

**VSS
2023**
MAY 19-24

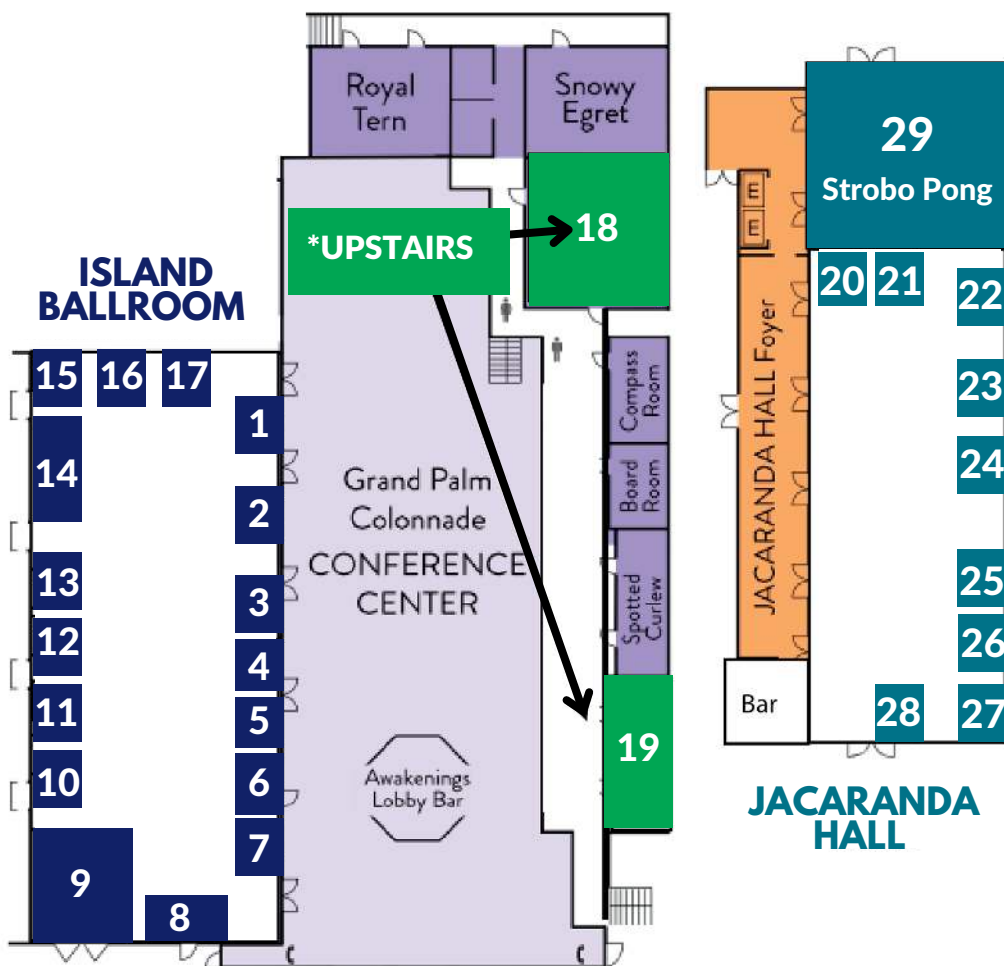


DEMO NIGHT

MONDAY, MAY 22, 2023

BBQ Dinner 6:00 - 8:00 pm, Beachside Sun Decks

Demos 7:00 - 10:00 pm, Island Ballroom and Jacaranda Hall



ISLAND BALLROOM

1. Interactive virtual and real-world physics games
2. Going from vision research to art with Stimupy
3. Let's test the Polarized contrast threshold
4. Flip tilt illusion --- can you see these rings?
5. The FechDeck: a handtool for exploring psychophysics
6. Contour Erasure and Filling-in
7. Augmented Reality Simulation of Bionic Vision
8. Create interesting visual displays with OCTA
9. The UW Virtual Brain Project: Virtual reality exploration of the visual, auditory, and touch systems
10. Delayed visual feedback
11. Magnetic Sand Illusion
12. A potpourri of motion coherence failures and anomalies
13. Catch me if you can: the unpursuable vortex
14. Triangles are AMAZING!!!
15. Out of your body and into a rabbit, or a crab. Virtual reality displays from a different point of view.
16. Why do rigid objects look non-rigid
17. Saccade Sighting Showdown!

JACARANDA HALL

20. The Weak conquer the Strong
21. An Interactive Motion Perception Tool for Kindergarteners (and Vision Scientists)
22. High Speed Gaze-Contingent Visual Search
23. McGurk 2.0 - Effects of orientation and image fidelity on the illusion
24. Pictorial spacecrafts: the Ames' glass
25. Motion Pareidolia
26. It's a colourful world ... or is it?
27. Change blindness
28. Fun with Birefringent Surfaces and Polarized Light
29. Strobe Pong

UPSTAIRS - BLUE HERON AND CHART ROOM

18. *Vision's Chainsaw - Blue Heron
19. *The Audiovisual Rabbit Illusion: Effects of Illusory Contours - Chart Room