Perception of ambiguous motion biased by dimensional cues

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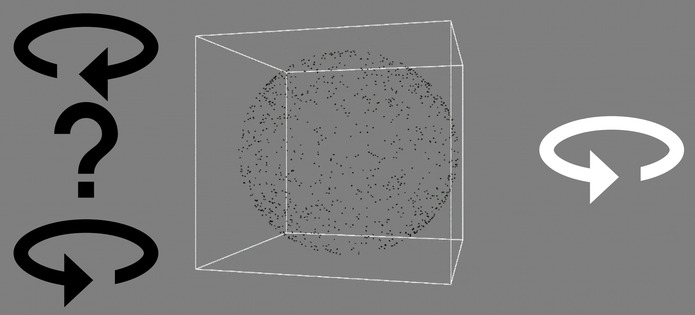

MAIN FINDING:
Perception of ambiguous motion is biased by surrounding stimuli

- **Participants were asked to judge the direction of motion for a 3D particle sphere spinning left or right**
- **Two phases:**
  - **Baseline test - orb alone**
  - **Secondary test – orb with 3D cube**
    - Cube direction independent of orb direction
    - 50% trials congruent direction between objects
    - 50% trials the box direction would switch after perception judgement
    - Participants made an initial judgement each trial
    - If participants perceived a switch in orb direction, they would report an update judgement

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Presentation Website:
https://imnotamember.github.io/Z-Box-Presentation/
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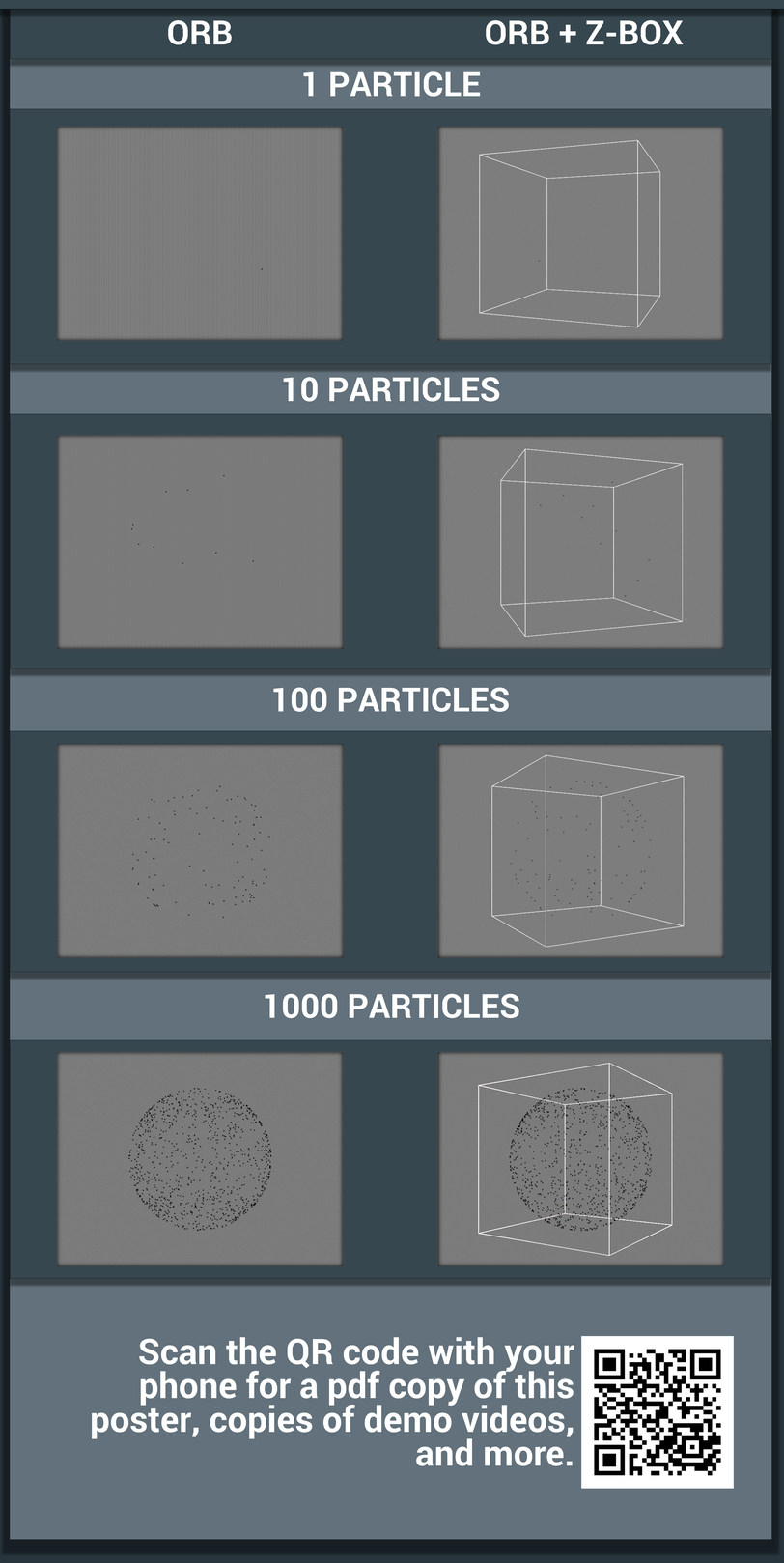

