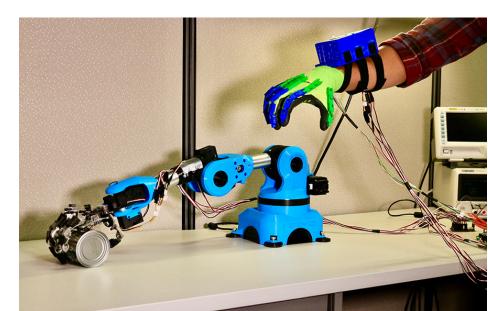


## Background

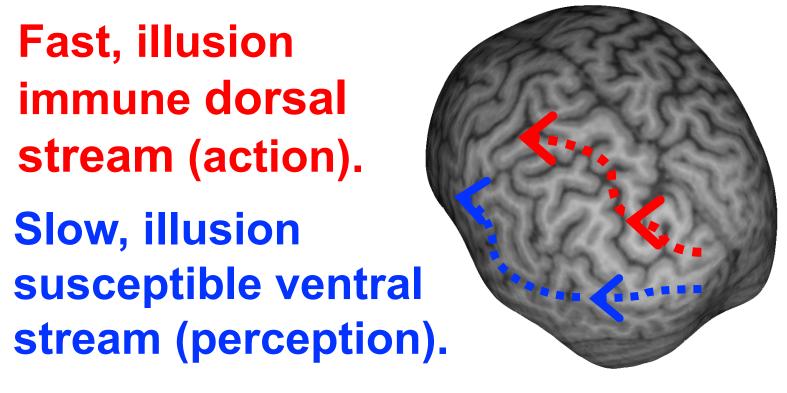
 Pantomime grasps are pretend actions used in gesture, virtual reality, and telerobotics.





 They are slower and more effortful than natural grasps, which could be explained by greater input from from both the visual streams.

Fast, illusion immune dorsal stream (action). Slow, illusion susceptible ventral





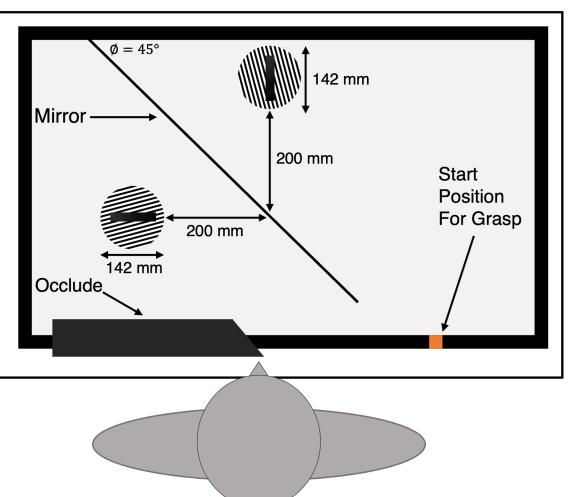
 We used a graspable version of the tilt illusion to see WHEN the ventral stream had an influence.



#### Methods

 We used a mirror and shutter goggles to control the view of the display. Behind the mirror was either a real tilted bar (natural grasp) or thin air (pantomime).

Schematic of the experiment workstation (bird's eye view.)



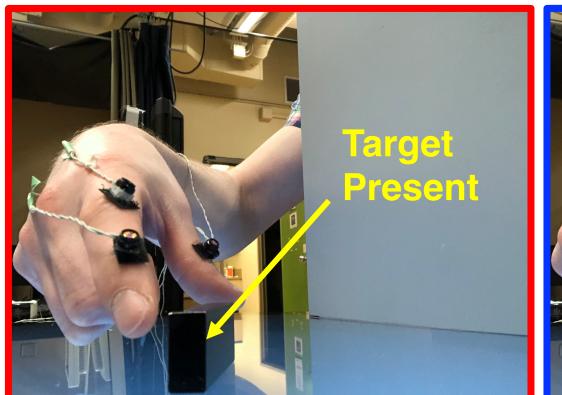
Participant's view of virtual target / illusion.



View from behind the mirror.

**Natural Grasps** 

Pantomime Grasps





# Pantomime Grasps are Influenced by the Ventral Visual Stream Late in the Reach Trajectory

When during the reach will pantomime grasps be influenced by the tilt illusion?

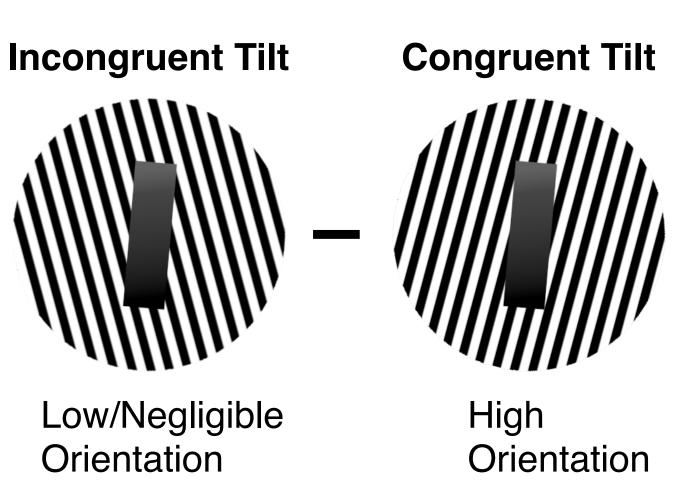
Only late! Pantomime grasps do not express the illusion until just before 'contact'.

