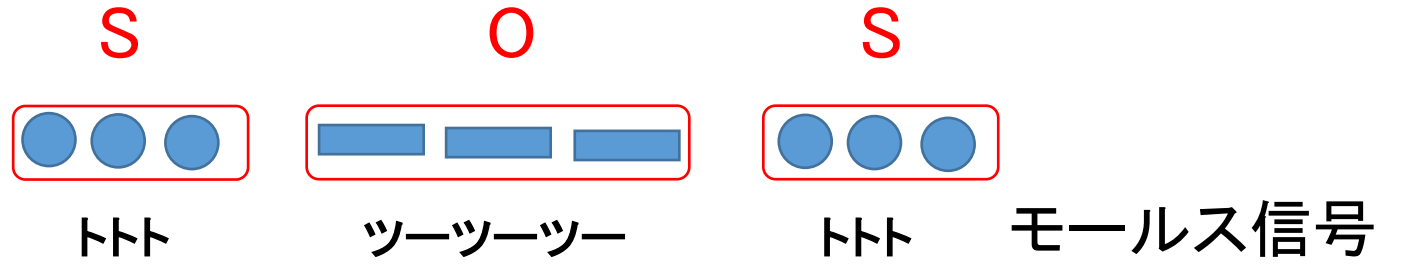
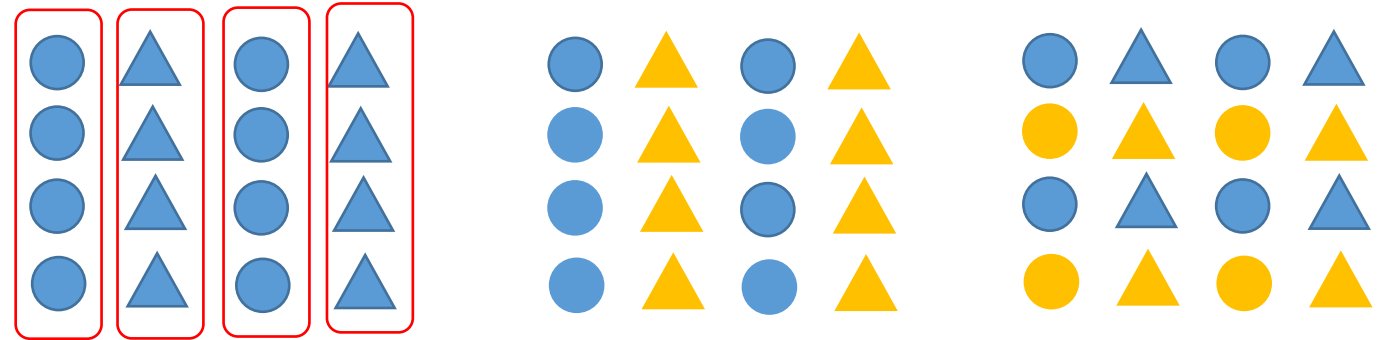


# ゲシュタルトの7原則

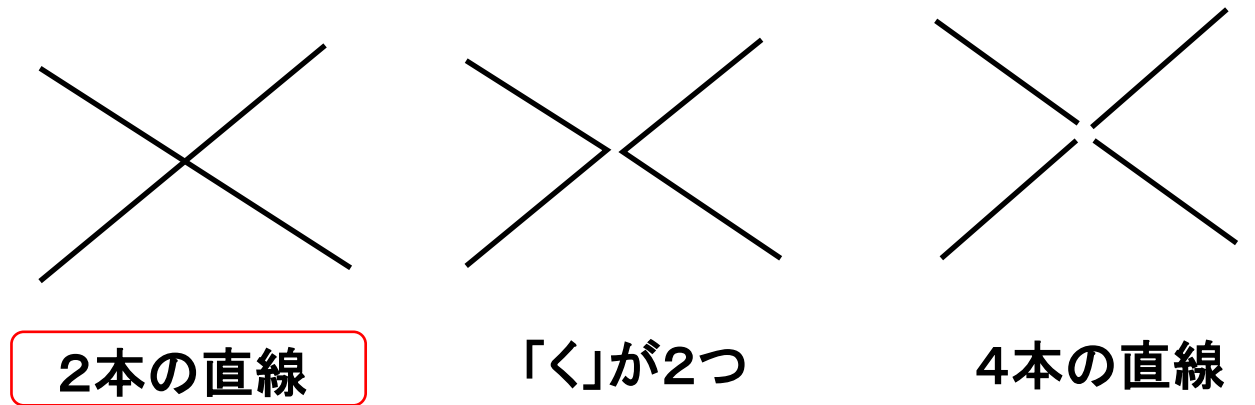
1. 近接の法則 (Law of Proximity)



