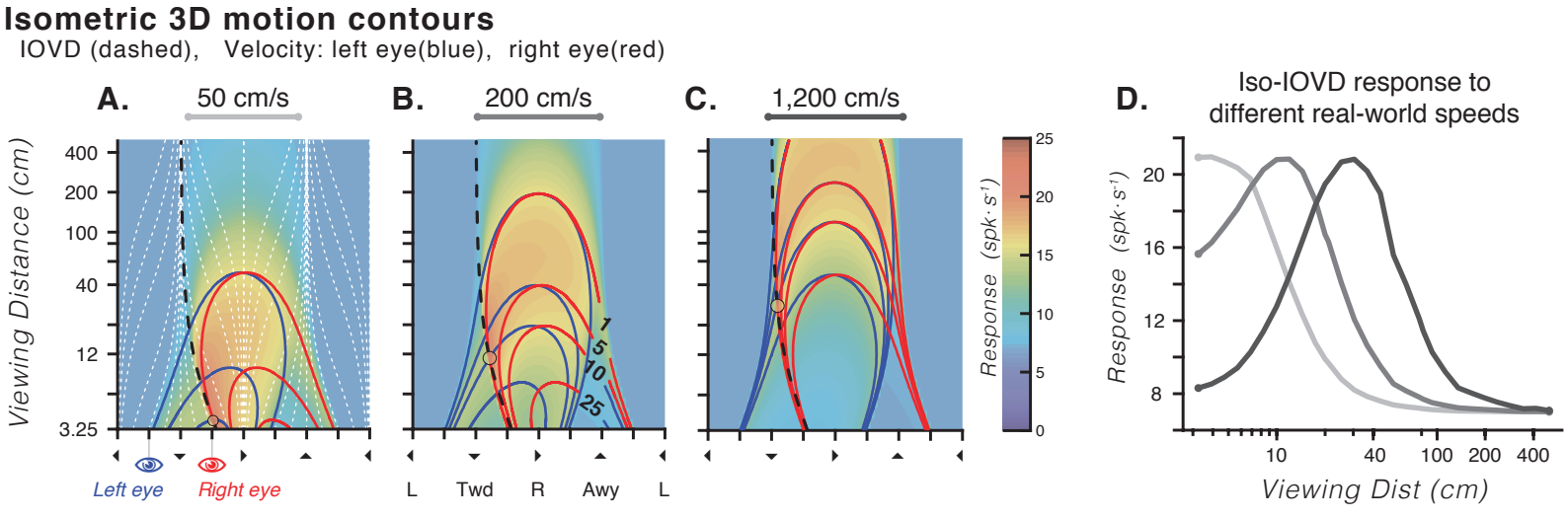
Isometric 3D motion contours
IOVD (dashed), Velocity: left eye(blue), right eye(red)
A.
50 cm/s
B.
200 cm/s
C.
1,200 cm/s
D.
Iso-IOVD response to different real-world speeds
Viewing Distance (cm)
400
200
100
40
12
3.25
Left eye
Right eye
L
Twd
R
Awy
L
1
5
10
25
Response (spk·s⁻¹)
25
20
15
10
5
0
Response (spk·s⁻¹)
20
16
12
8
10
40
100
200
400
Viewing Dist (cm)