

Hillis et al (2004). Slant from texture and disparity cues. Optimal cue combination.  
*Journal of Vision*, 4, 967-992

<https://jov.arvojournals.org/article.aspx?articleid=2192626>

1. Why do changes in texture cause changes in perceived depth?
2. What is retinal disparity and why does it cause a perception of depth?
3. How was the 'reliability' of each depth cue determined?
4. What is Bayes' Theorem? How was this used to predict what would happen when the two depth cues were both present?
5. What are the strengths and limitations of the study?
6. Can you design a similar study using other cues to depth? What problems would you have to overcome?