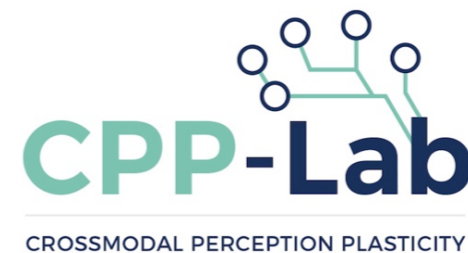
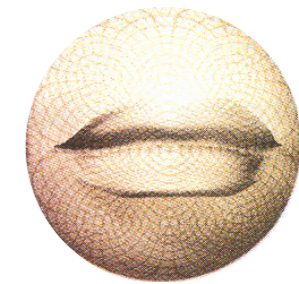
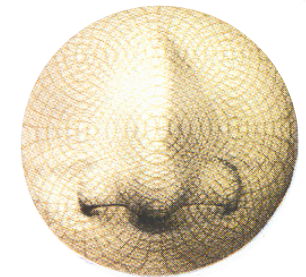
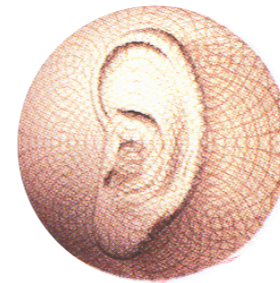
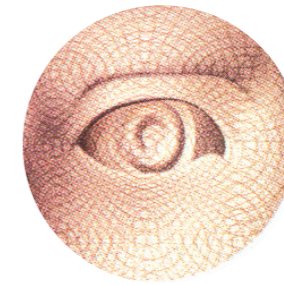
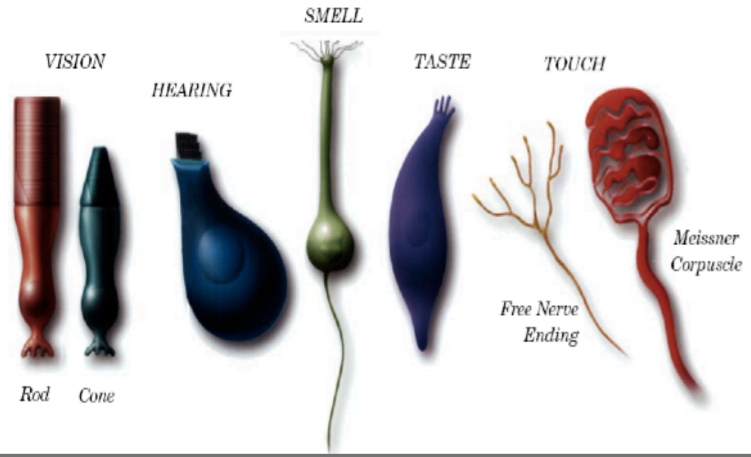


L'étroite complémentarité entre la vision et le toucher: Études psychophysiques et cérébrales chez la personne voyante et non-voyante

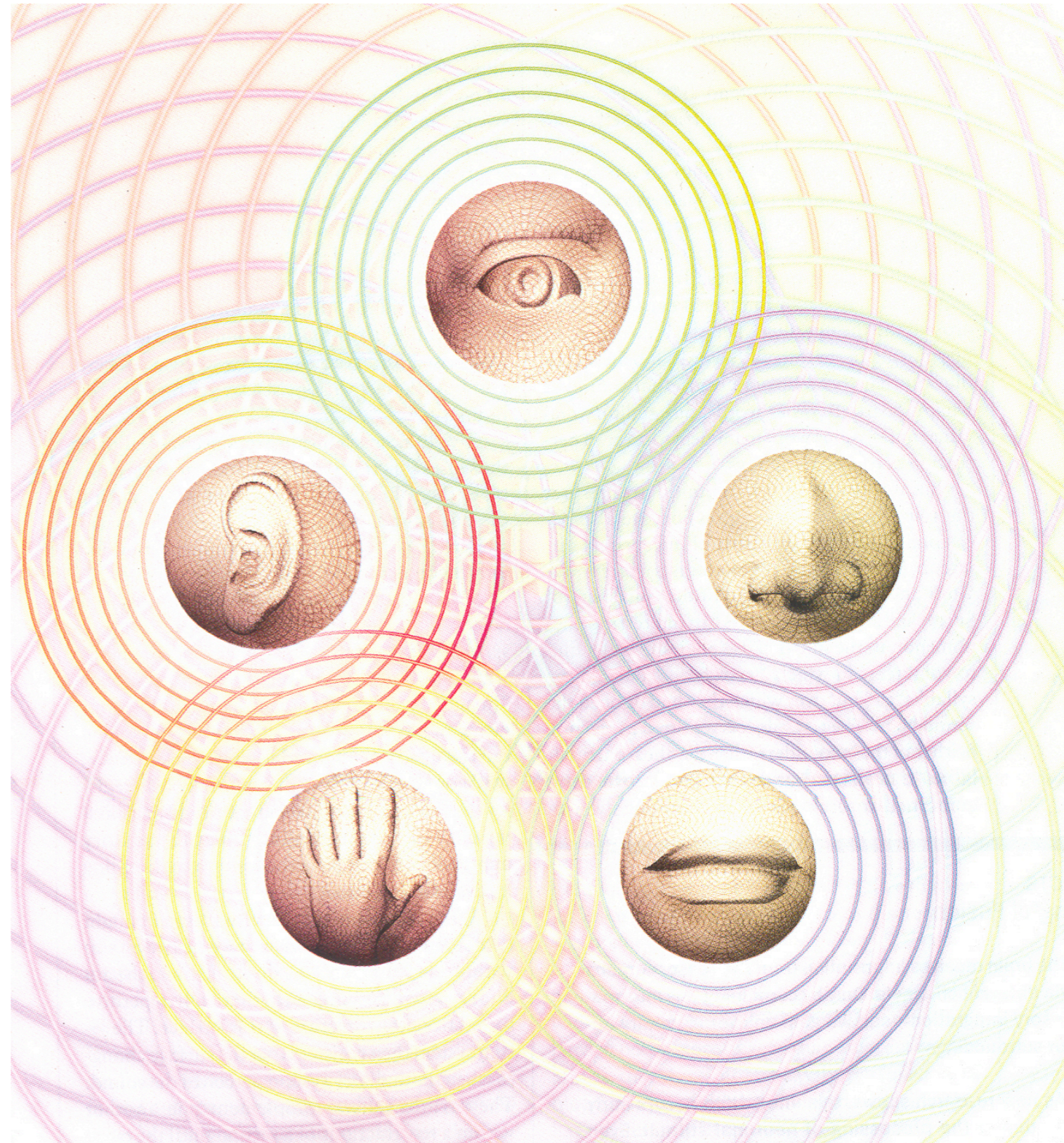
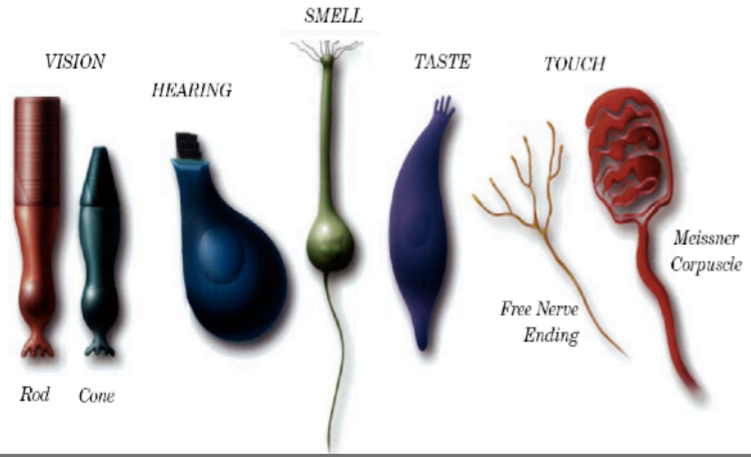
[Olivier Collignon]



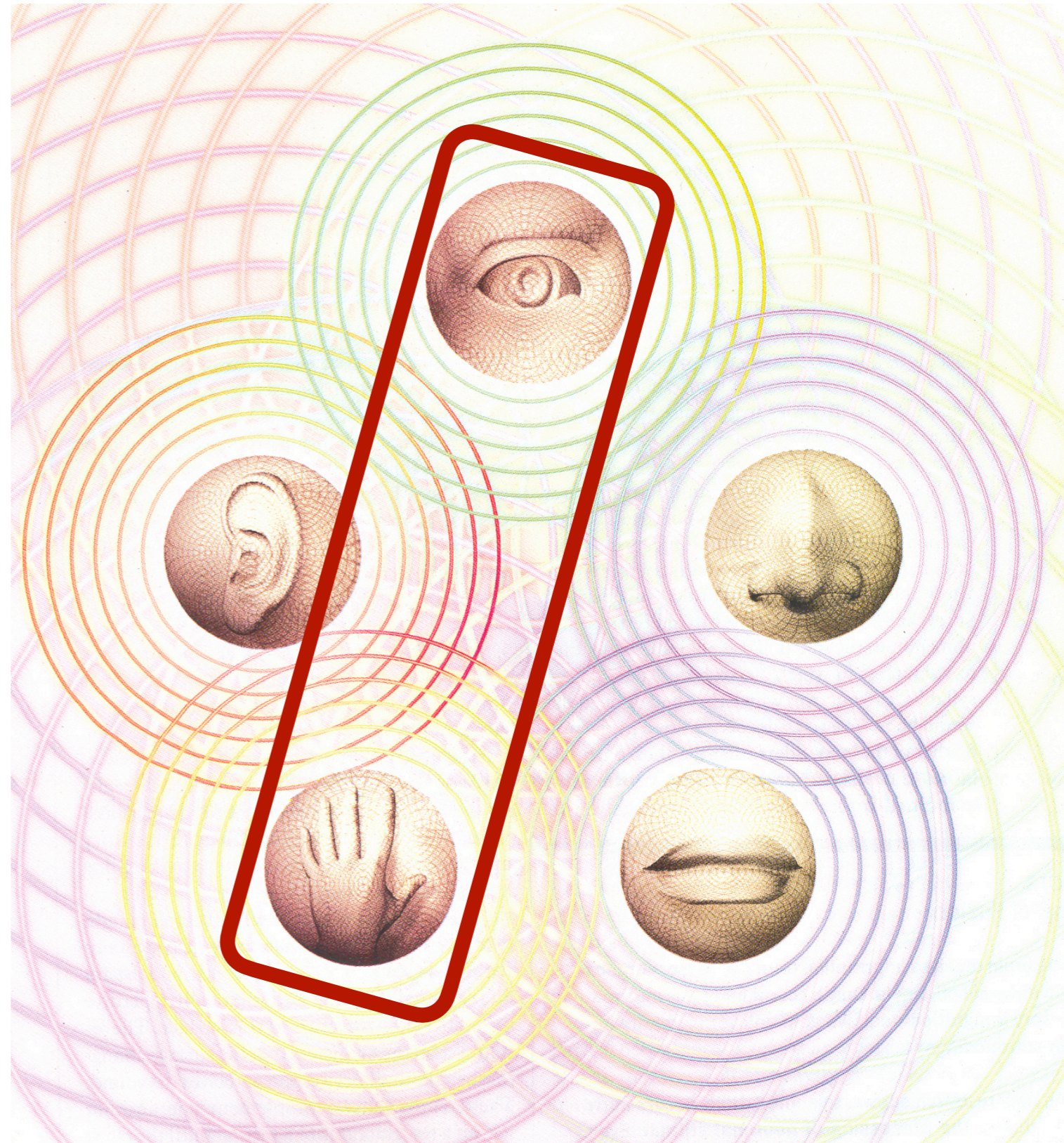
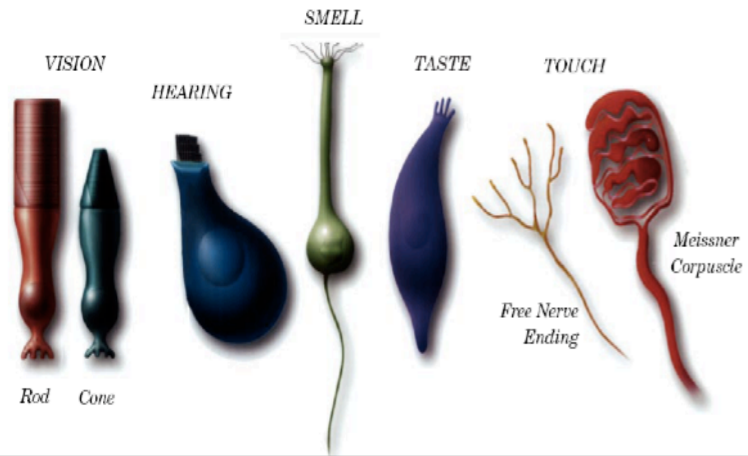
SPECIAL RECEPTOR CELLS FOR EACH OF THE SENSES



SPECIAL RECEPTOR CELLS FOR EACH OF THE SENSES



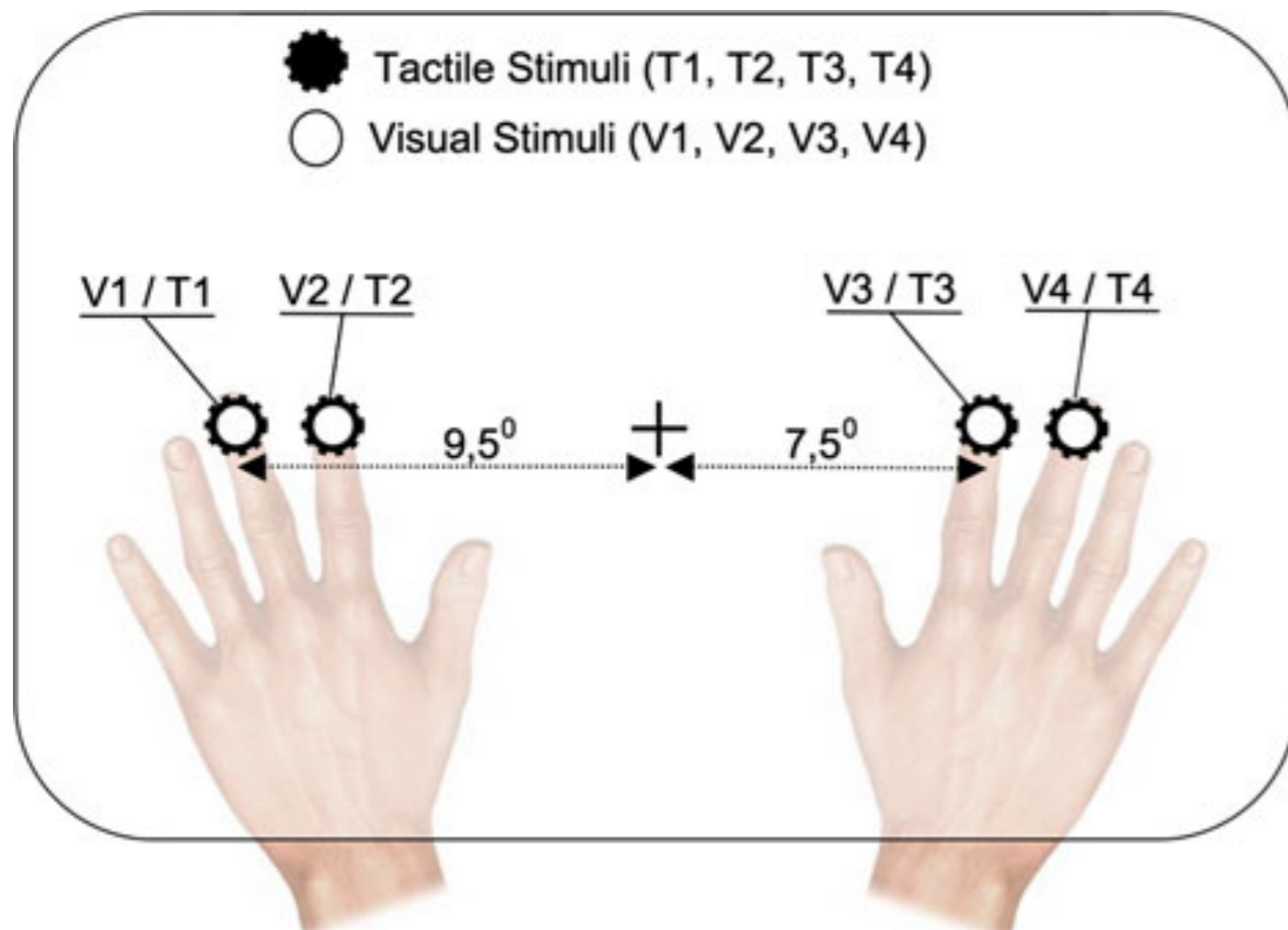
SPECIAL RECEPTOR CELLS FOR EACH OF THE SENSES



"Low-level"