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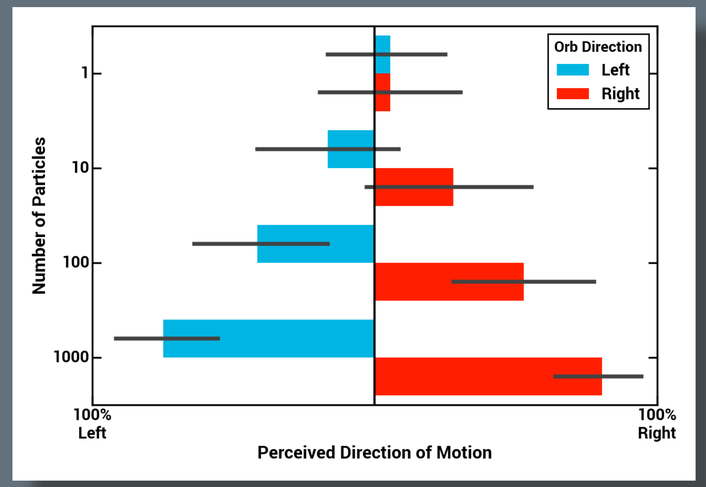
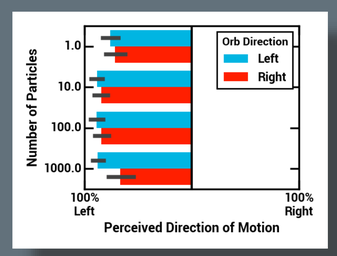
Baseline test – orb alone

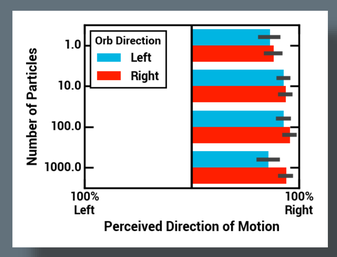


Secondary test – orb with 3D cube

Initial judgement

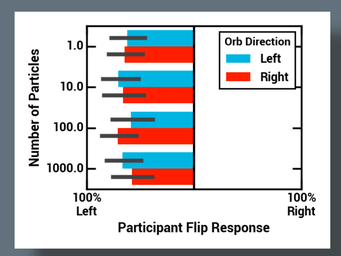


Box spinning left

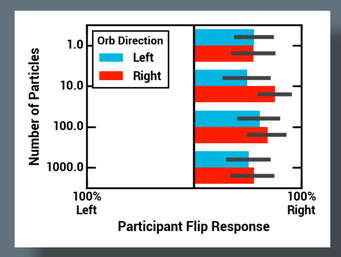


Box spinning right

Update judgement



Box spinning left



Box spinning right

Black bars = 95% Confidence Intervals