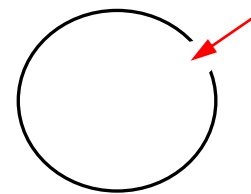
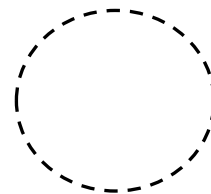
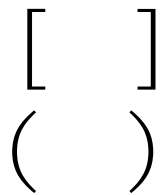
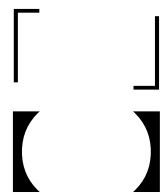
2. 類同の法則 (Law of Similarity)



3. 連続の法則 (Law of Continuity)

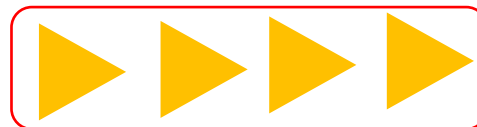


#### 4. 閉合の法則 (Law of Closure)

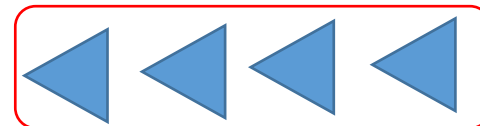


開いていても  
閉じていると  
みなす

#### 5. 共通運命の法則 (Law of Common Fate)



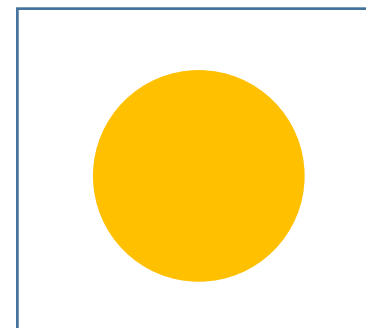
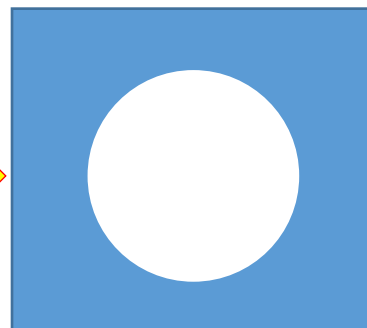
←同じ仲間



←同じ仲間

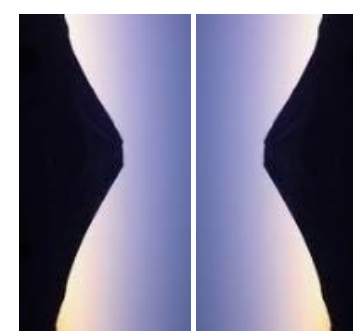
#### 6. 面積の法則 (Law of Area)

面積が小さい方が  
手前に見える



#### 7. 対称の法則 (Law of Symmetry)

左右対称の場合、図形  
として認識

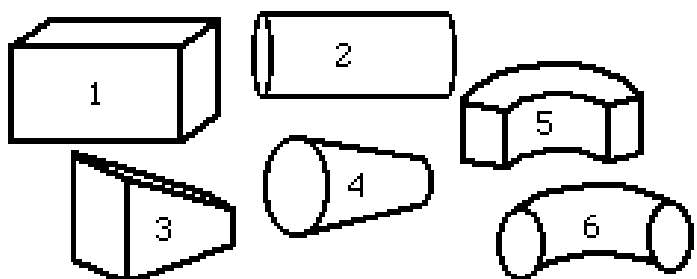


富士山のシルエット

中心の線を引くと

# ジオン理論

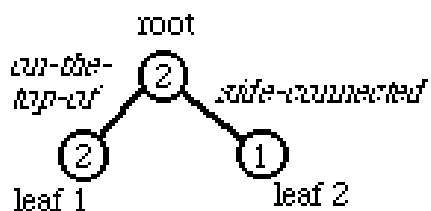
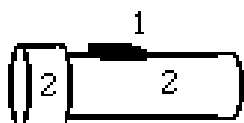
基本的な図形・立体を基に  
認識する