Indicates that early phase governed by dorsal stream (initiation of visually guided action), while late phase governed by ventral stream (the experienced illusion).

Abstract # 1396

## Quantifying The Illusion's Effect

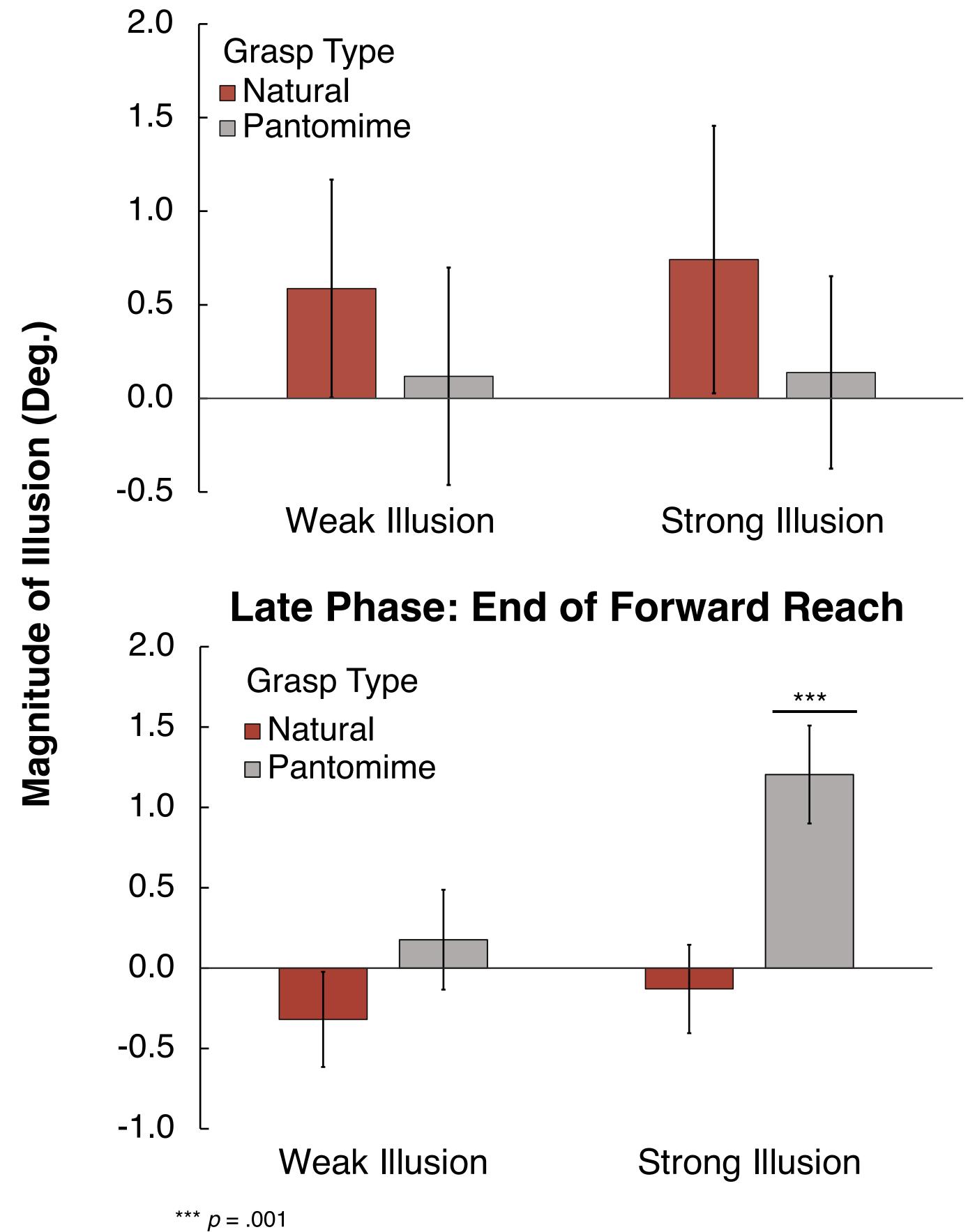
**Illusion magnitude** was measured as the difference in grip angle when the target bar has an incongruent tilt with the surround versus when the target bar has a congruent tilt



