

IS&T's journal at the intersection of perception and imaging



Journal of Perceptual Imaging

Peer-reviewed • Open Access • Multidisciplinary

Focus

The *Journal of Perceptual Imaging* (JPI) publishes scientific research at the intersection of perception and the expanding world of imaging. JPI papers explore how principles of perception and cognition support and inspire technology innovation. They also explore new questions for cognitive neuroscience inspired by emerging technologies and their applications.

We welcome:

- Research in perception, cognition, and neuroscience
- Perceptually-based research in imaging, visualization, computer vision, AI and Graphics
- Applications in Science, Medicine, Engineering, and Art

JPI publishes experimental, theoretical, computational, and survey papers, new scientific results, algorithms, evaluation techniques, methodologies, and innovations.

Publication Details

Submission: Original manuscripts not previously published in an archival journal and not currently submitted for publication elsewhere may be submitted for peer review. Submissions that expand in scope and level of detail on preliminary communications published as conference papers, abstracts, or summaries are acceptable; prior work must clearly be cited in these situations.

Continuous Publication: All publications are published online as soon as they have passed through the production process, speeding the time between acceptance and availability.

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Scope

- Human vision, audition, touch, and multisensory
- Color perception and applications
- Visualization and computer graphics
- Machine learning, computer vision, and AI
- Image compression and quality
- Image analysis, synthesis, content-based retrieval
- Texture, lighting, and material appearance
- Visual attention, eye movements, salience
- Visual representation and interaction
- Depth, stereo, and movement
- Memory, perceptual organization, and semantics
- Computational photography
- Augment, virtual, and mixed reality
- Human decision making and problem solving
- Digital humanities
- Art, aesthetics, and emotion

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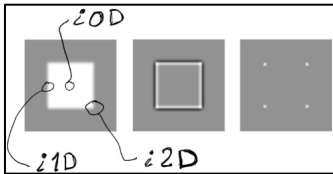




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Koenderink, Jan., & van Doorn, Andrea. (2023). Pictures: Crafting and Beholding. DOI: [10.2352/J.Percept.Imaging.2023.6.000401](https://doi.org/10.2352/J.Percept.Imaging.2023.6.000401)



Grüning, Philipp, & Barth, Erhardt (2023). Efficient Coding in Human Vision as a Useful Bias in Computer Vision and Machine Learning. DOI: [10.2352/J.Percept.Imaging.2023.6.000402](https://doi.org/10.2352/J.Percept.Imaging.2023.6.000402)



Goetz, Itay & Carbon, Claus Christian (2023). The Art of Experiencing Art: On the Nature and the Origins of the Mode of Art eXperience (MAX). DOI: [10.2352/J.Percept.Imaging.2023.6.000403](https://doi.org/10.2352/J.Percept.Imaging.2023.6.000403)



Zuena, Jake & Pytlarz, Jaclyn (2024). The Impact of Adaptation Time in High Dynamic Range Luminance Transitions. DOI: [10.2352/J.Percept.Imaging.2024.7.000401](https://doi.org/10.2352/J.Percept.Imaging.2024.7.000401)

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