Visuo-Tactile integration

Simple detection task: Uni- vs Multi-sensory Integration

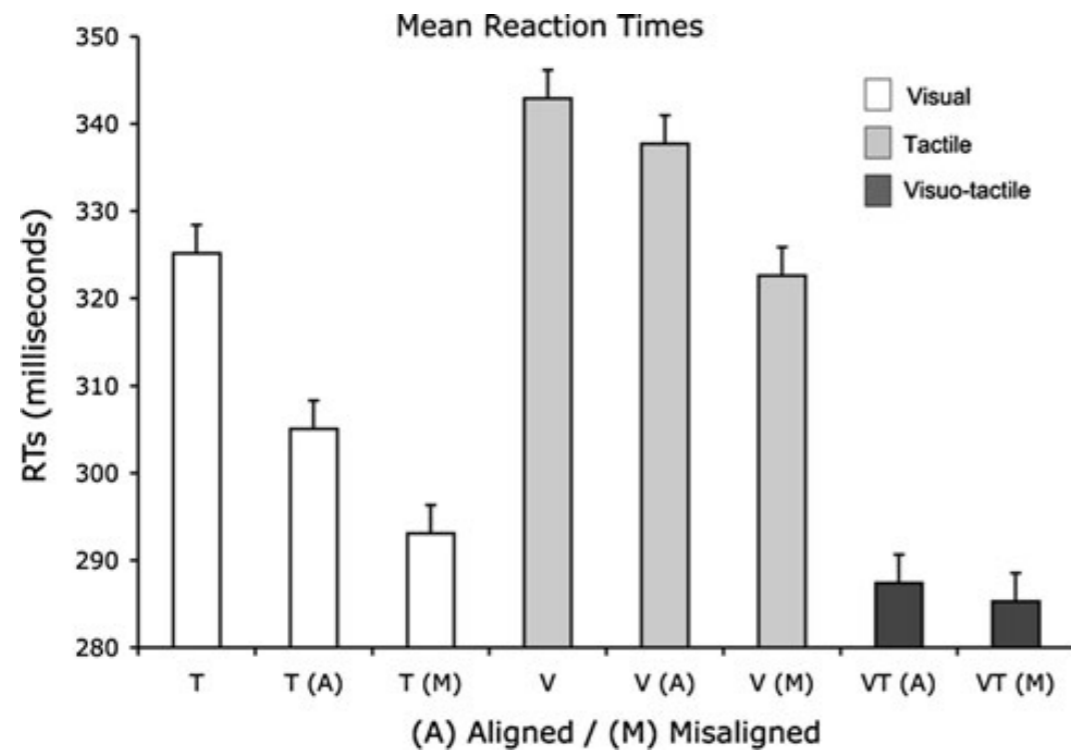


Stimulation Conditions

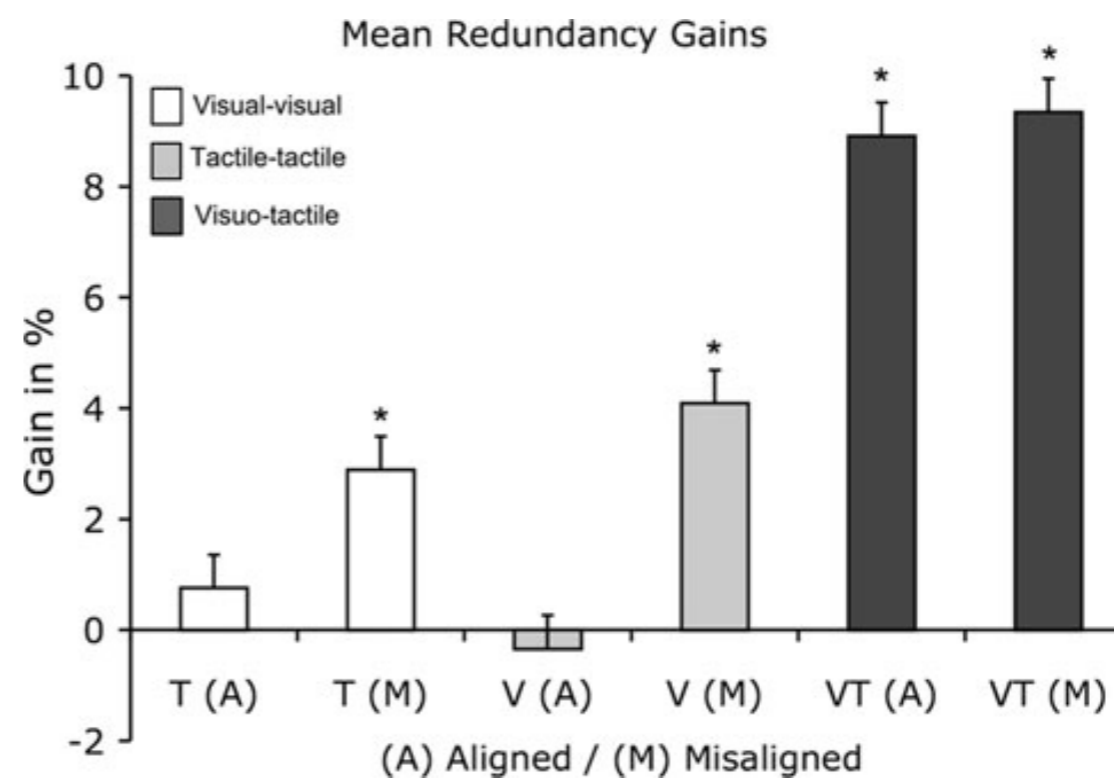
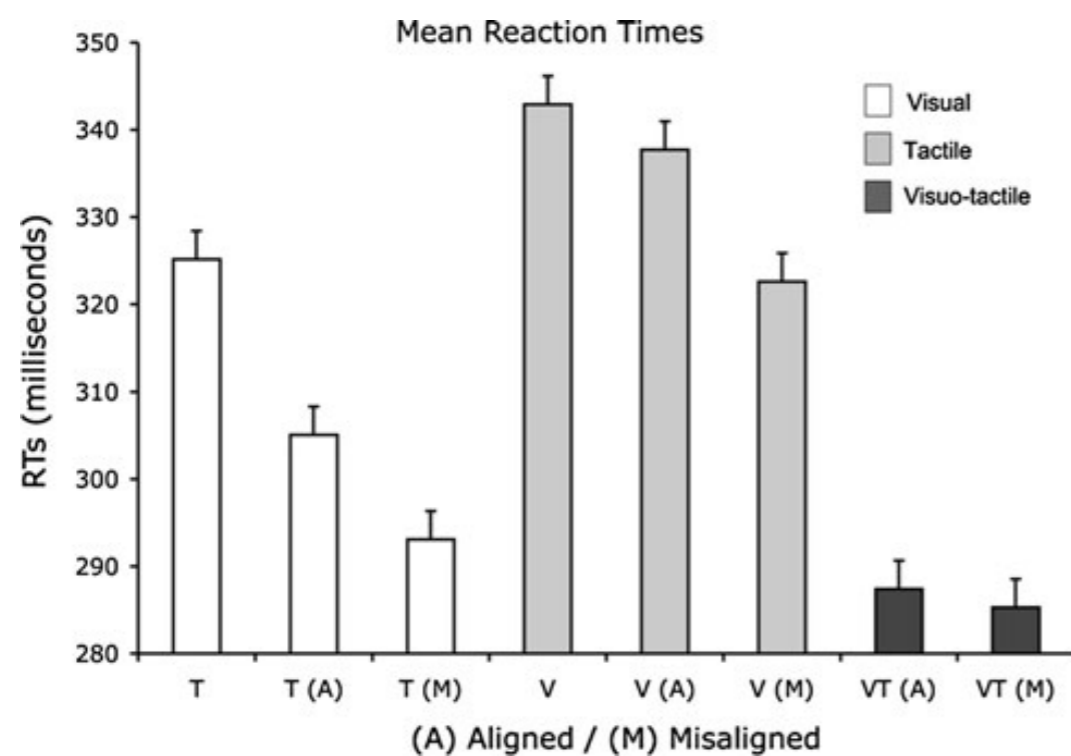
- Unimodal {
 - Single Visual = V1, V2, V3, V4
 - Single Tactile = T1, T2, T3, T4
- Within-modal {
 - Double Visual (Aligned) = V1/V2, V3/V4
 - Double Visual (Misaligned) = V1/V3, V2/V4
 - Double Tactile (Aligned) = T1/T2, T3/T4
 - Double Tactile (Misaligned) = T1/T3, T2/T4
- Cross-modal {
 - Visuo-Tactile (Aligned) = V1/T2, V2/T1, V3/T4, V4/T3
 - Visuo-Tactile (Misaligned) = V1/T3, V2/T4, V3/T1, V4/T2

Simple detection task: Uni- vs Multi-sensory Integration

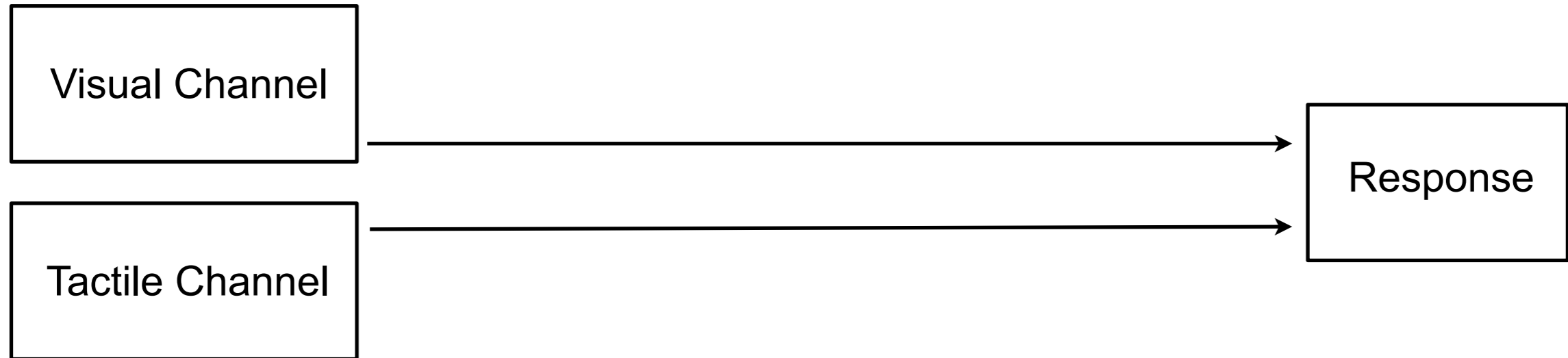
Simple detection task: Uni- vs Multi-sensory Integration



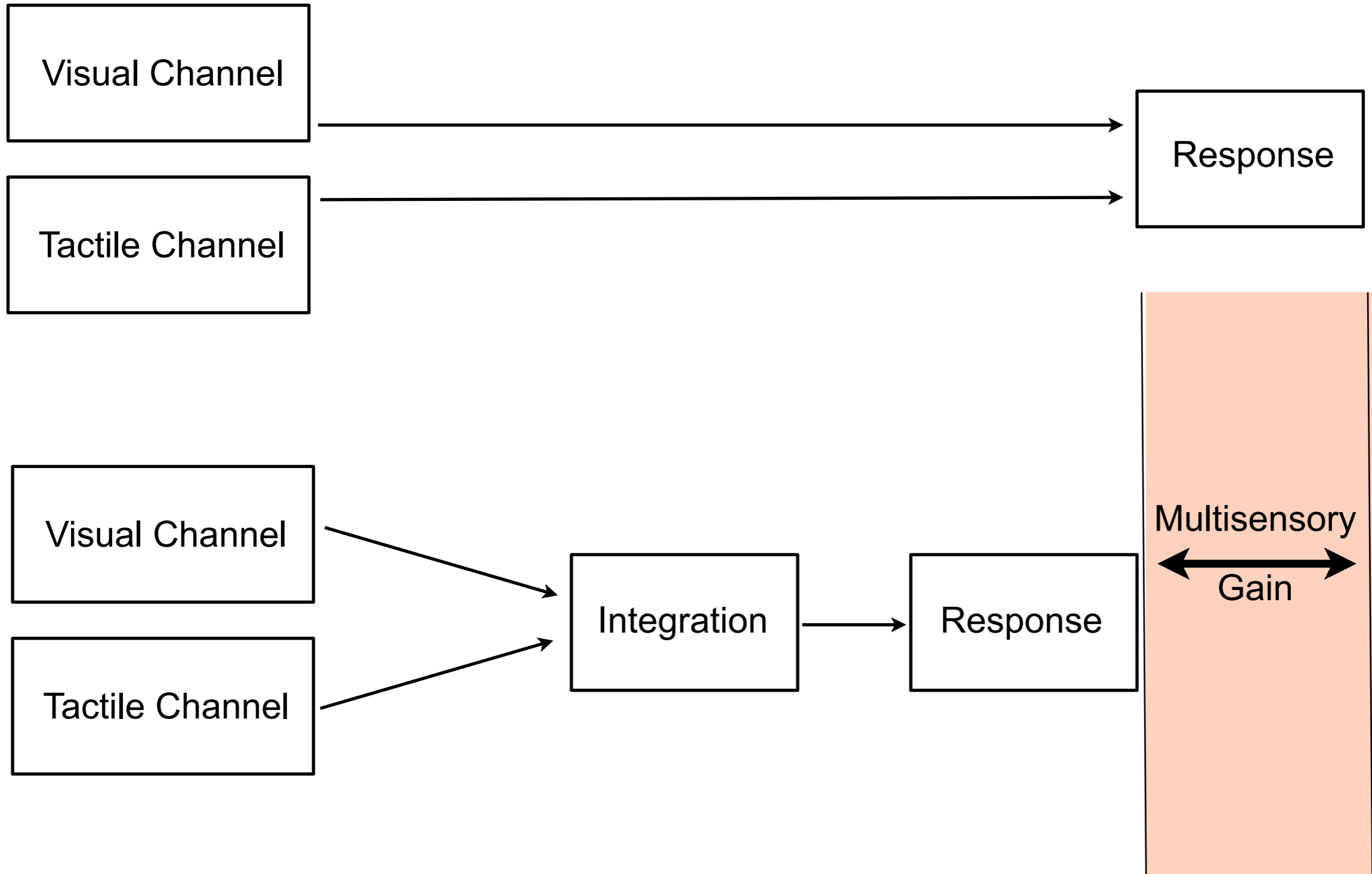
Simple detection task: Uni- vs Multi-sensory Integration

