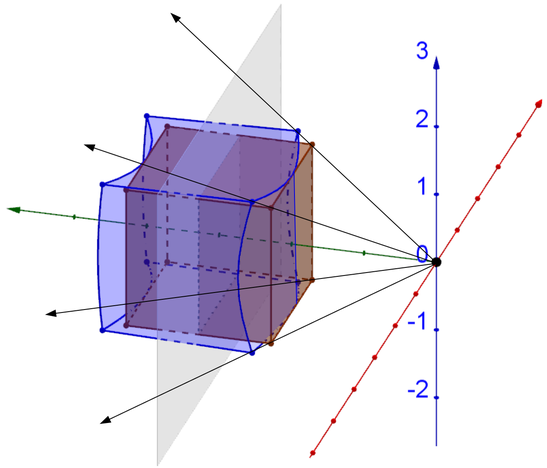
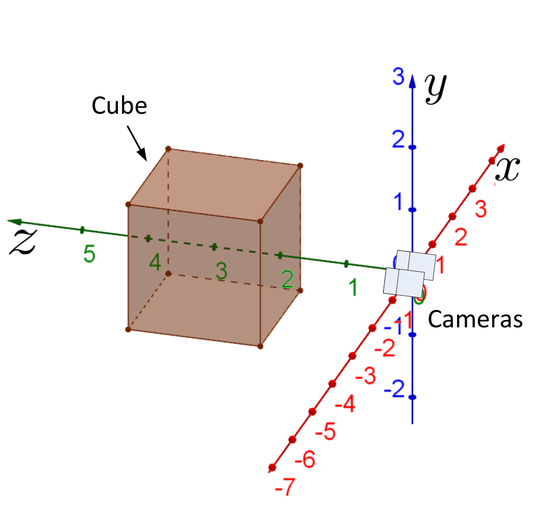
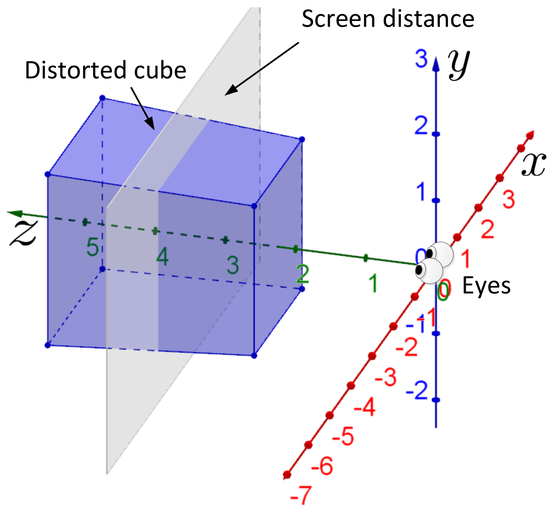
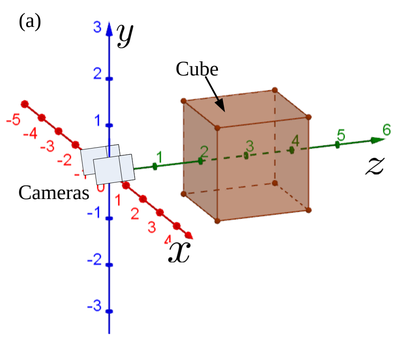
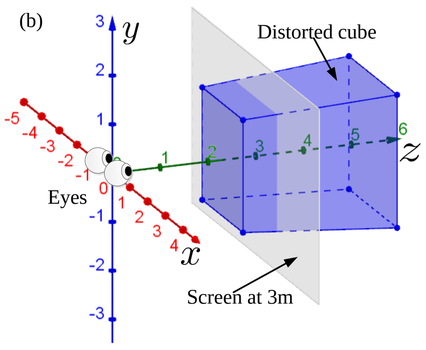
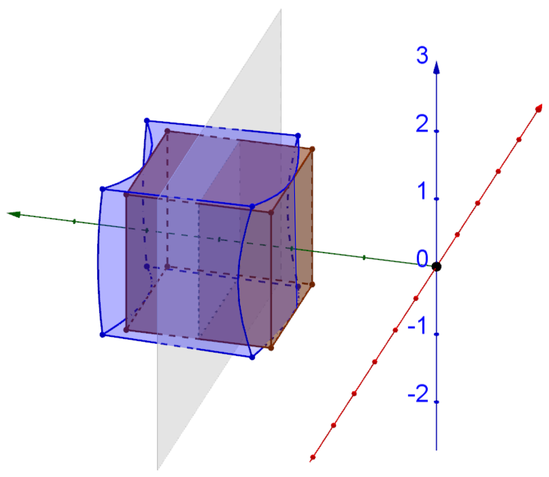