Distortion

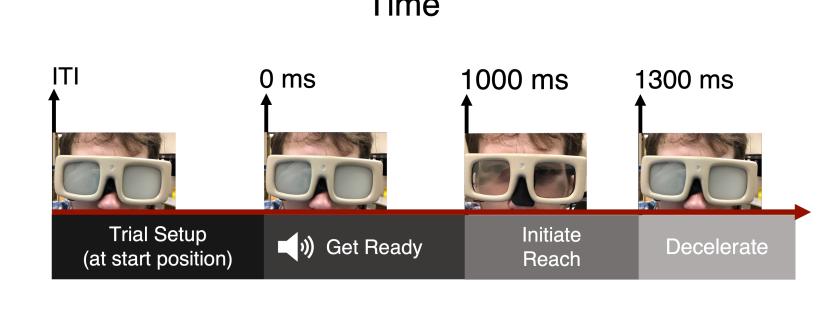
## Early Phase: Peak Grip Aperture

Distortion



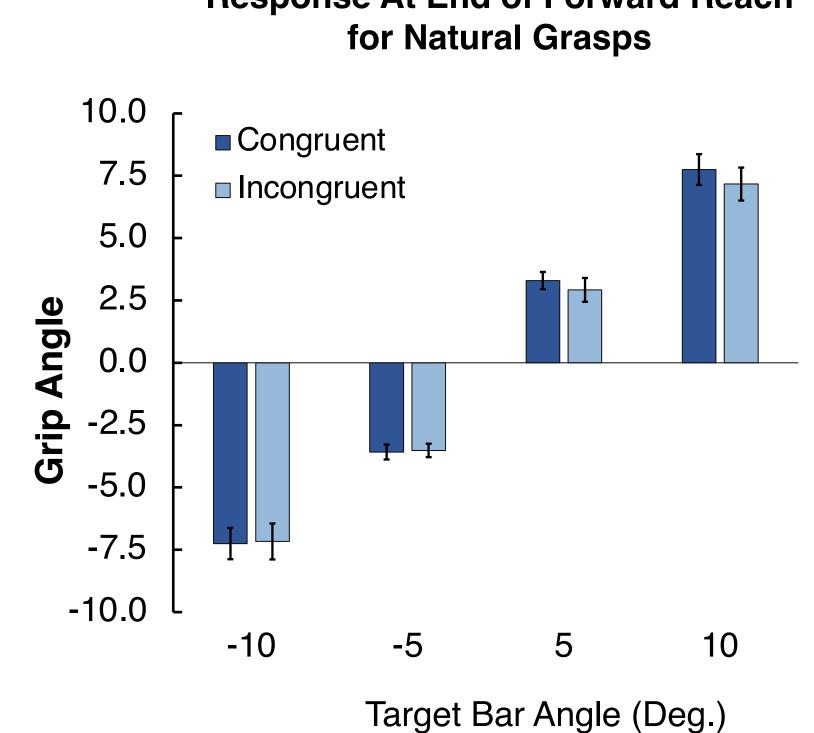
### **Methods Cont'd**

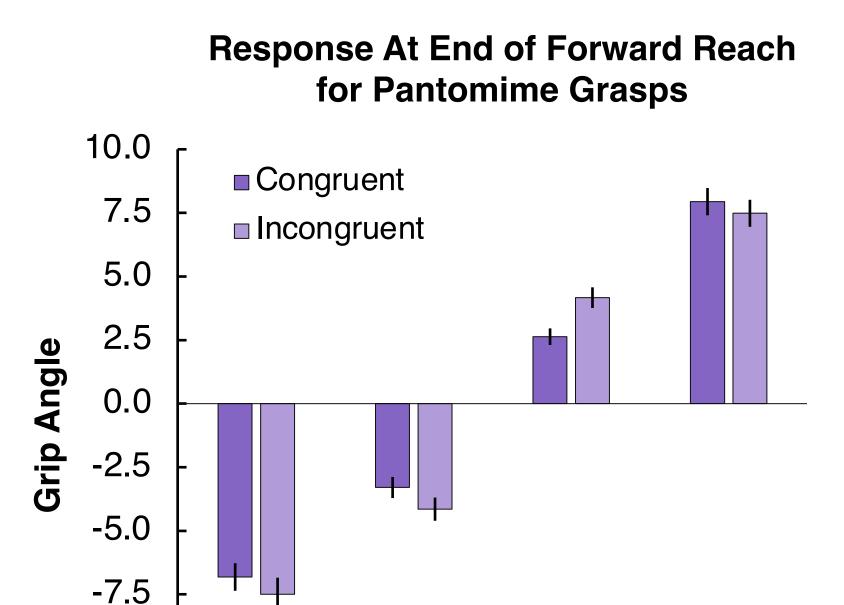
#### Task Event Sequence



# **Supplementary Results**

# **Response At End of Forward Reach**





Target Bar Angle (Deg.)

Note: Background inducing context was tilted at either 15° or -15° relative to the central target bar.





-10.0



permissions from Hangue Park / Texas A&M. Original article here