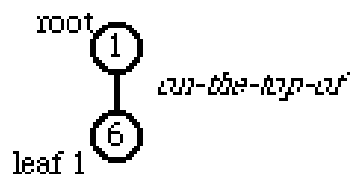
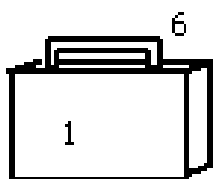
物体:

ジオン・トリー:

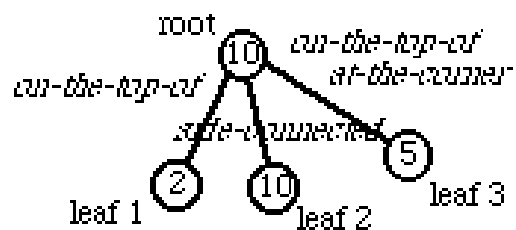
懐中電灯



かばん



やかん



## 1. Smooth Continuation

Straight



Curved



## 2. Cotermination

Vertex Type



"L"



fork



arrow



"T"

No Cotermination



## 3. Parallelism

Parallel



Non-Parallel



## 4. Symmetry

Symmetrical



Symmetry

Symmetrical



Skewed symmetry (?)

Asymmetrical



# 前後の情報により認識する



顔

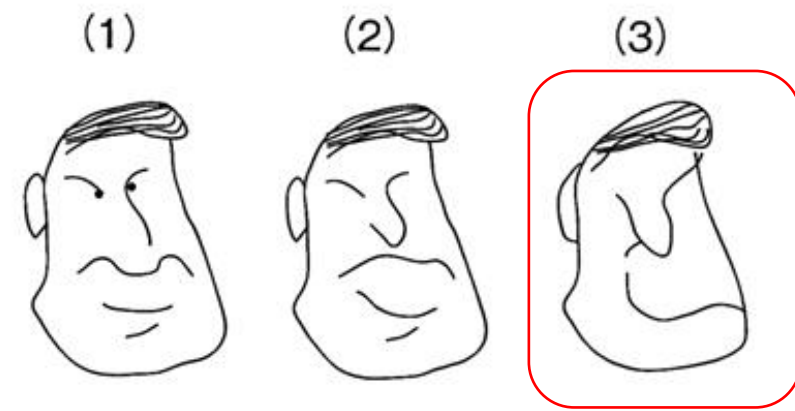


ネズミ

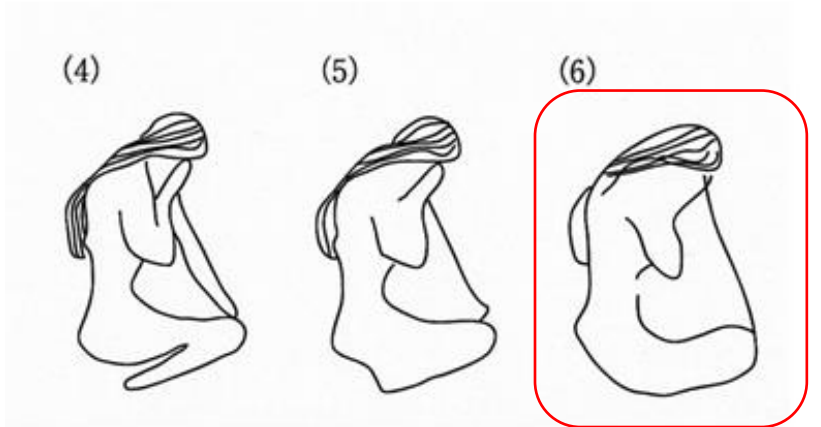


→  
1 2 3 4      A B C

青の矢印の順番に読み  
赤の矢印の順番に読みます  
真中の字は一緒なのに



(3)は何でしょうか



(6)は(3)と同じ図形です

フィッシャーのあいまい図形