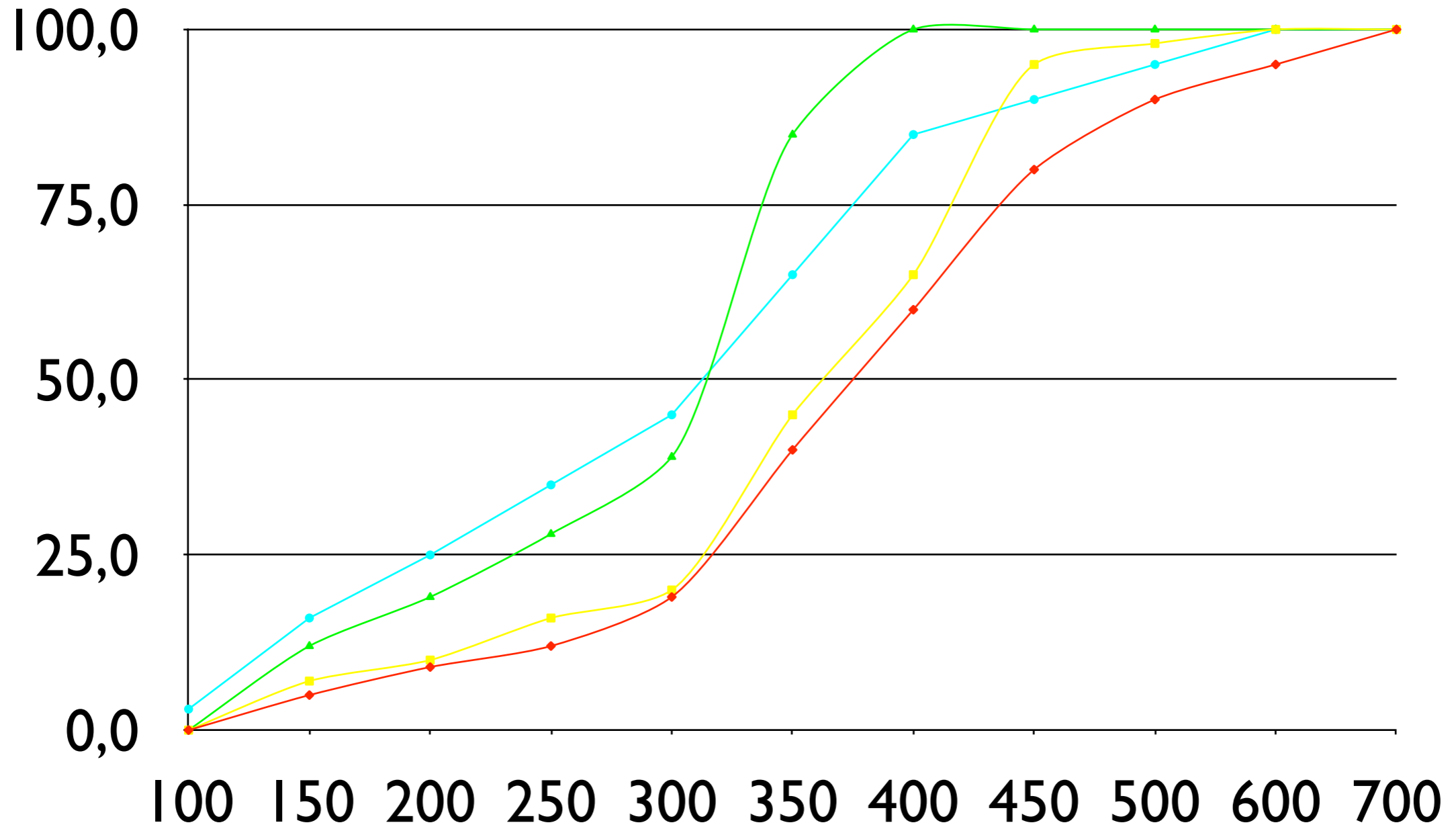


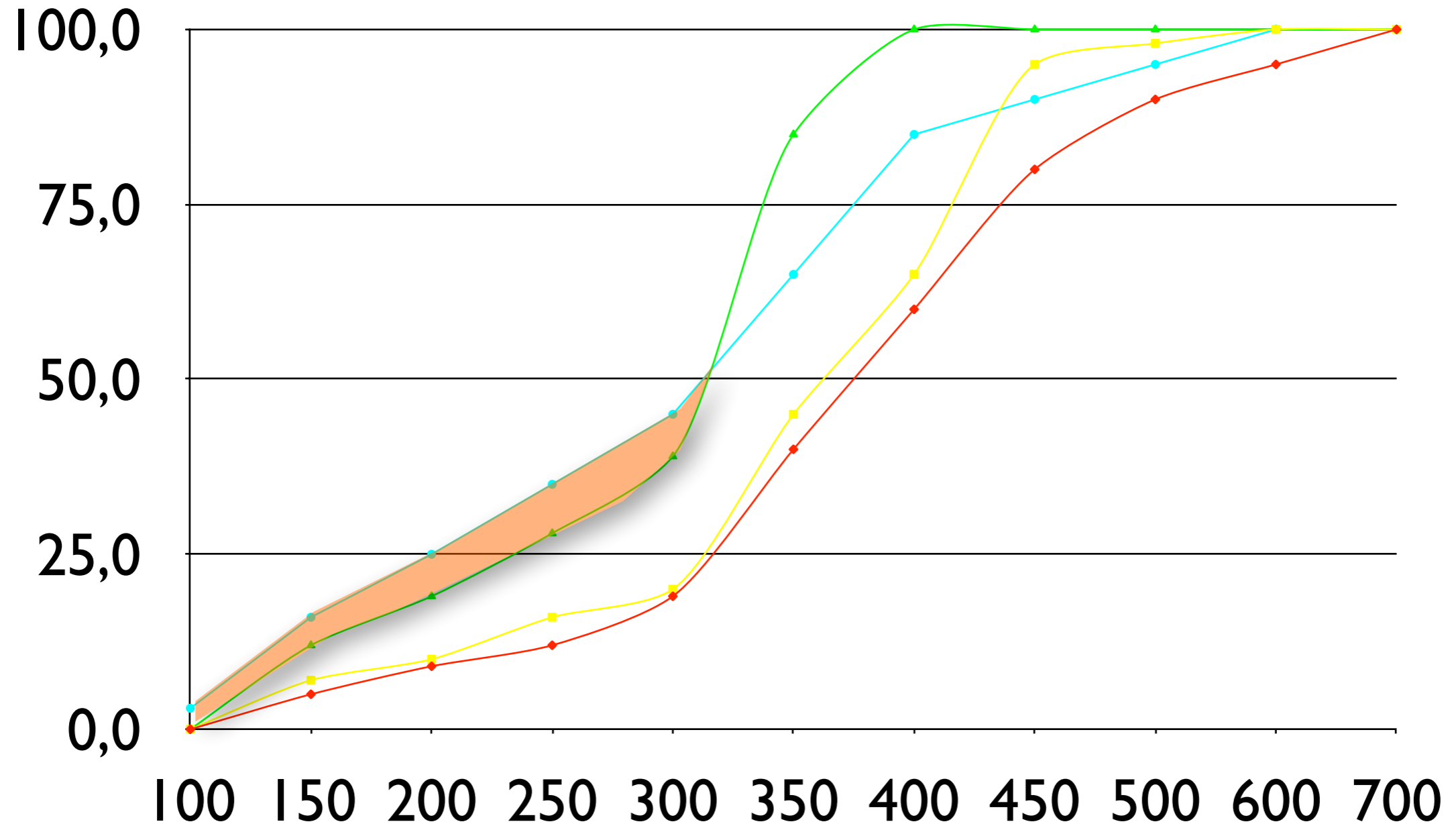
Redundancy Gain



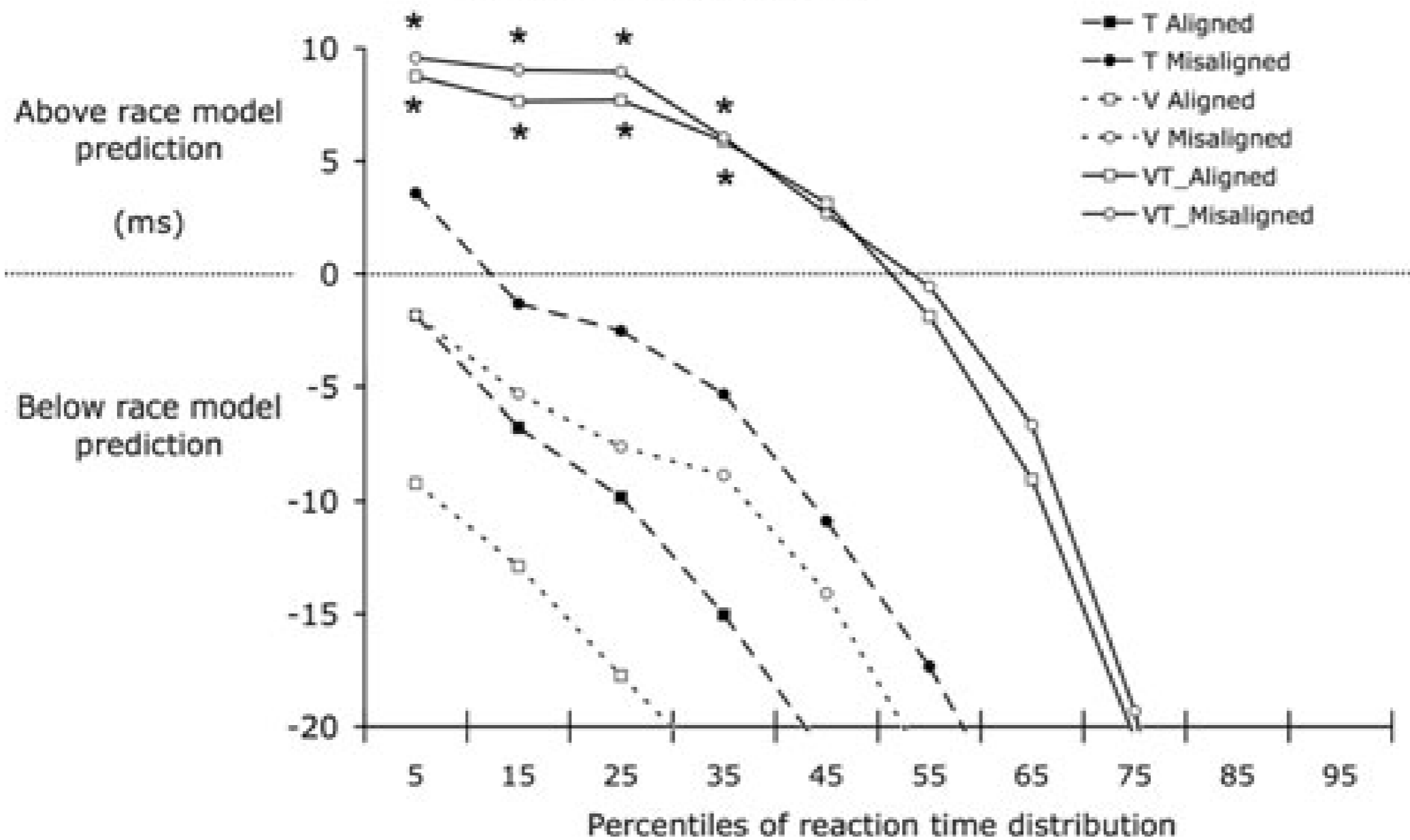
Redundancy Gain







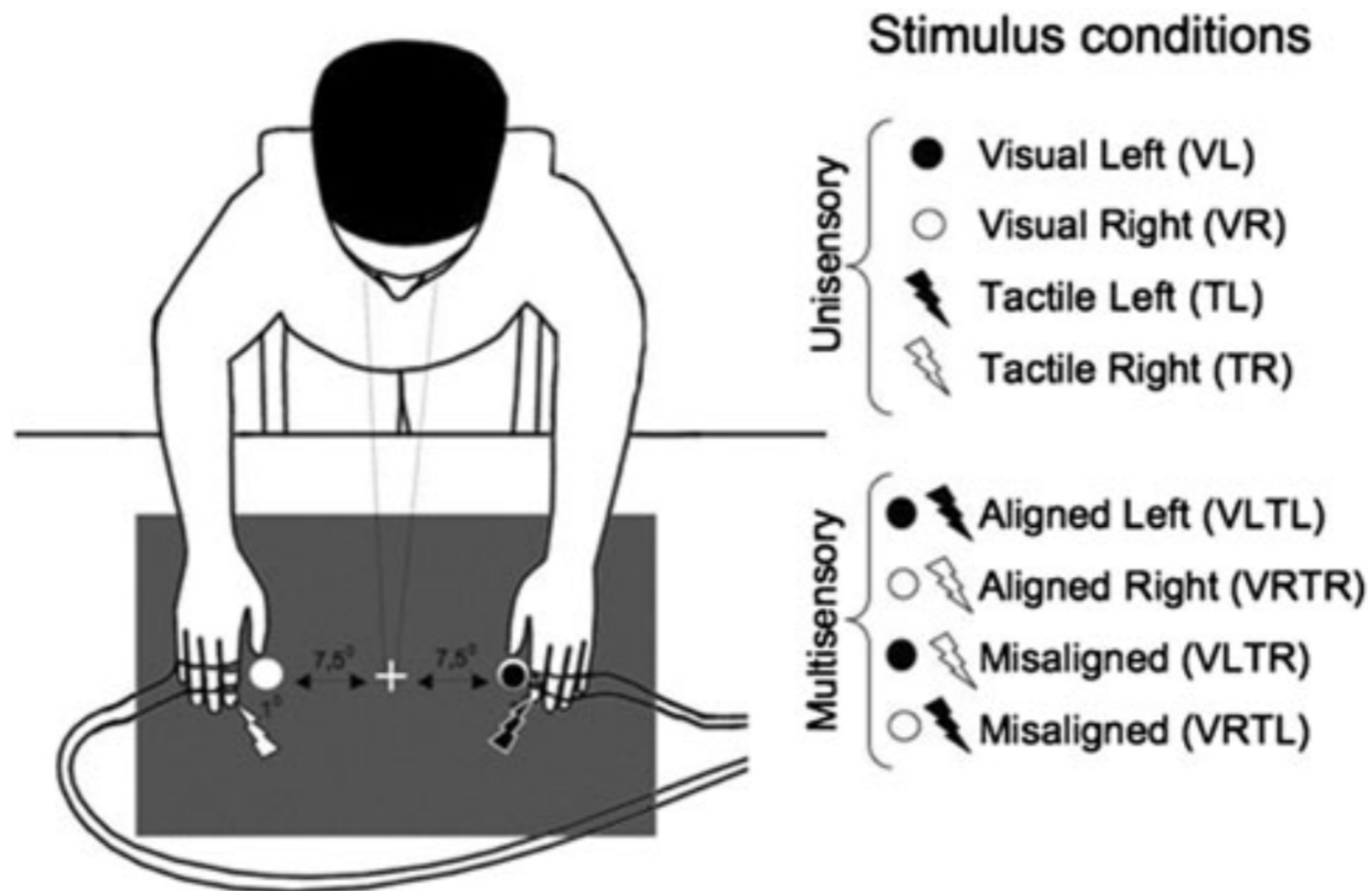
Race Model Inequality



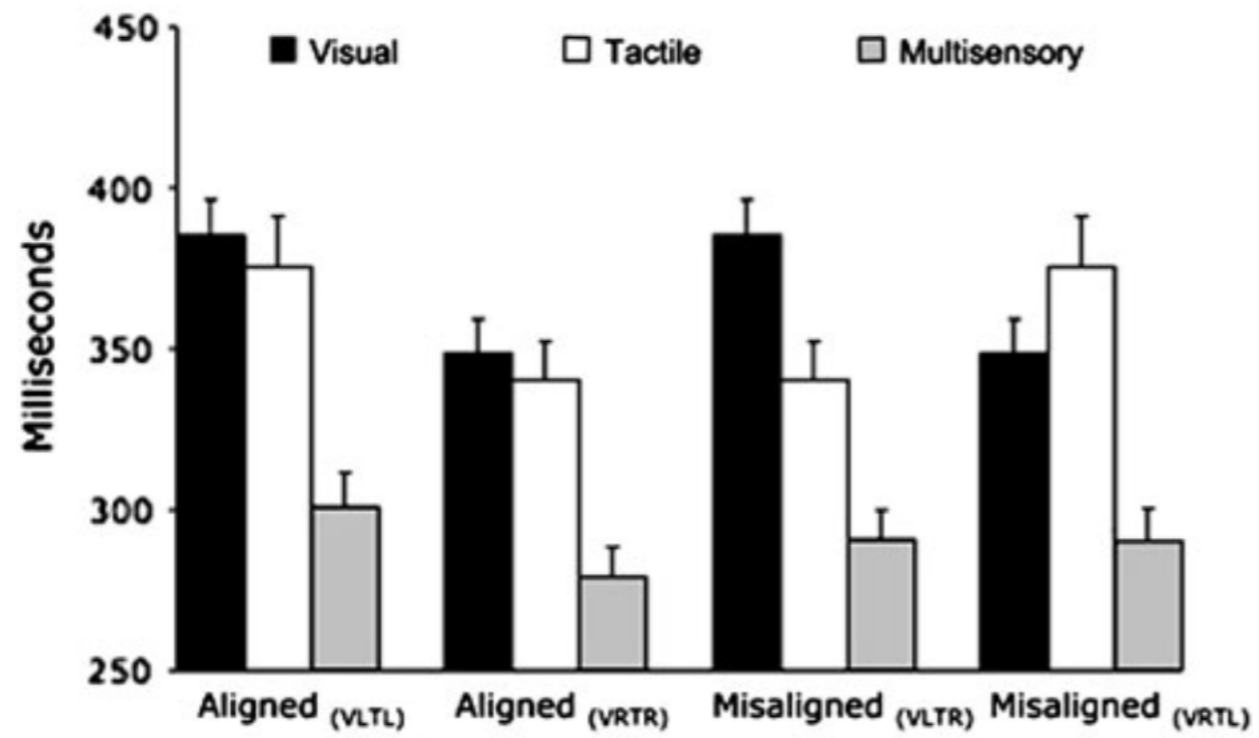
**Does multisensory spatial congruence
plays a role?**

Condition 1: respond to all stimuli

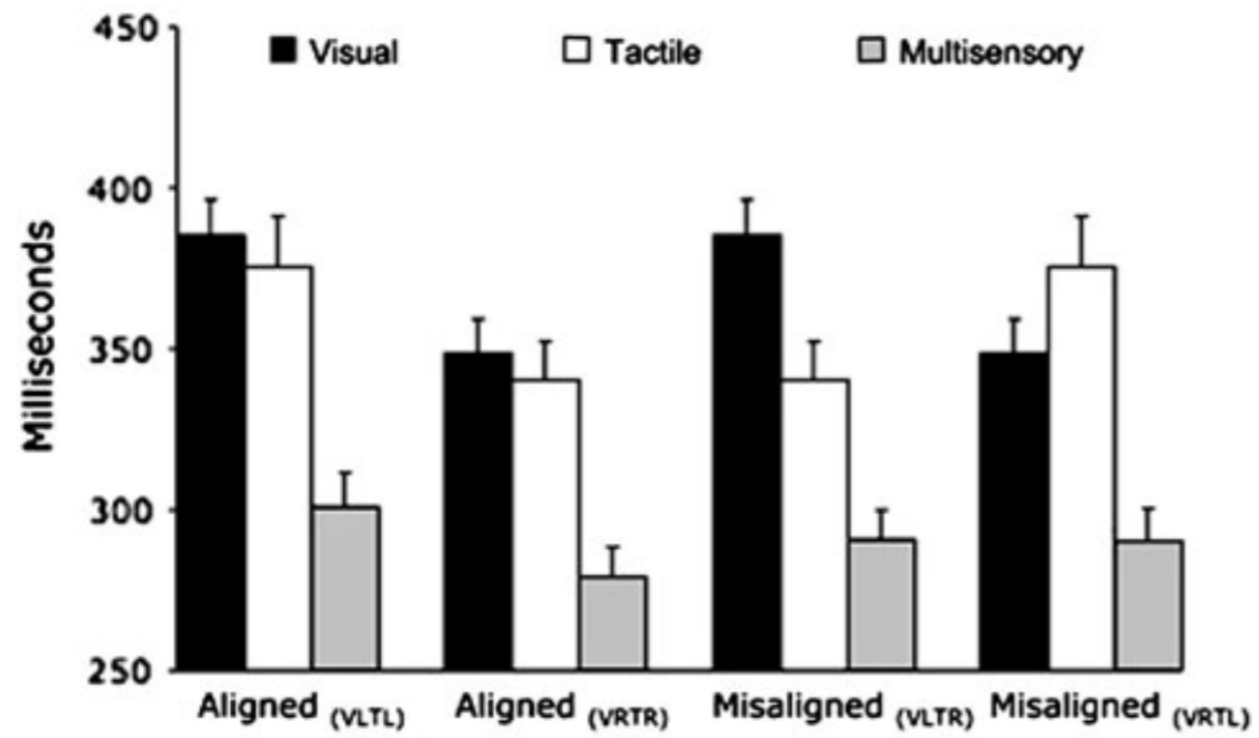
Condition 2: respond to right stimuli only



