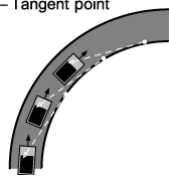
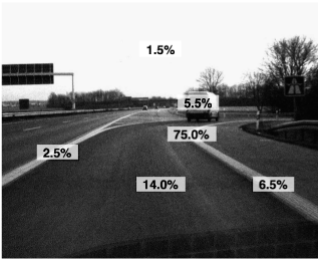



Using the "linear optical trajectory" strategy to catch a fly ball (McBeath et al. 1995)




- Tangent point

Using the tangent point to steer around curves (Kandil et al. 2009)

Using time-to-contact in the timing of grasping actions (Savelsbergh et al. 1991)



Loomis et al. (2006)

Tarr & Warren (2002)

Using Virtual Reality to study the visual guidance of motor behavior

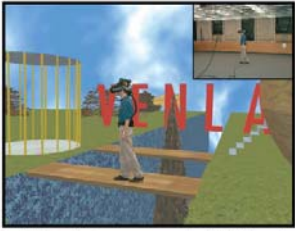


Fig. 2. The virtual environments presented in the VENLab provide a feeling of total immersion. Subjects are free to explore the entire virtual space, which changes in response to their movements. Stereo, motion parallax and other depth cues produce a true three-dimensional experience. Here a subject carefully crosses a 50' deep ravine.