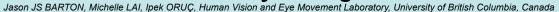
The contribution of texture and shape to face after-effects for identity and age





CHOICE A

CHOICE B

INTRODUCTION:

Faces have both shape and texture.

Evidence from reflectance maps and laserscanned head shapes show that both can
support identity judgments.

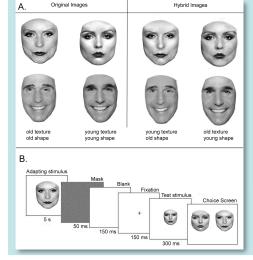
Aging also imparts both shape and skin changes.

QUESTION: What is the *relative* contribution of shape and texture to the representations we encode of different types of face information (age, identity)?

STRATEGY: COMPONENT ADAPTATION

TECHNIQUE - compute aftereffects generated by contrasts between two faces that differ in one aspect (e.g. shape) but hold the other constant (e.g. texture), and vice versa.

Need to make HYBRID IMAGES for this:



EXPERIMENT 1: AGE AFTER-EFFECTS

14 subjects

2 faces: Debbie Harry, Harry Winkler Real young and old faces across years

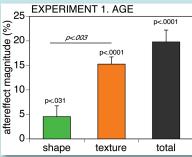
- 4 adapting conditions:
- a. Young texture/young shape
- b. Old texture /old shape
- c. Young texture /old shape
- d. Old texture /young shape

SUBTRACTIONS:

Total aftereffect = a-bTexture aftereffect = 0.5*[(a-d)+(c-b)]Shape aftereffect = 0.5*[(a-c)+(d-b)]

RESULTS:

77% due to texture 23% due to shape



EXPERIMENT 2: IDENTITY AFTER-EFFECTS

14 subjects

2 faces: young and old Julie Andrews, Jane Fonda

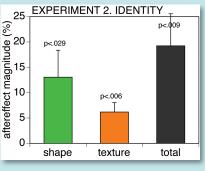
4 adapting conditions

a.Andrews texture / Andrews shape b.Fonda texture / Fonda shape c.Andrews texture / Fonda shape d.Fonda texture / Andrews shape

RESULTS:

32% due to texture 68% due to shape

Difference between Exp 1 and Exp 2 significant ($t_{(13)}$ = 3.65, p <.006)



EXPERIMENT 3: TRANSFER BETWEEN TEXTURE & SHAPE

QUESTION: can texture create aftereffects for shape and vice versa? If so, this would suggest that the two are integrated in a common representation.

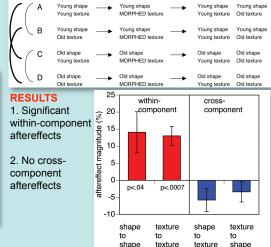
STRATEGY:

- 1. use test stimuli that are morphed in only one of texture or shape (c.f. Exp 1 and 2).
- 2. Keep the unmorphed dimension constant across test and choice display faces.

TEST STIMULUS

3. Subtractions reveal within- and cross-component aftereffects:

ADAPTING STIMULUS



CONCLUSIONS:

- Texture and shape contribute differently to representations of age and identity
- · Texture dominates for age representation
- Age aftereffects arise at a level where texture and shape are represented independently