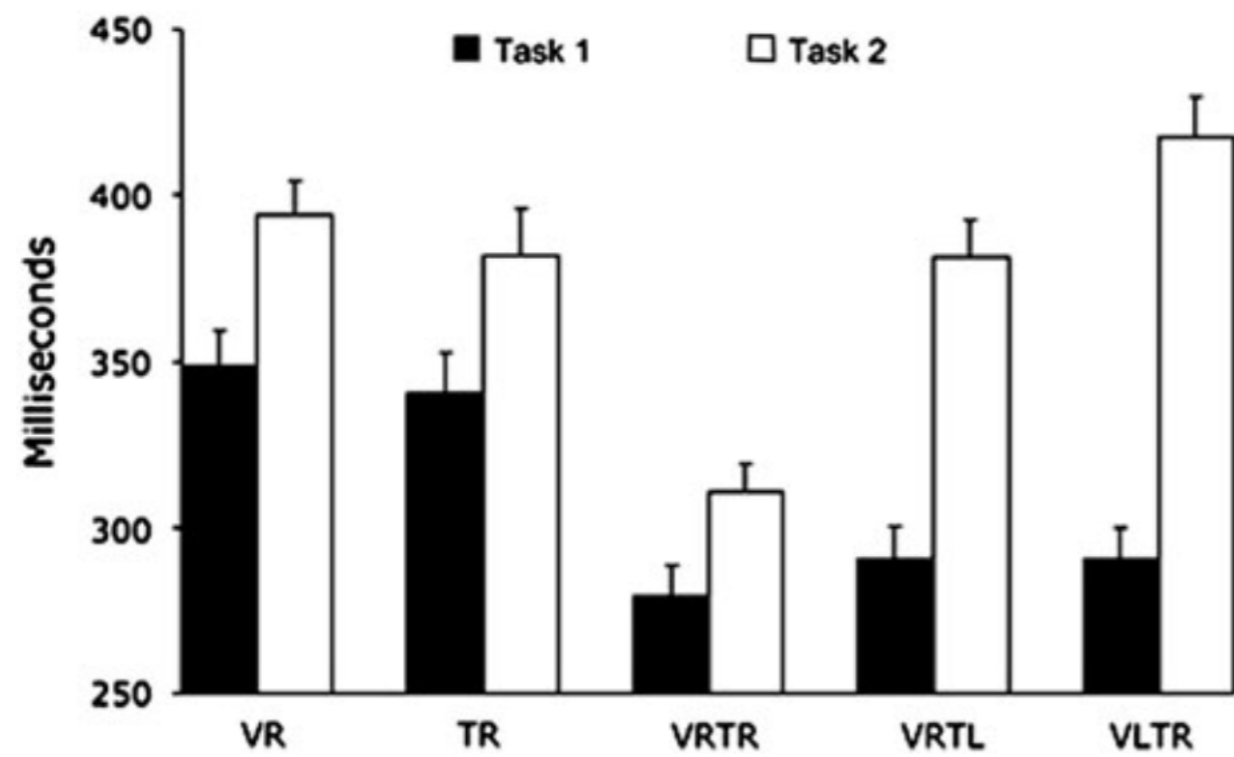
(A) Mean Reaction Times



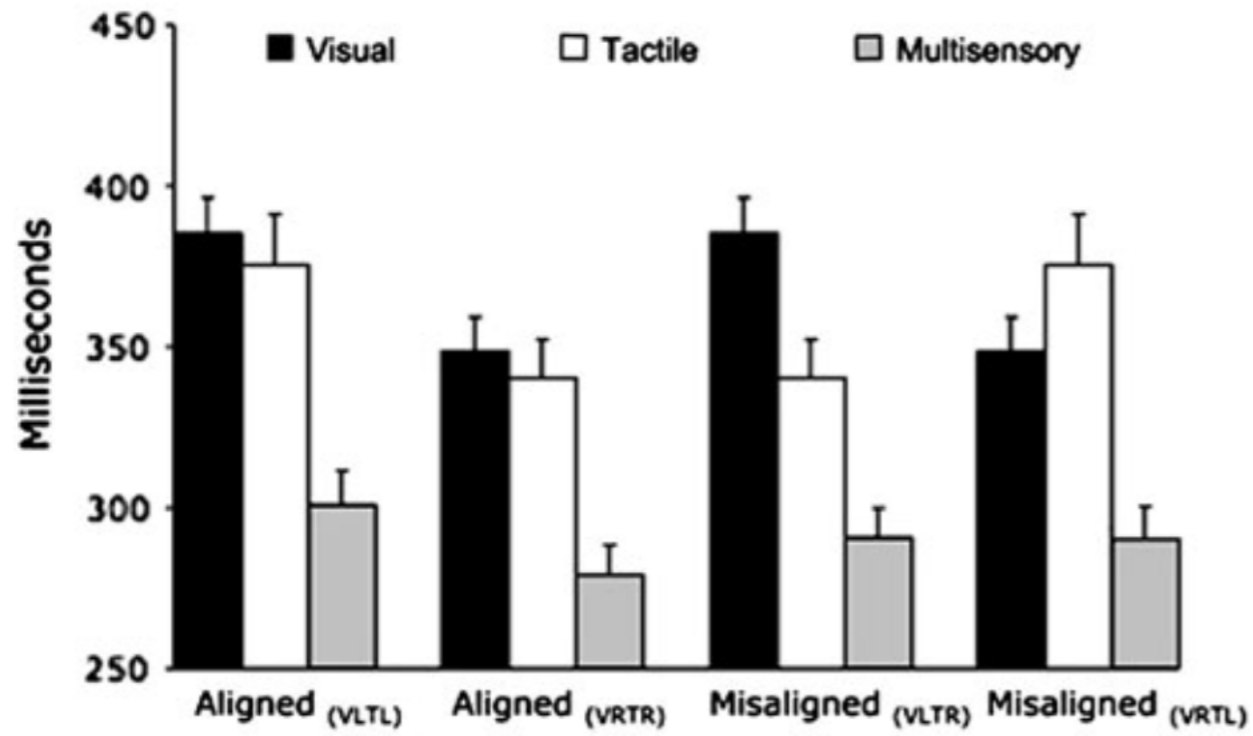
(A) Mean Reaction Times



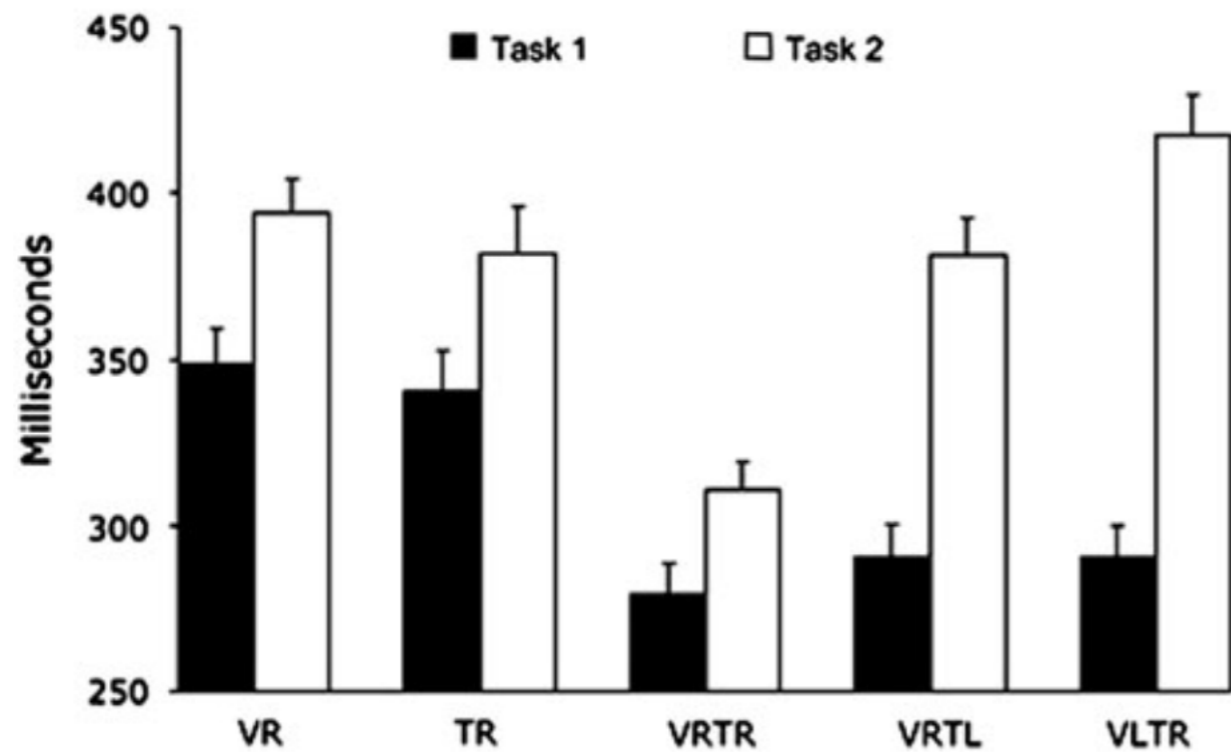
(B)



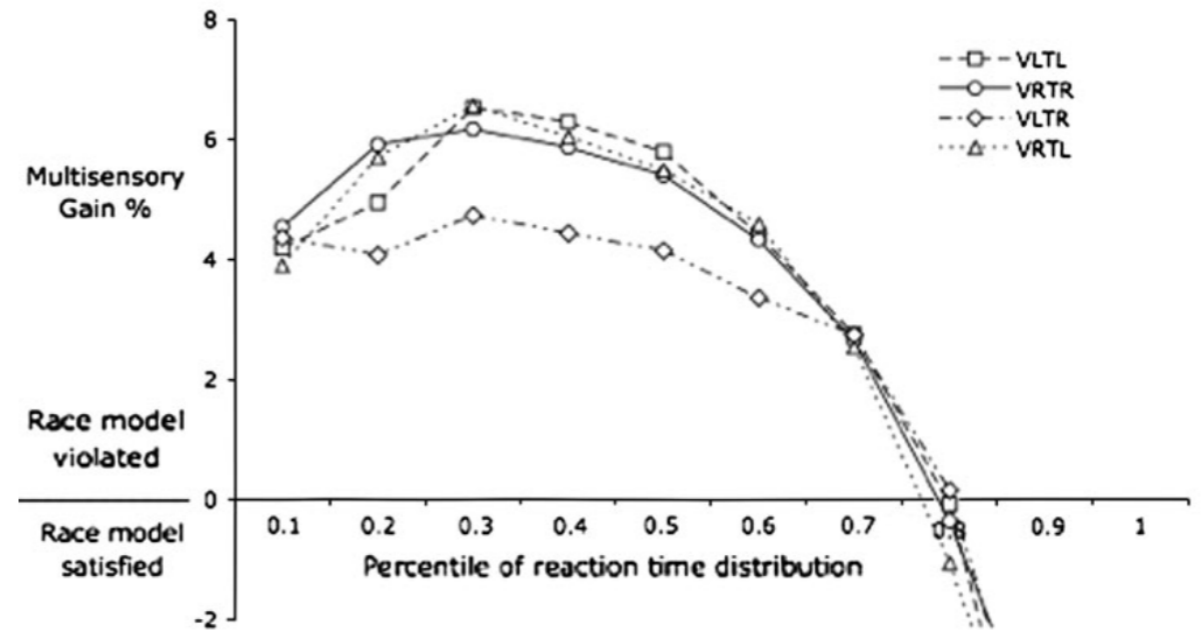
(A) Mean Reaction Times



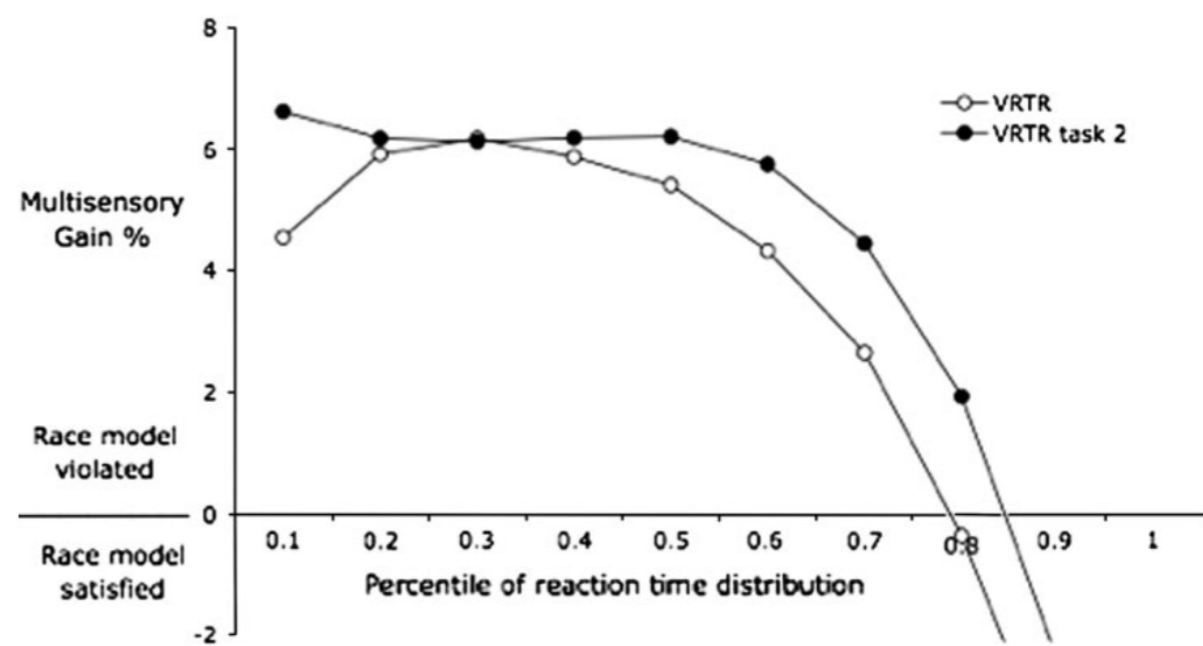
(B)

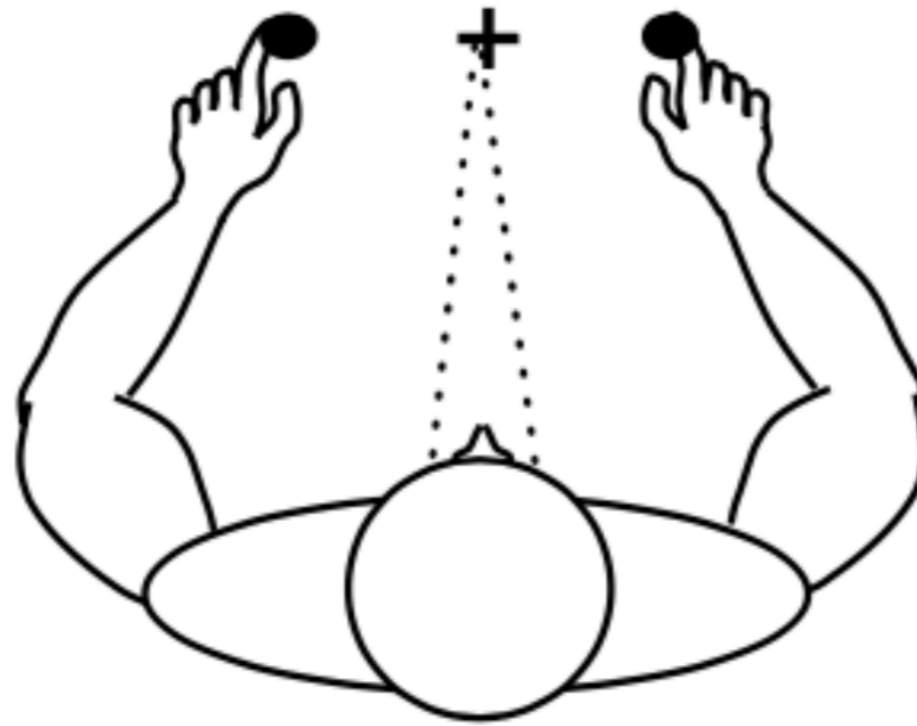


(A) Race Model (Task 1)



(B) Race Model (Task 1 & 2)

