, or water vapor
31. Motion Parallax	• monocular depth cue based on the speed of moving objects
32. Illusion	- A perceptual experience in which you perceive an image as being so strangely distorted that, in reality, it can't and doesn't exist
33. Ames Room	- Perception of size can be distorted by changing depth cues
34. Ponzo illusion	- An illusion of size in which two objects of equal size that are positioned between two converging lines appear to be different in size. Also called the railroad track illusion.