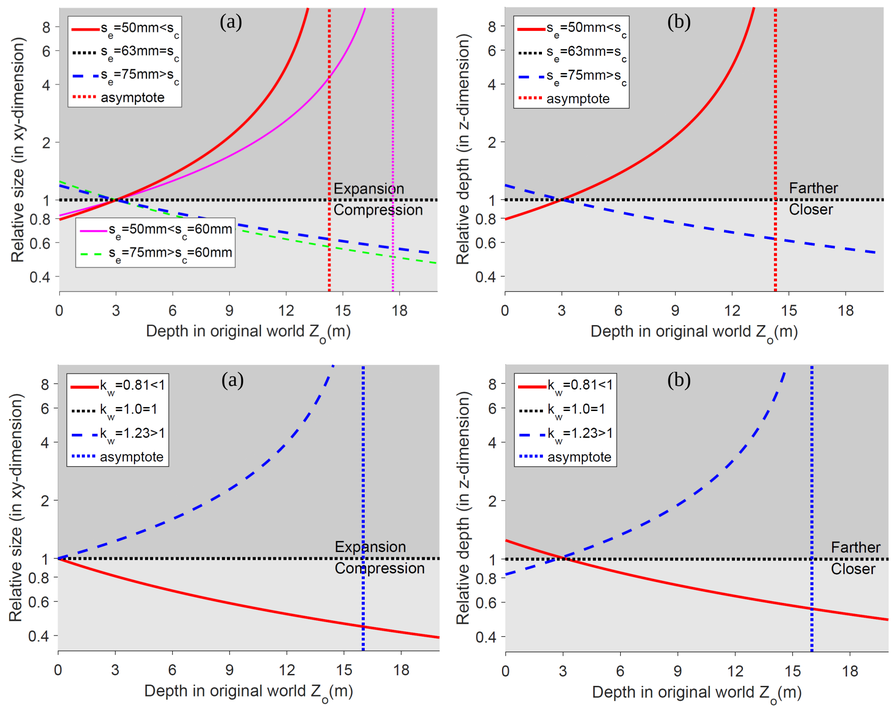

Cube
Cameras


Distorted cube
Screen distance
Eyes

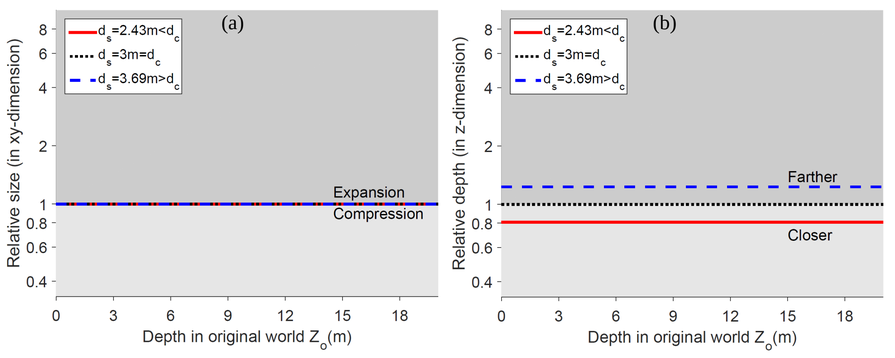

(a)
Cube
Cameras

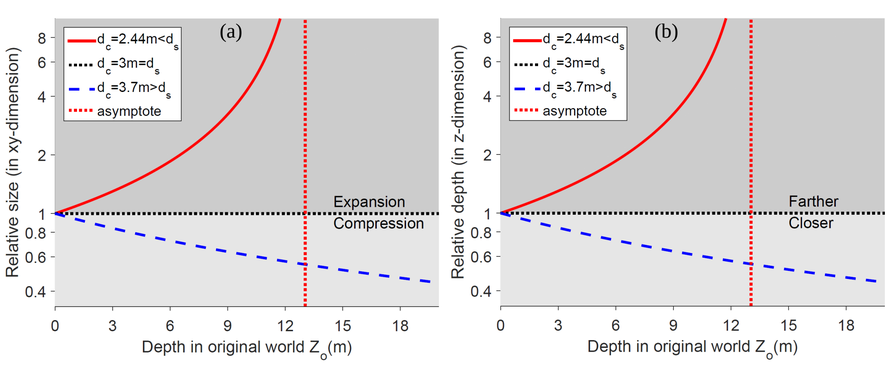

(b)
Distorted cube
Eyes
Screen at 3m

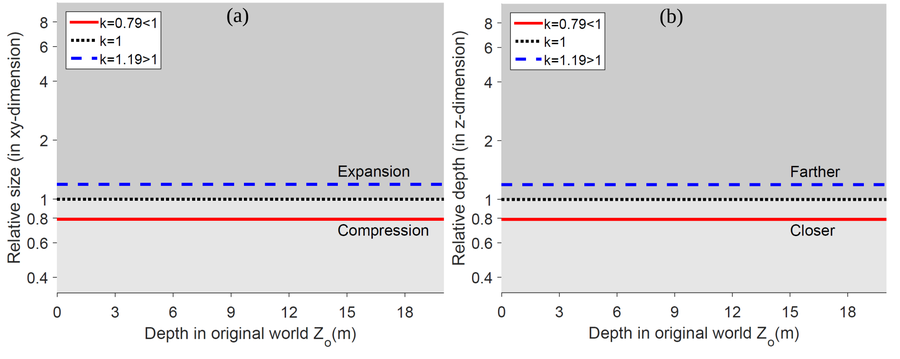



(a)
(b)
Relative size (in xy-dimension)
Relative depth (in z-dimension)
Depth in original world Z_o(m)
s_e=50mm<s_c
s_e=63mm=s_c
s_e=75mm>s_c
asymptote
s_e=50mm<s_c=60mm
s_e=75mm>s_c=60mm
Expansion
Compression
Farther
Closer

(a)
(b)
Relative size (in xy-dimension)
Relative depth (in z-dimension)
Depth in original world Z_o(m)
k_w=0.81<1
k_w=1.0=1
k_w=1.23>1
asymptote
Expansion
Compression
Farther
Closer


(a)
(b)
Relative size (in xy-dimension)
Relative depth (in z-dimension)
Depth in original world Z_o(m)
d_s=2.43m<d_c
d_s=3m=d_c
d_s=3.69m>d_c
Expansion
Compression
Farther
Closer


(a)
(b)
Relative size (in xy-dimension)
Relative depth (in z-dimension)
Depth in original world Z_o(m)
d_c=2.44m<d_s
d_c=3m=d_s
d_c=3.7m>d_s
asymptote
Expansion
Compression
Farther
Closer


(a)
(b)
Relative size (in xy-dimension)
Relative depth (in z-dimension)
Depth in original world Z_o(m)
k=0.79<1
k=1
k=1.19>1
Expansion
Compression
Farther
Closer