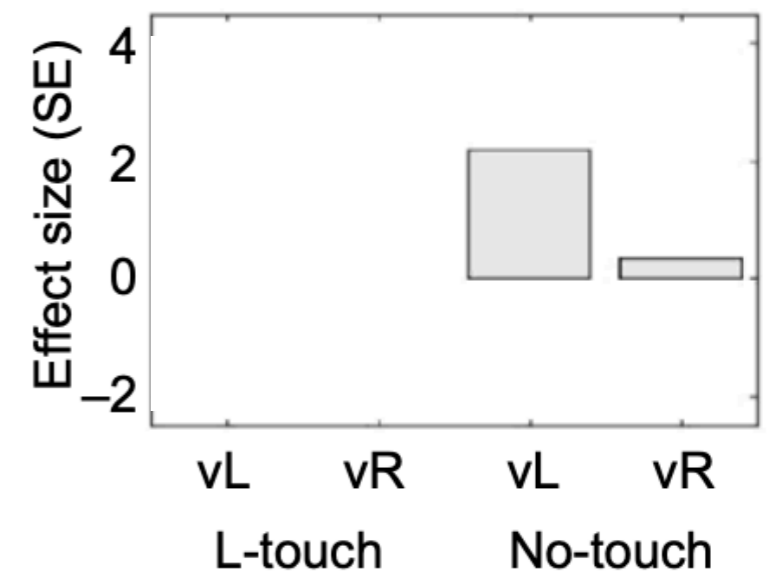
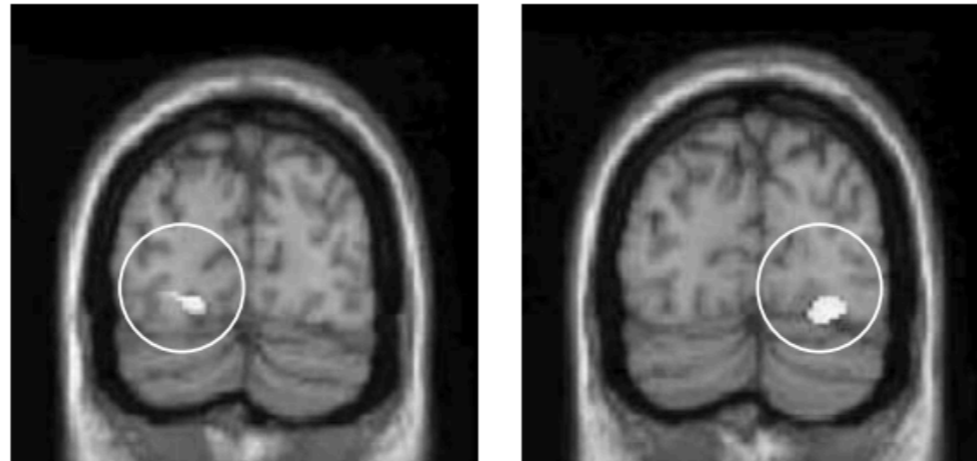
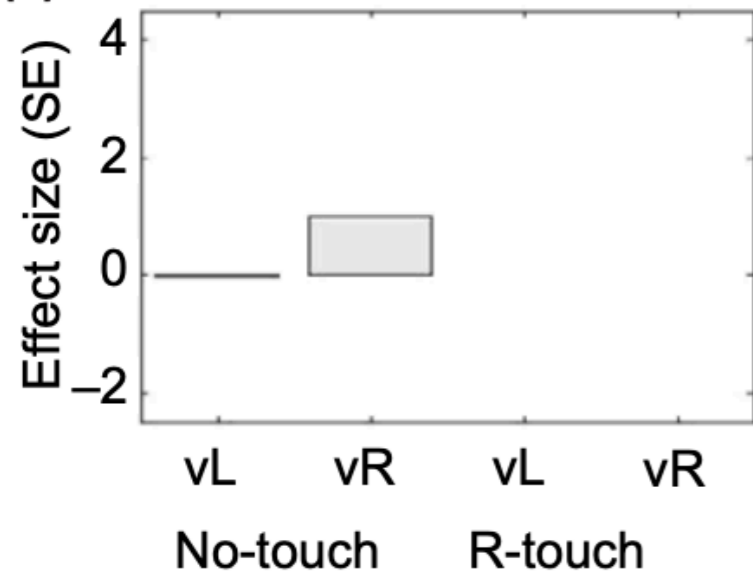


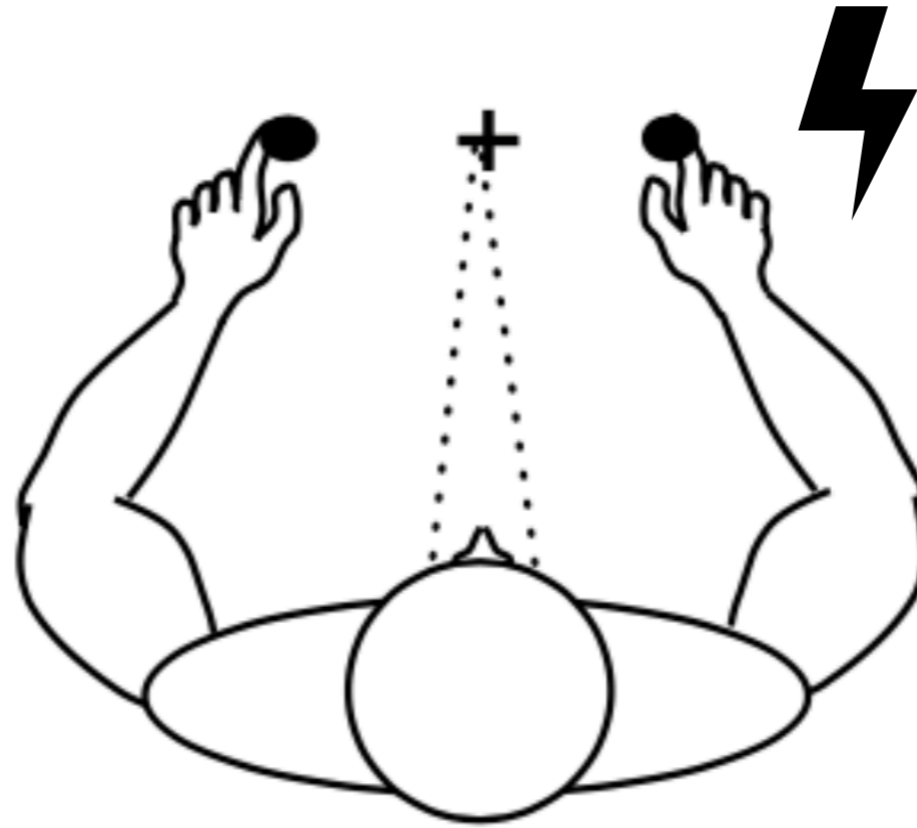


LEFT H.

RIGHT H.

(a)

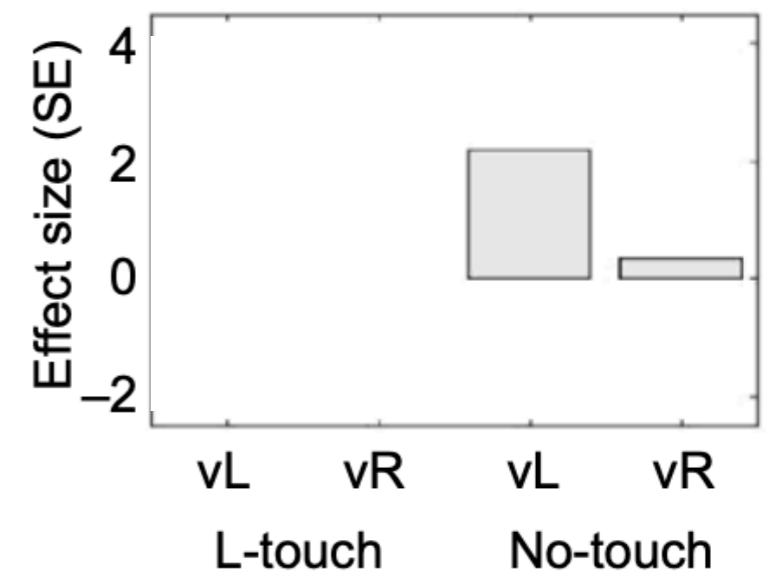
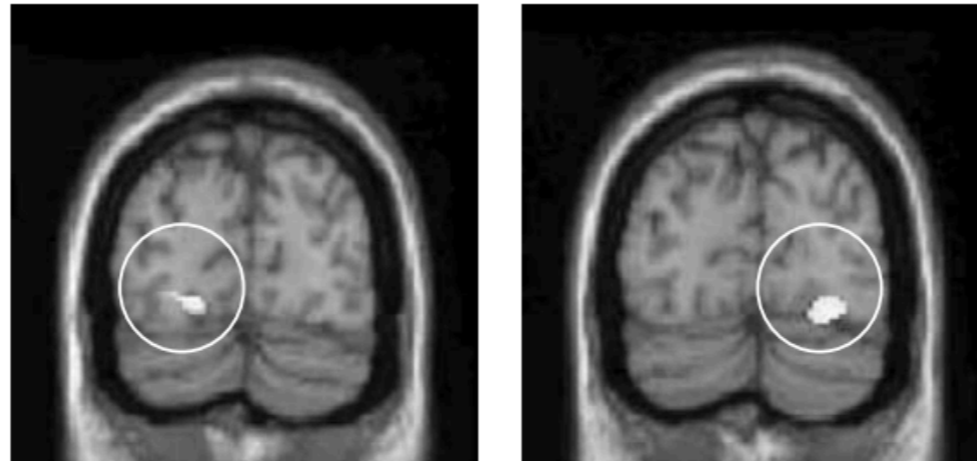
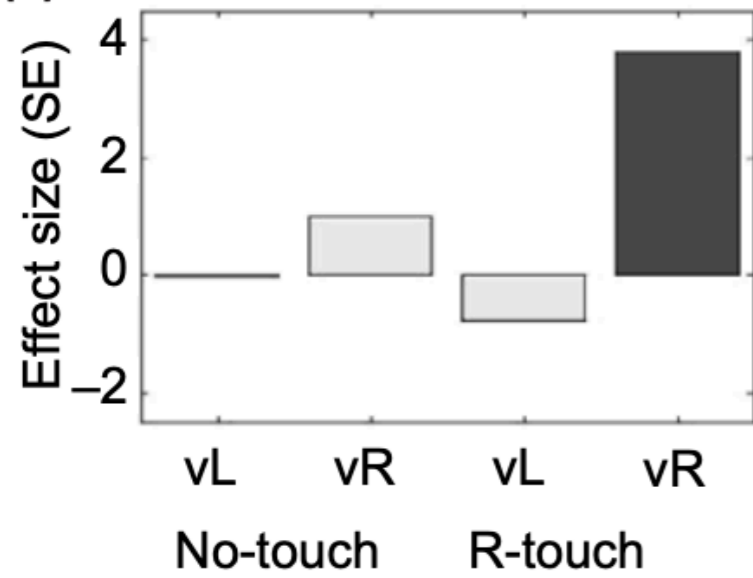


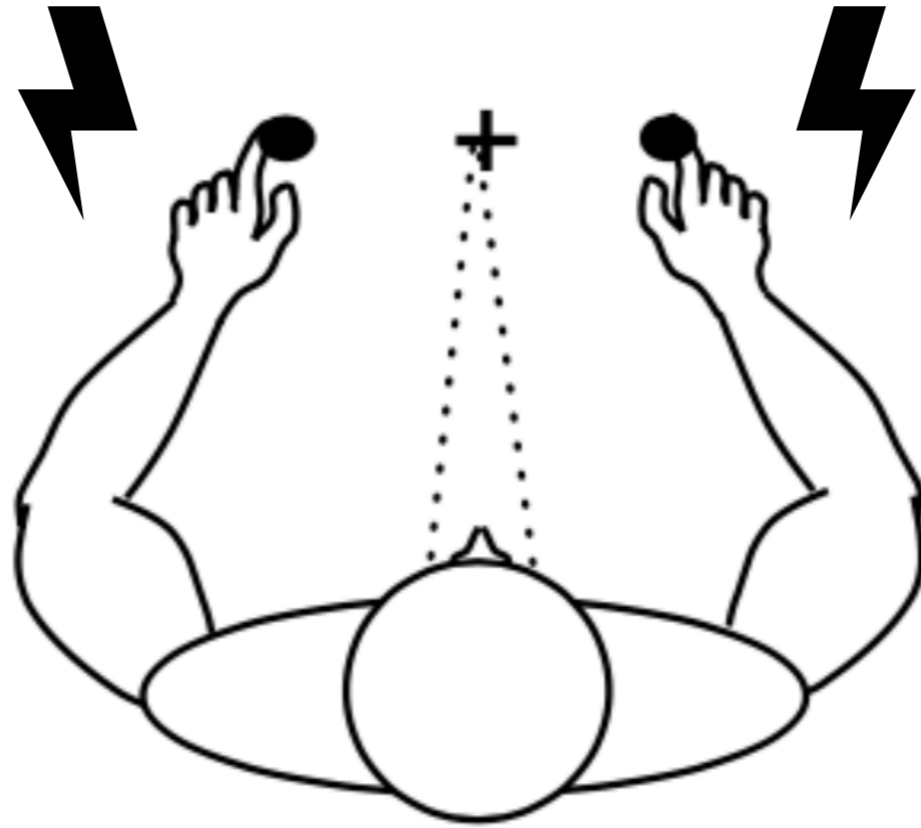


LEFT H.

RIGHT H.

(a)

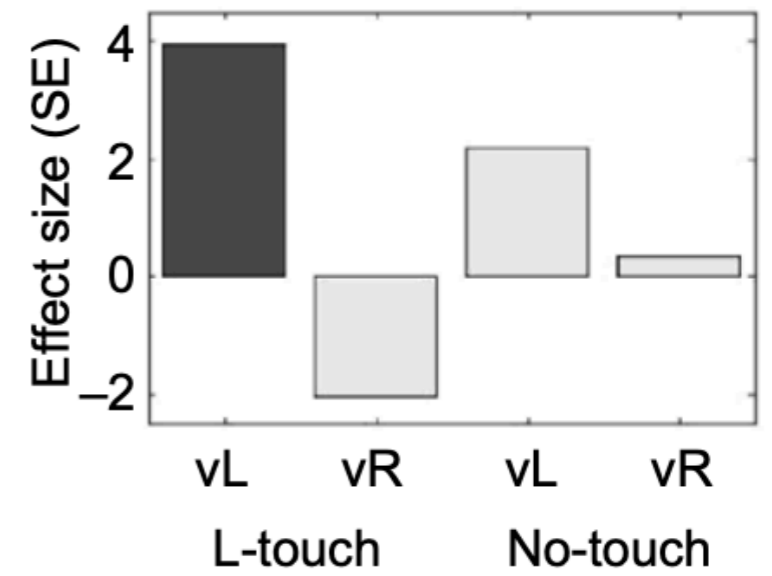
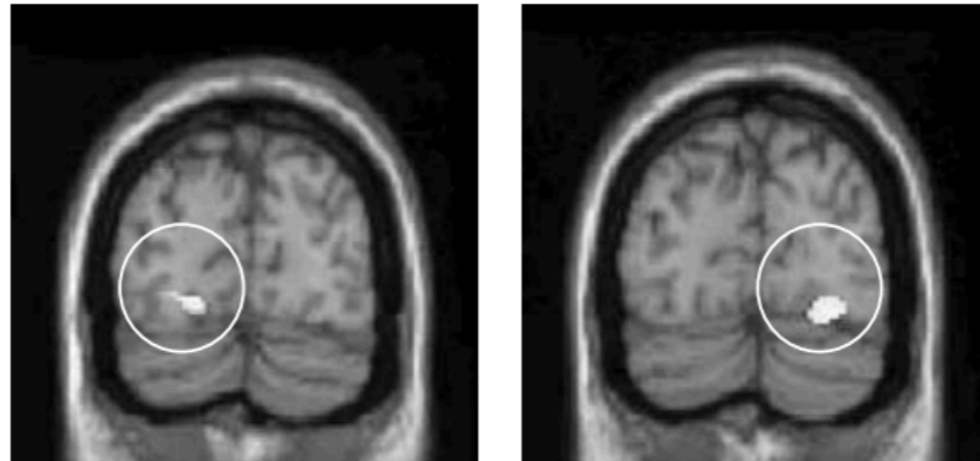
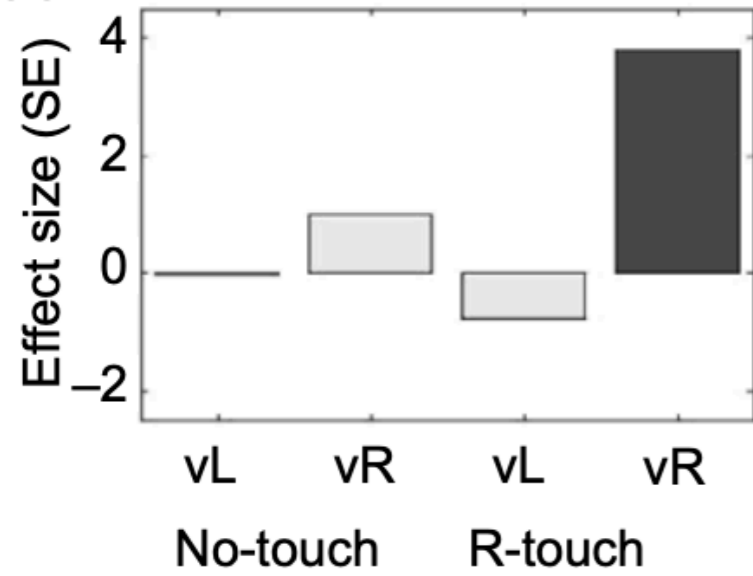




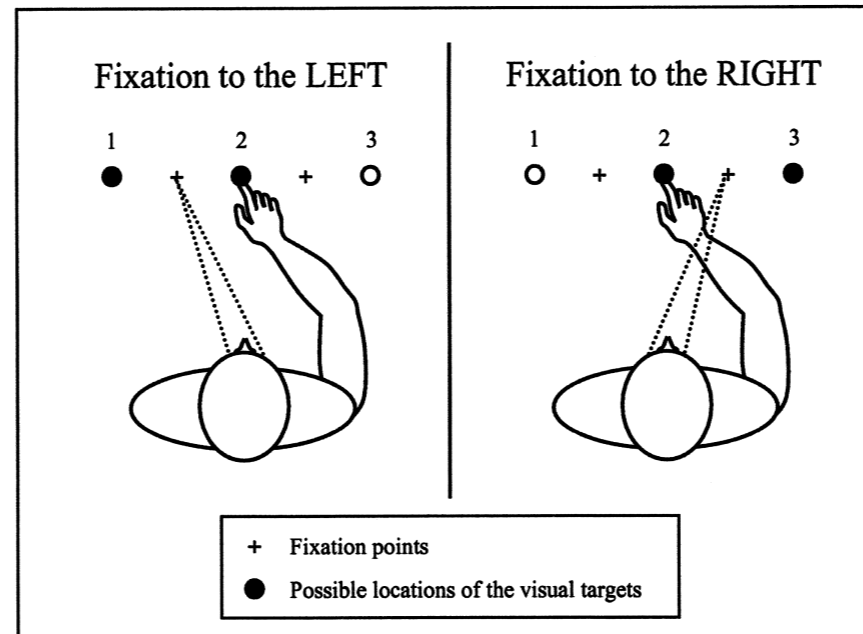
LEFT H.

RIGHT H.

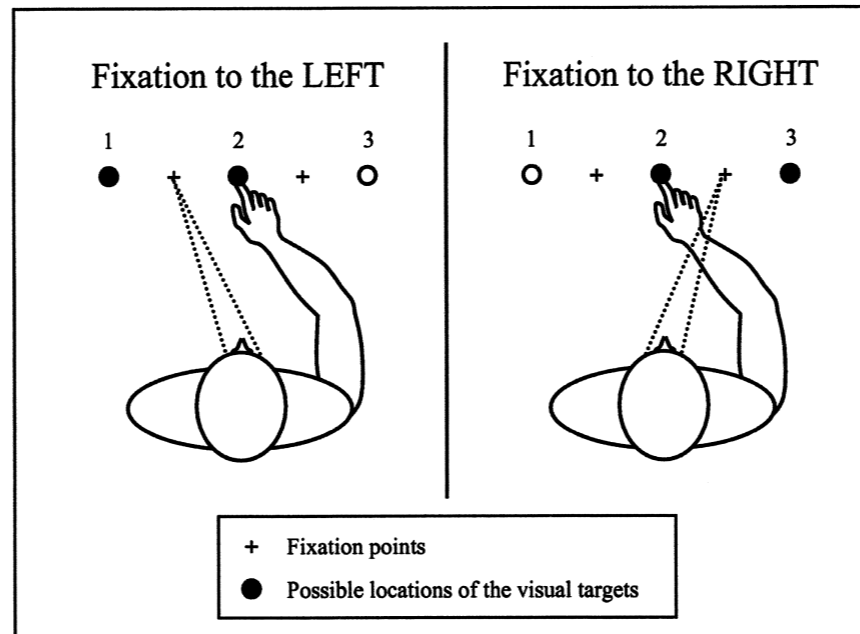
(a)



The shared location in external space determines crossmodal spatial effects



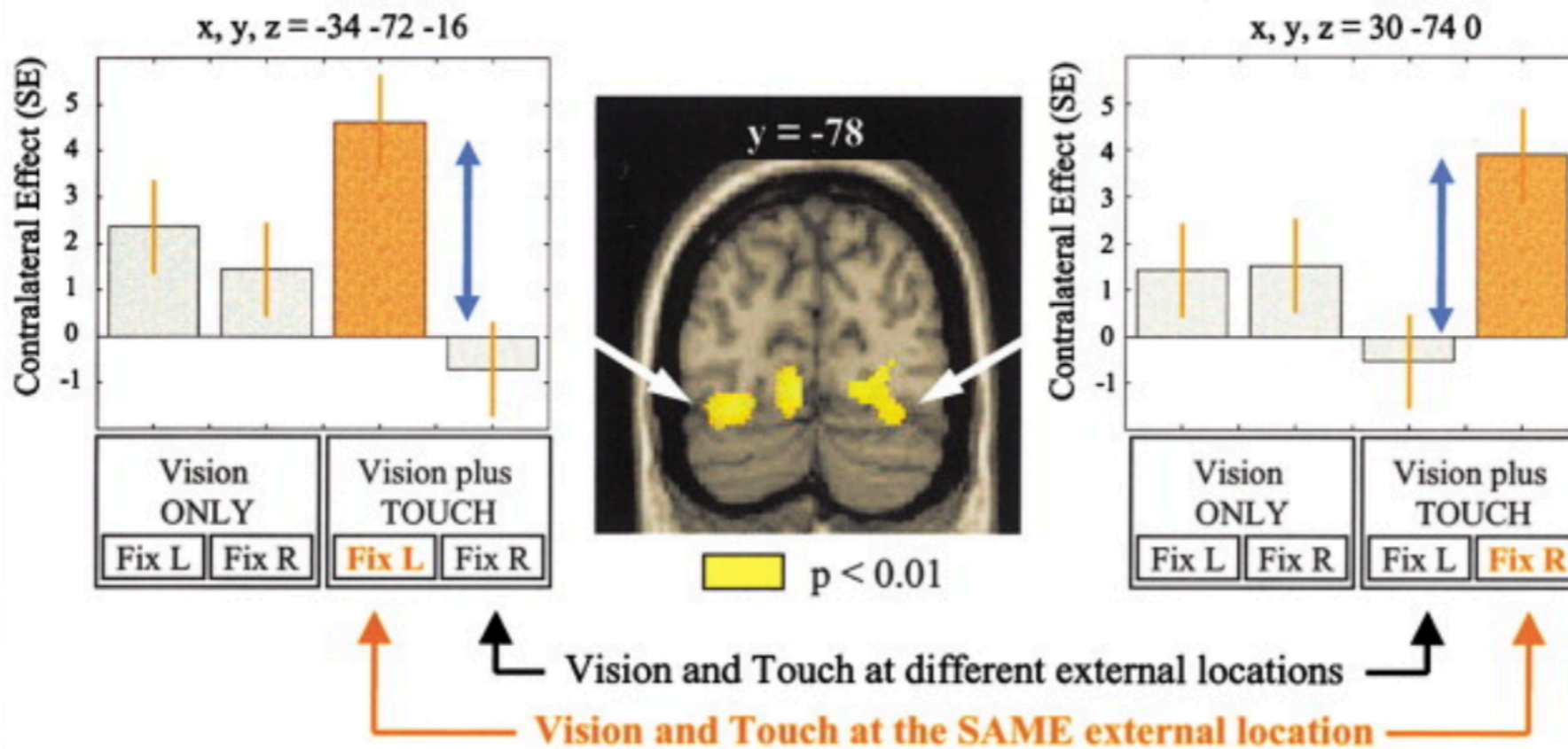
The shared location in external space determines crossmodal spatial effects



Experiment 2: Hand Occluded

C. Left fusiform/lingual gyrus

D. Right fusiform/lingual gyrus

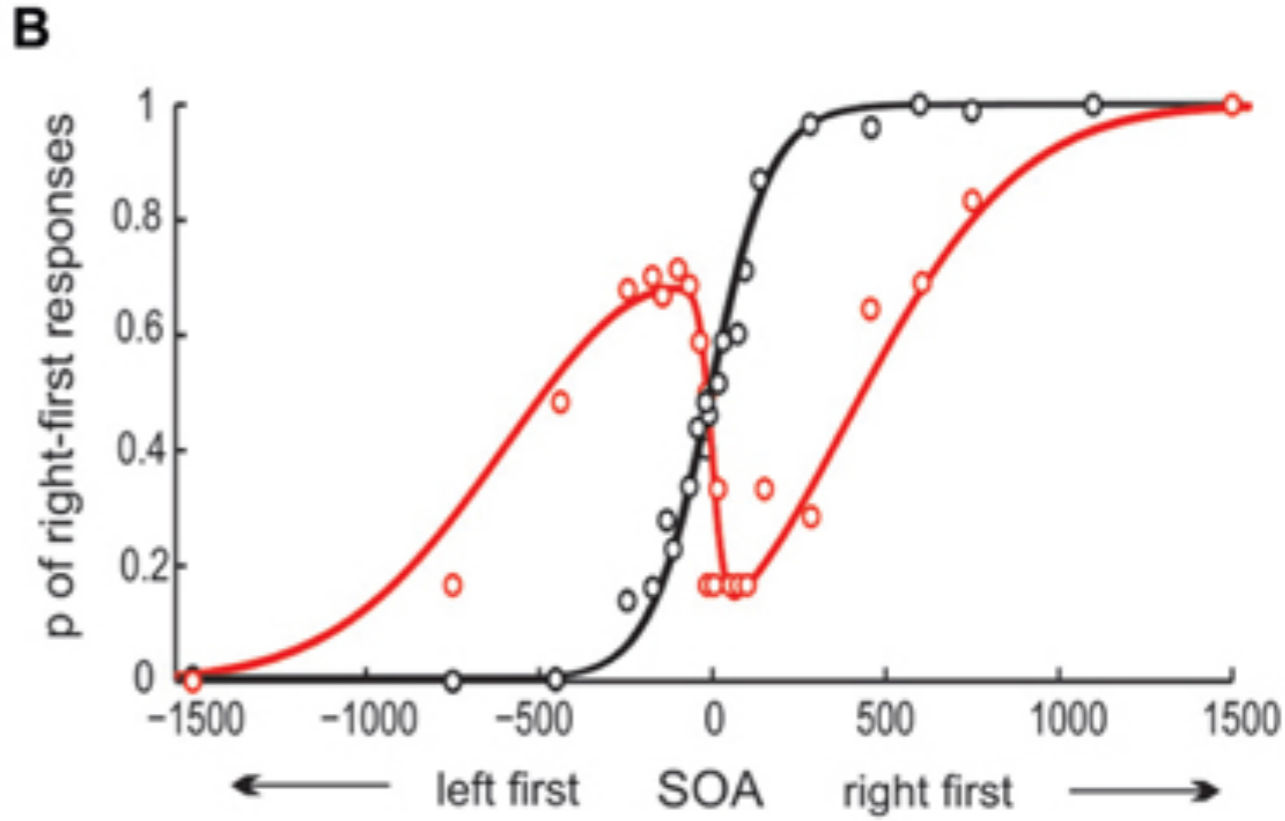
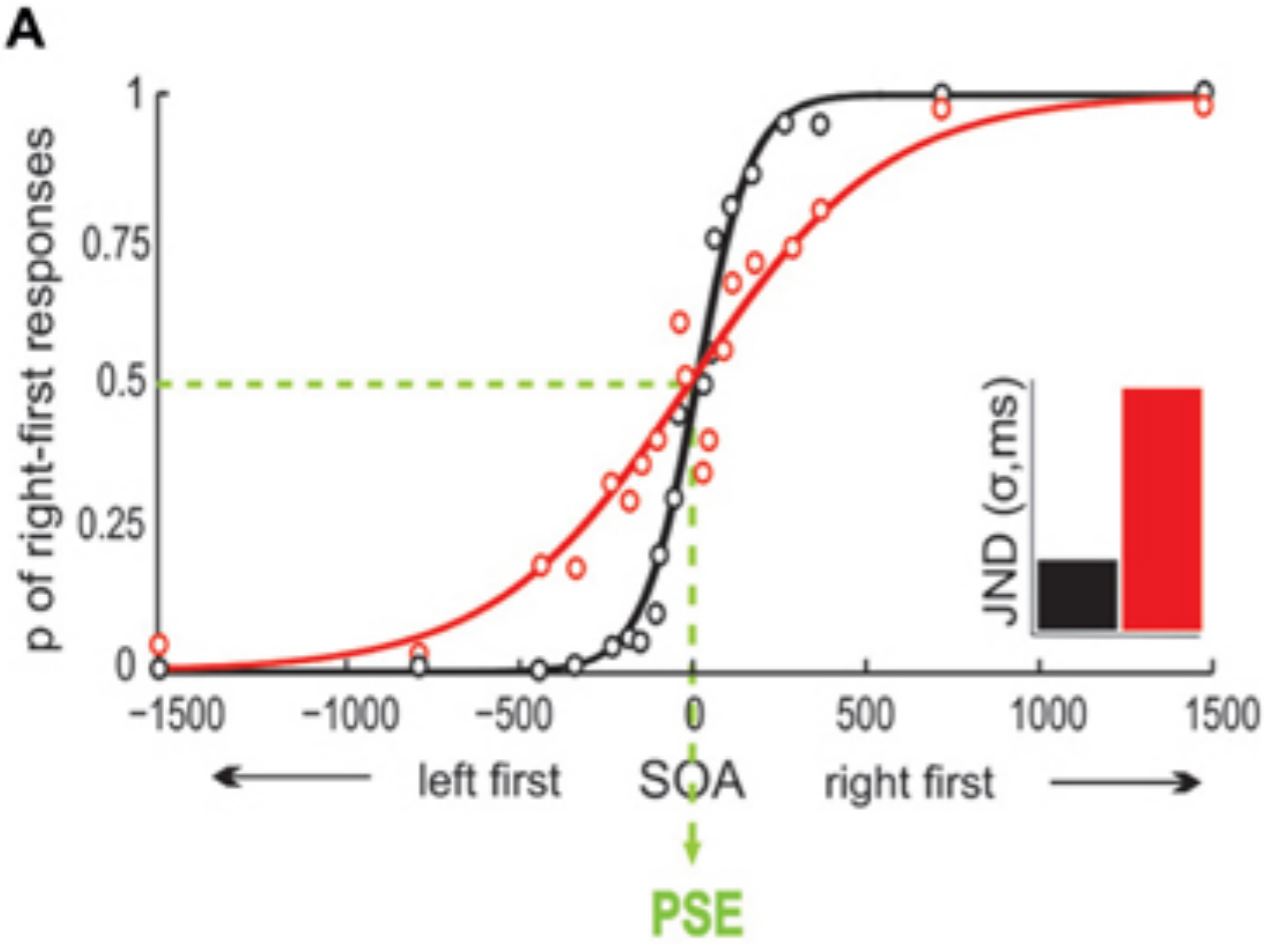


**Automatic remapping of touch in
external space?**

Tactile Temporal Order Judgement Task

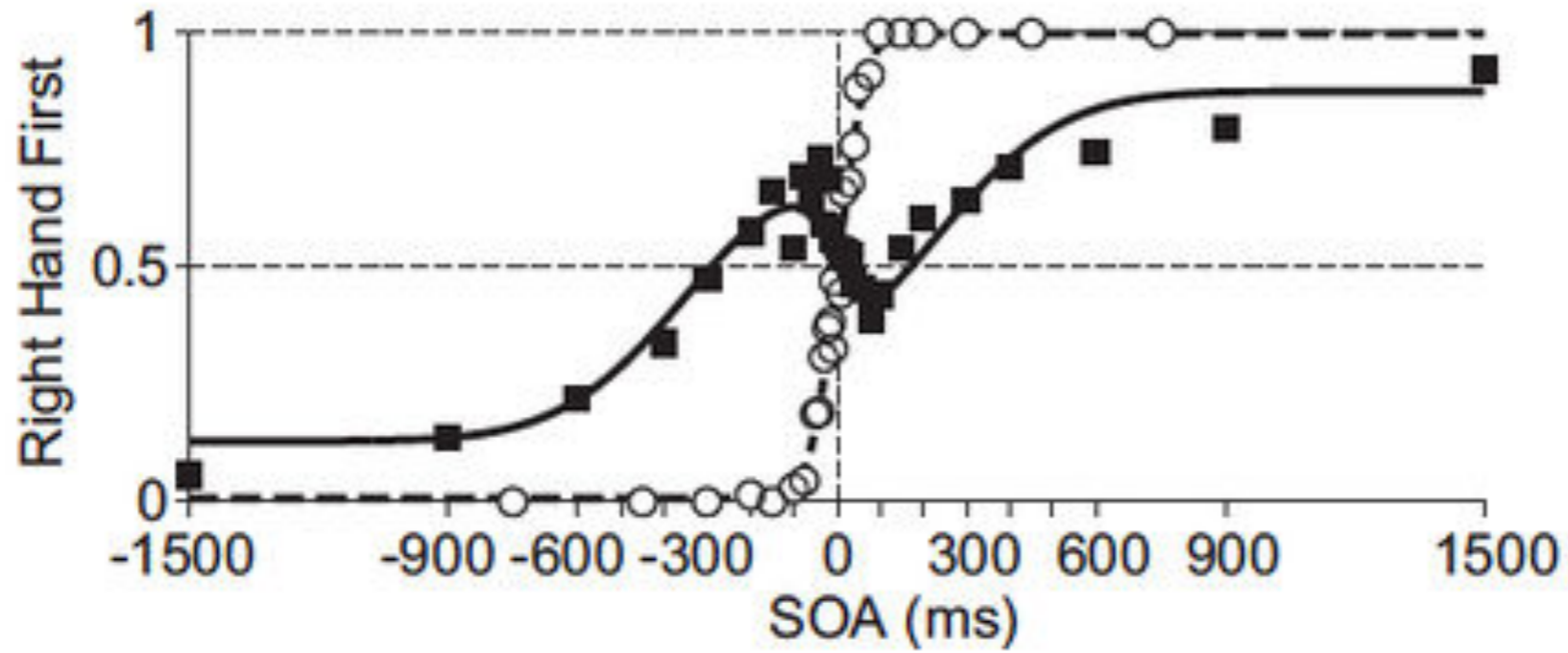


Tactile Temporal Order Judgement Task

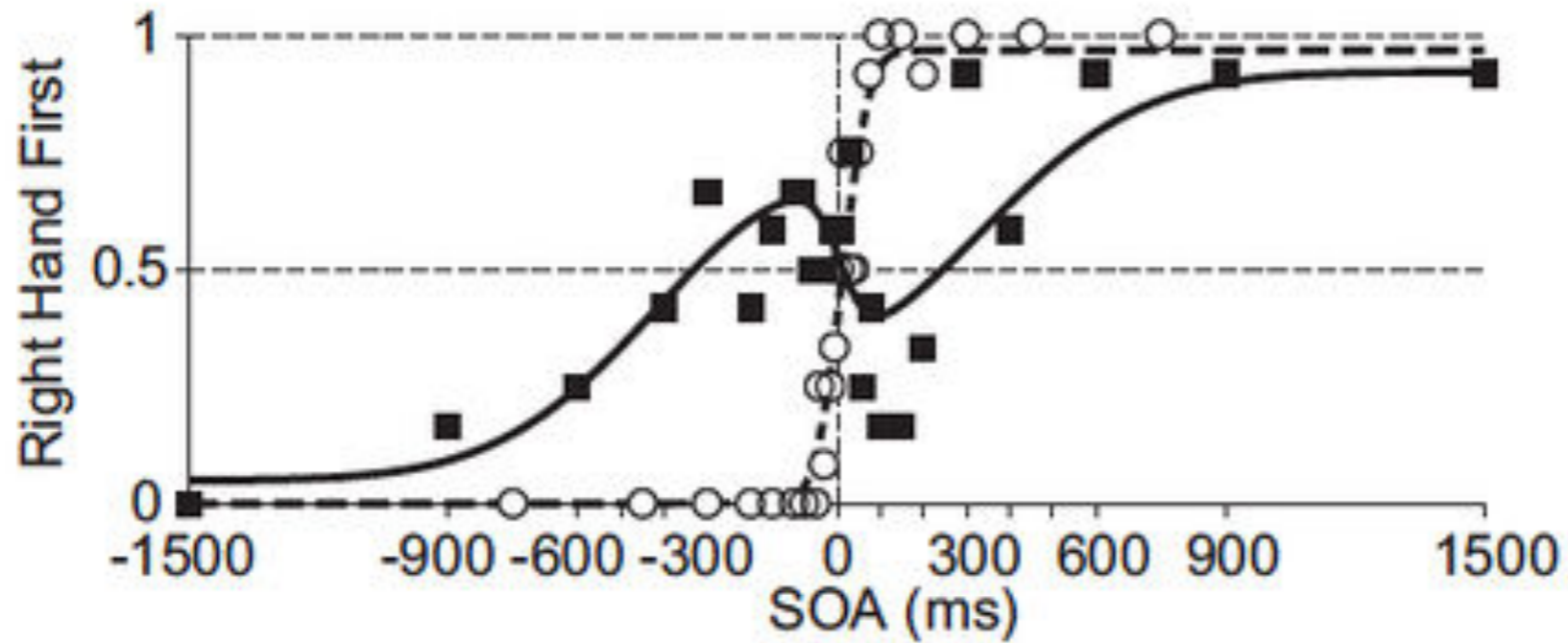


Yamamoto & Kitazawa., Nat. Neuroscience (2001)
Heed & Azanon., FiP (2014)

Crossing Hands



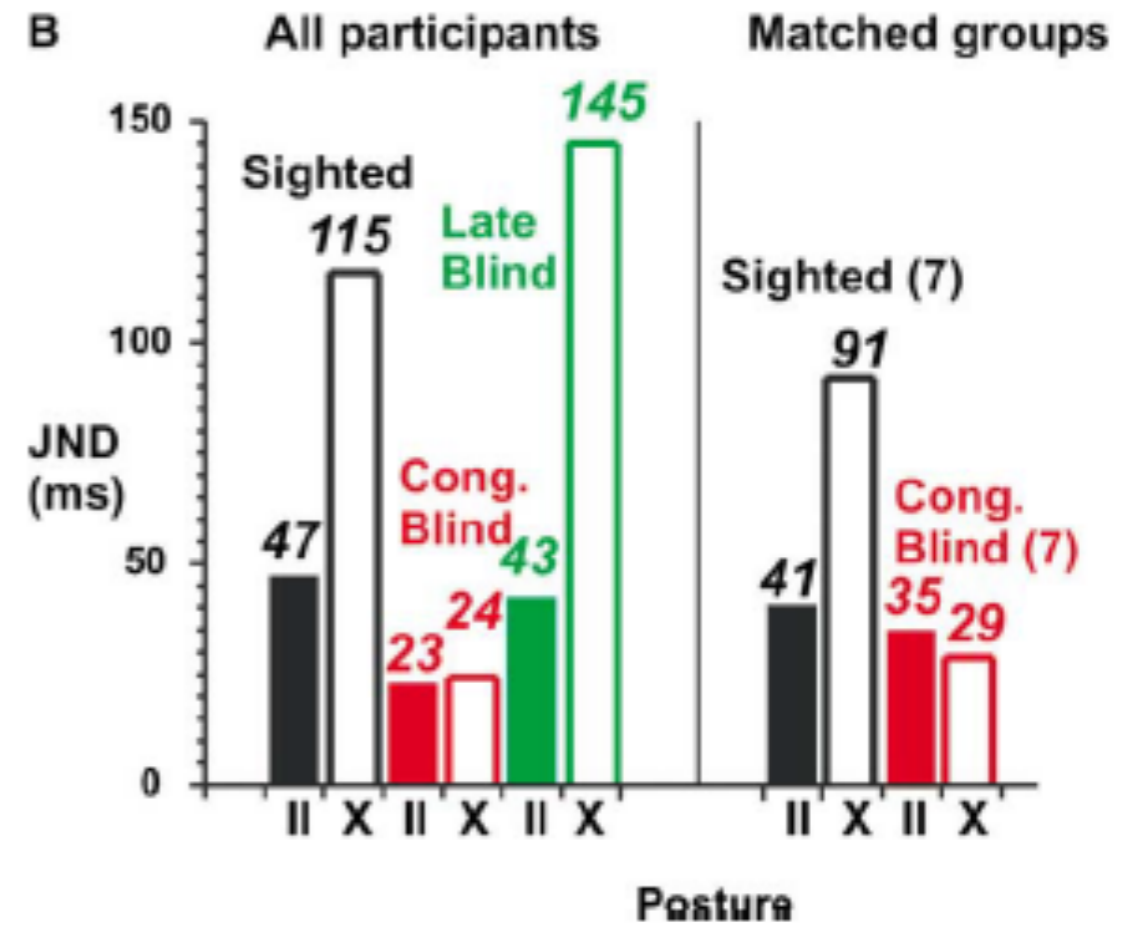
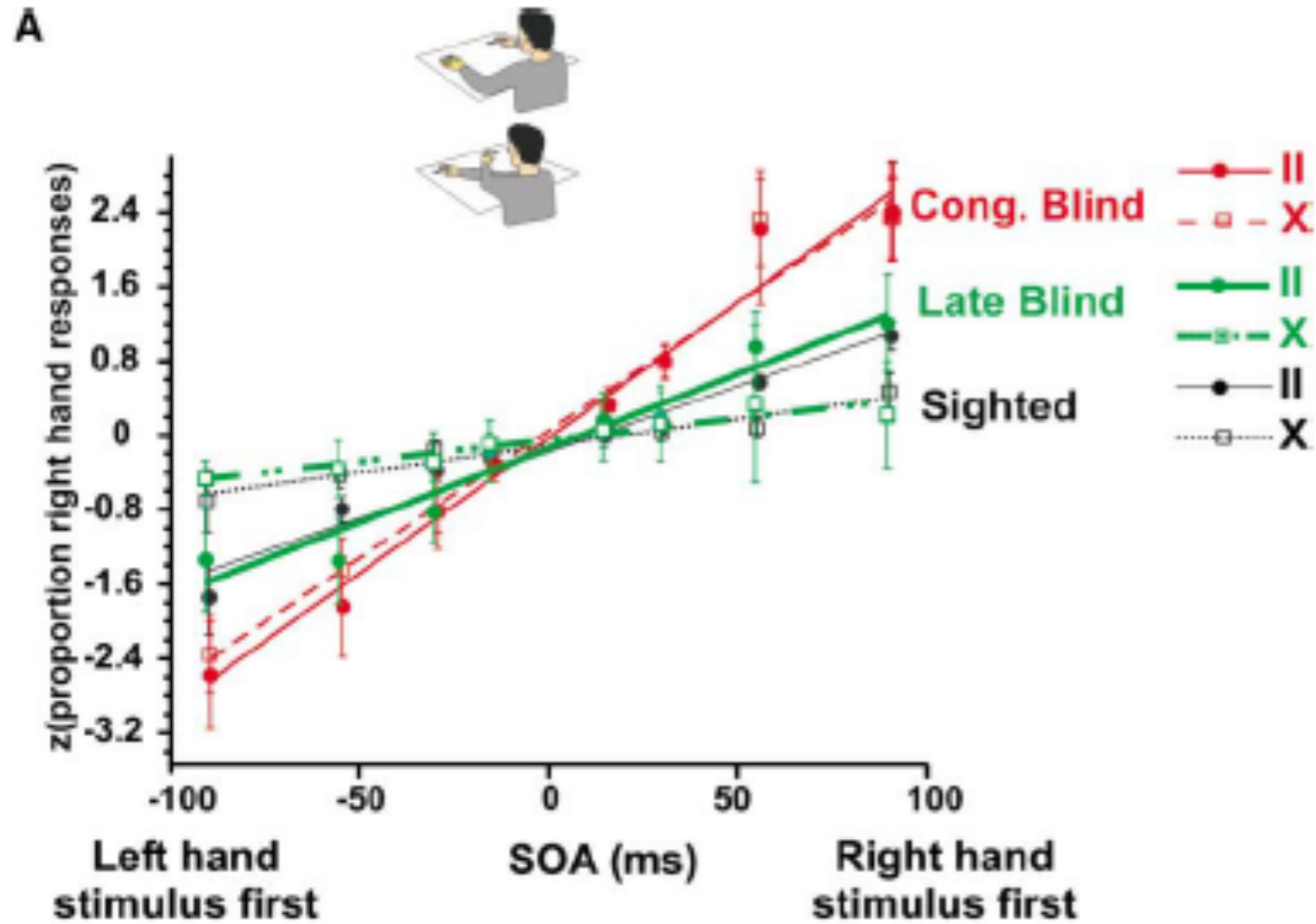
Crossing Sticks



Why?

**> Remap somatosensory coordinate
onto external coordinate for VISION**

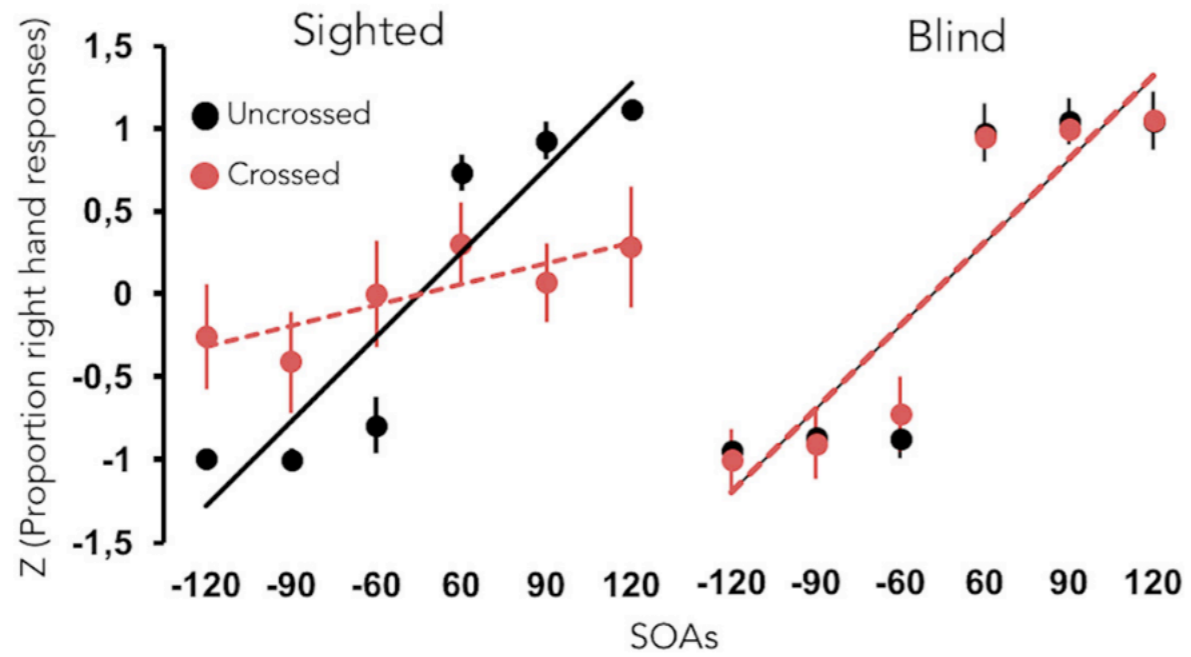
External remapping of touch in the blind



Neural correlates of the external remapping of touch in the blind

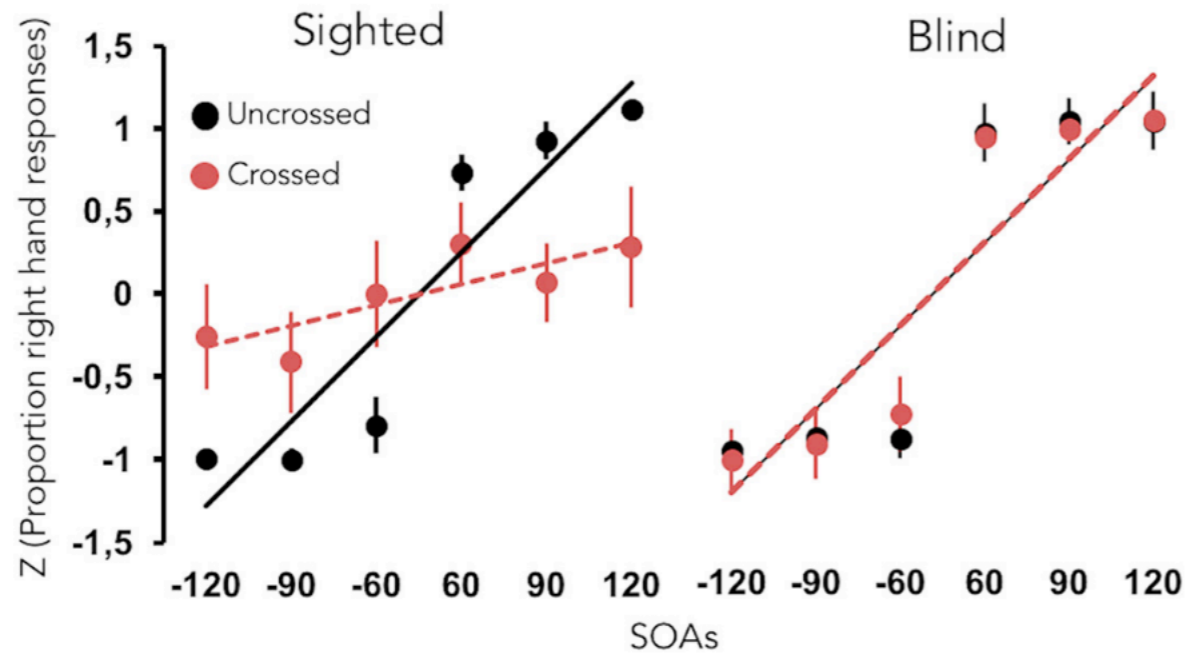
Neural correlates of the external remapping of touch in the blind

a Performance in the TOJ task

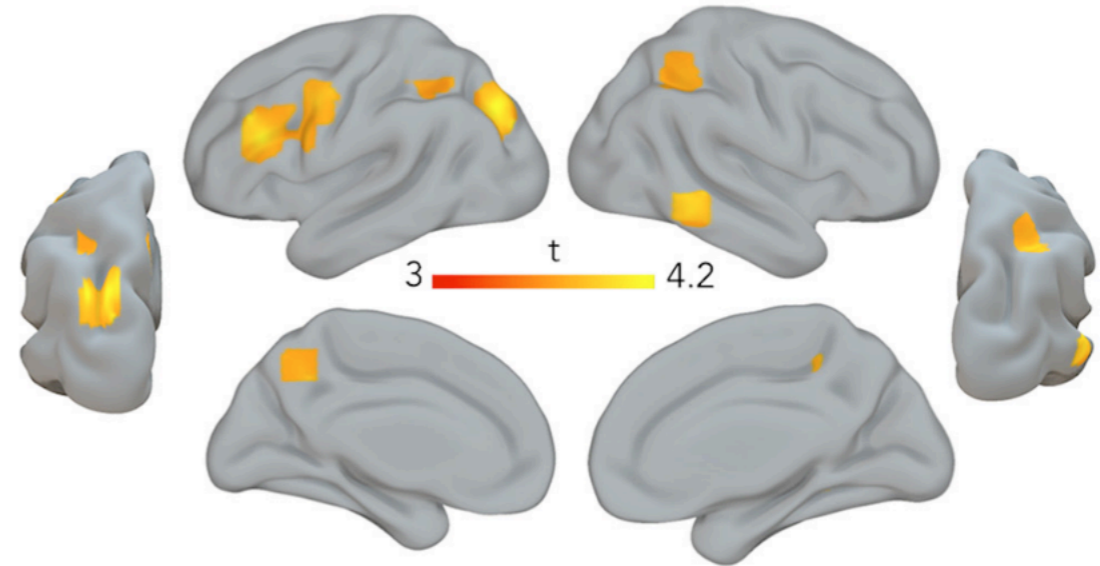


Neural correlates of the external remapping of touch in the blind

a Performance in the TOJ task

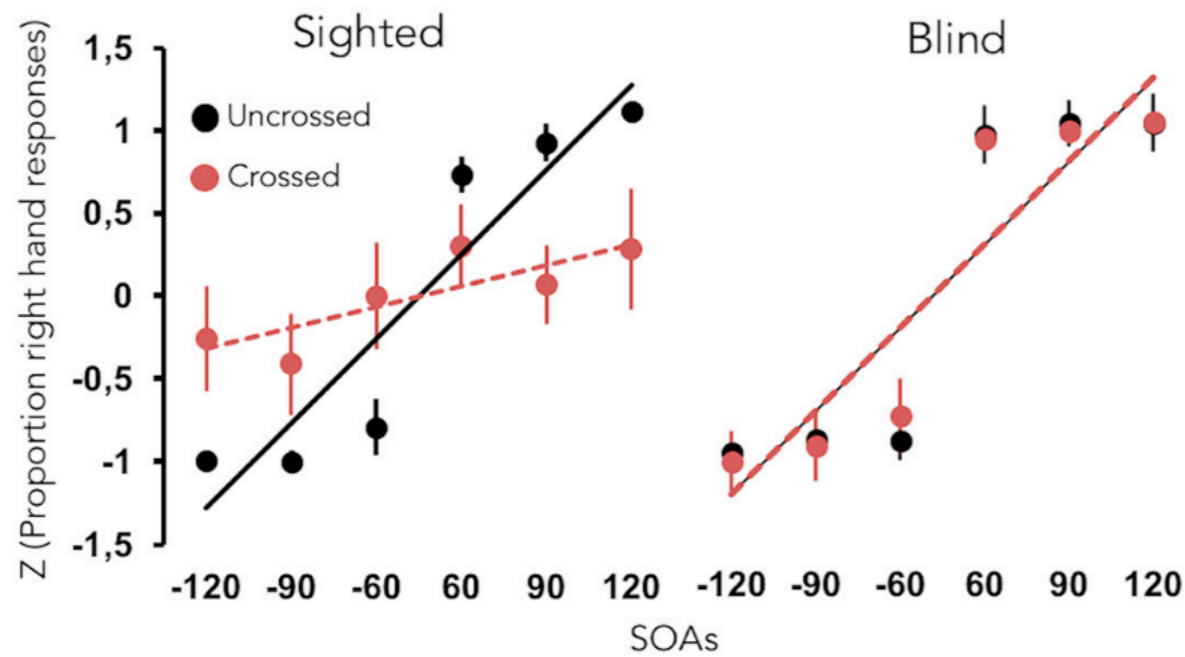


b Sighted [Crossed > Uncrossed]

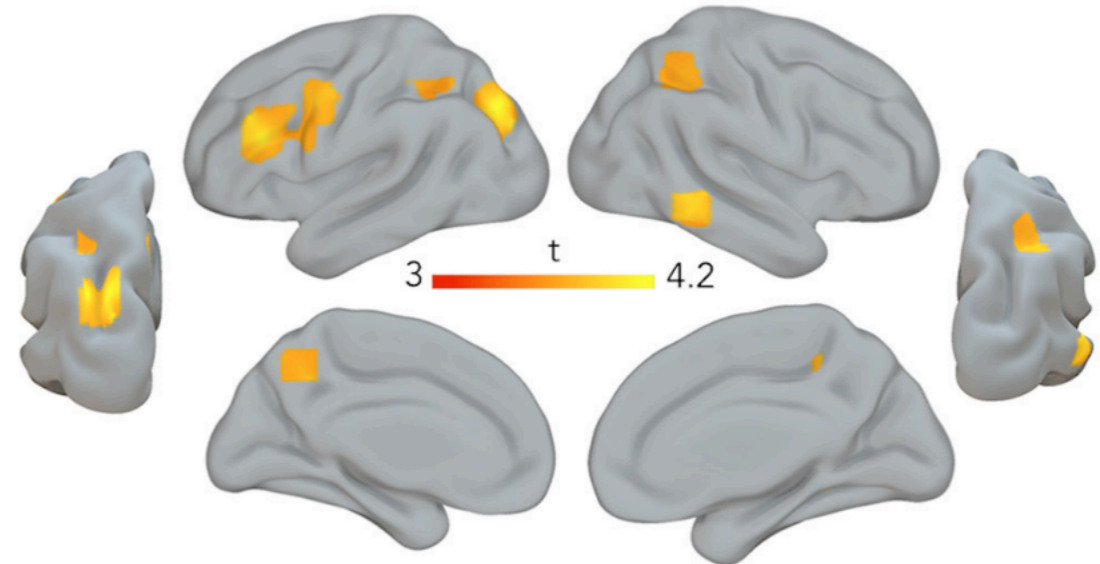


Neural correlates of the external remapping of touch in the blind

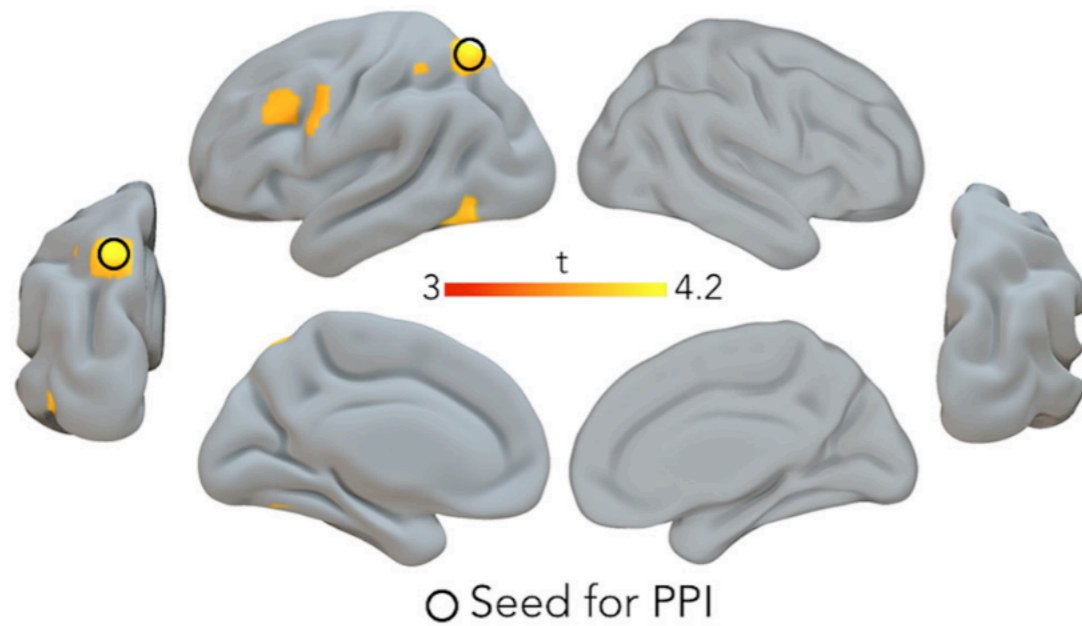
a Performance in the TOJ task



b Sighted [Crossed > Uncrossed]

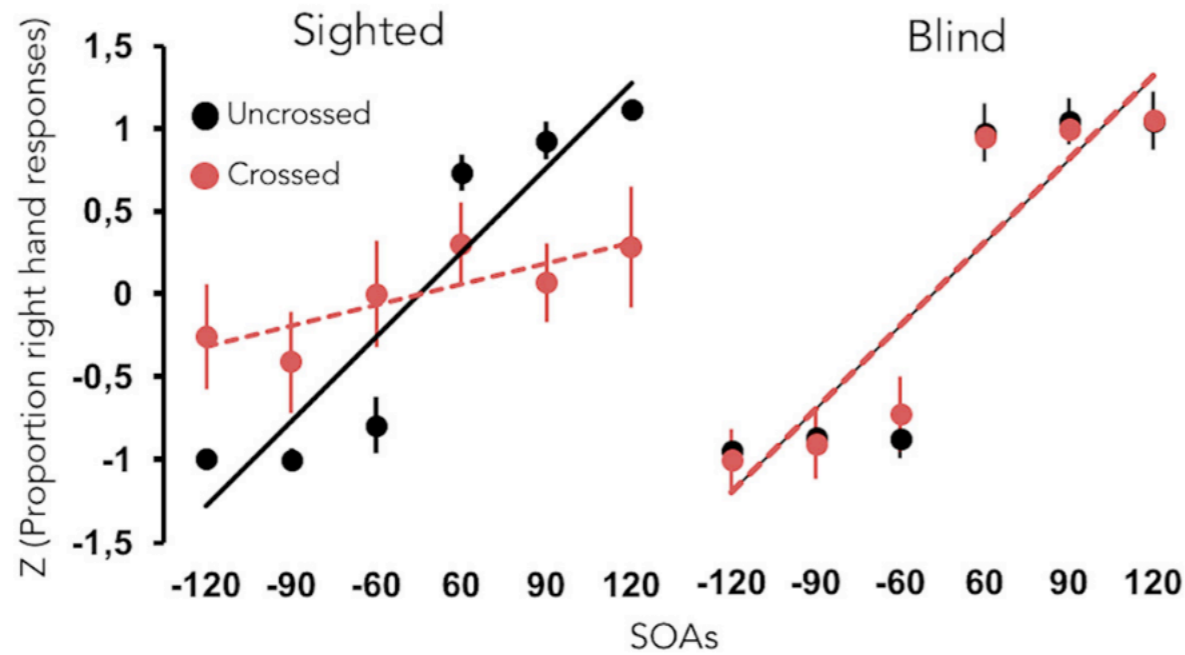


c Sighted > Blind [Crossed > Uncrossed]

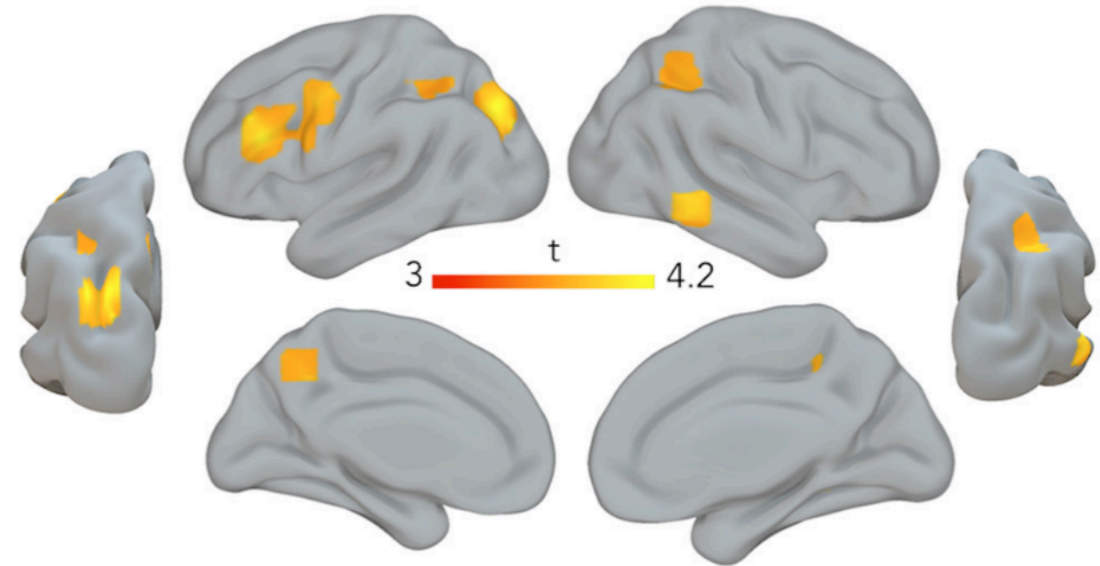


Neural correlates of the external remapping of touch in the blind

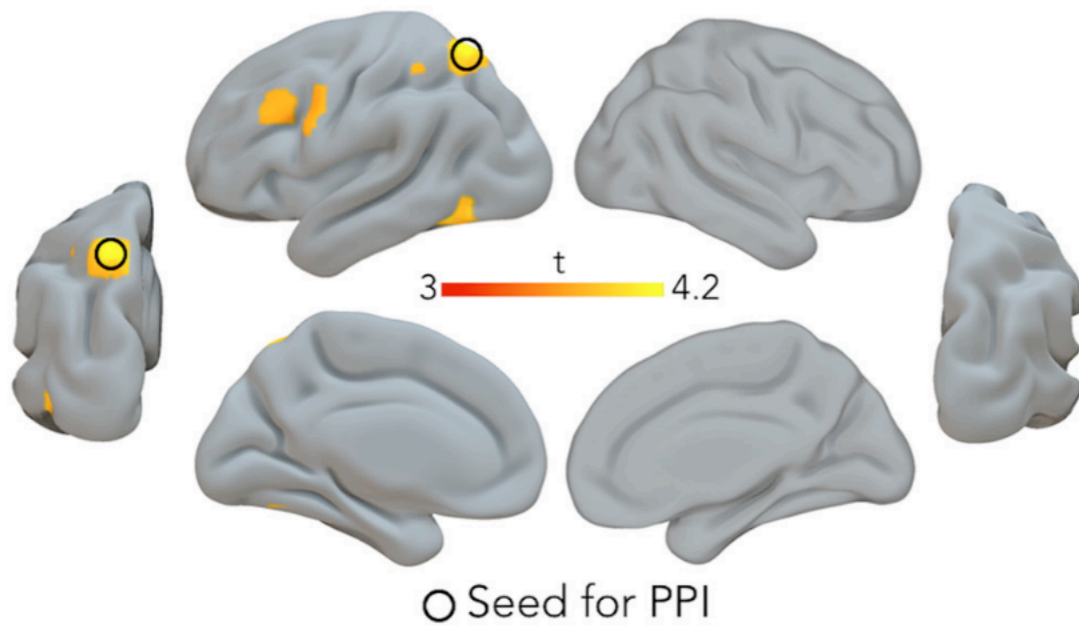
a Performance in the TOJ task



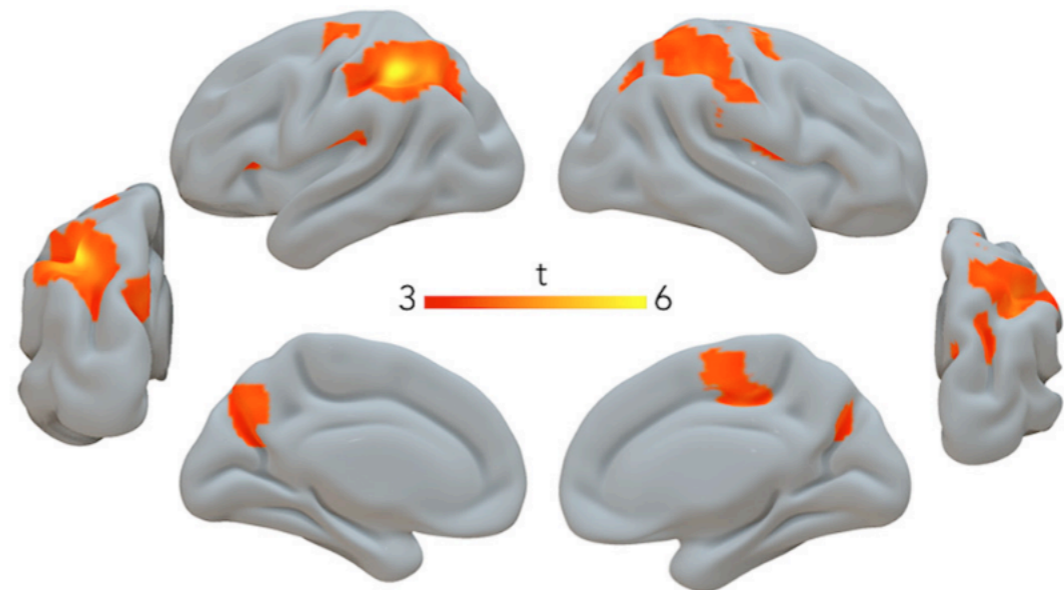
b Sighted [Crossed > Uncrossed]



c Sighted > Blind [Crossed > Uncrossed]



d PPI: Blind > Sighted [Crossed > Uncrossed]



"High-level"
Visuo-Tactile integration
[Body Perception]

Rubber Hand Illusion



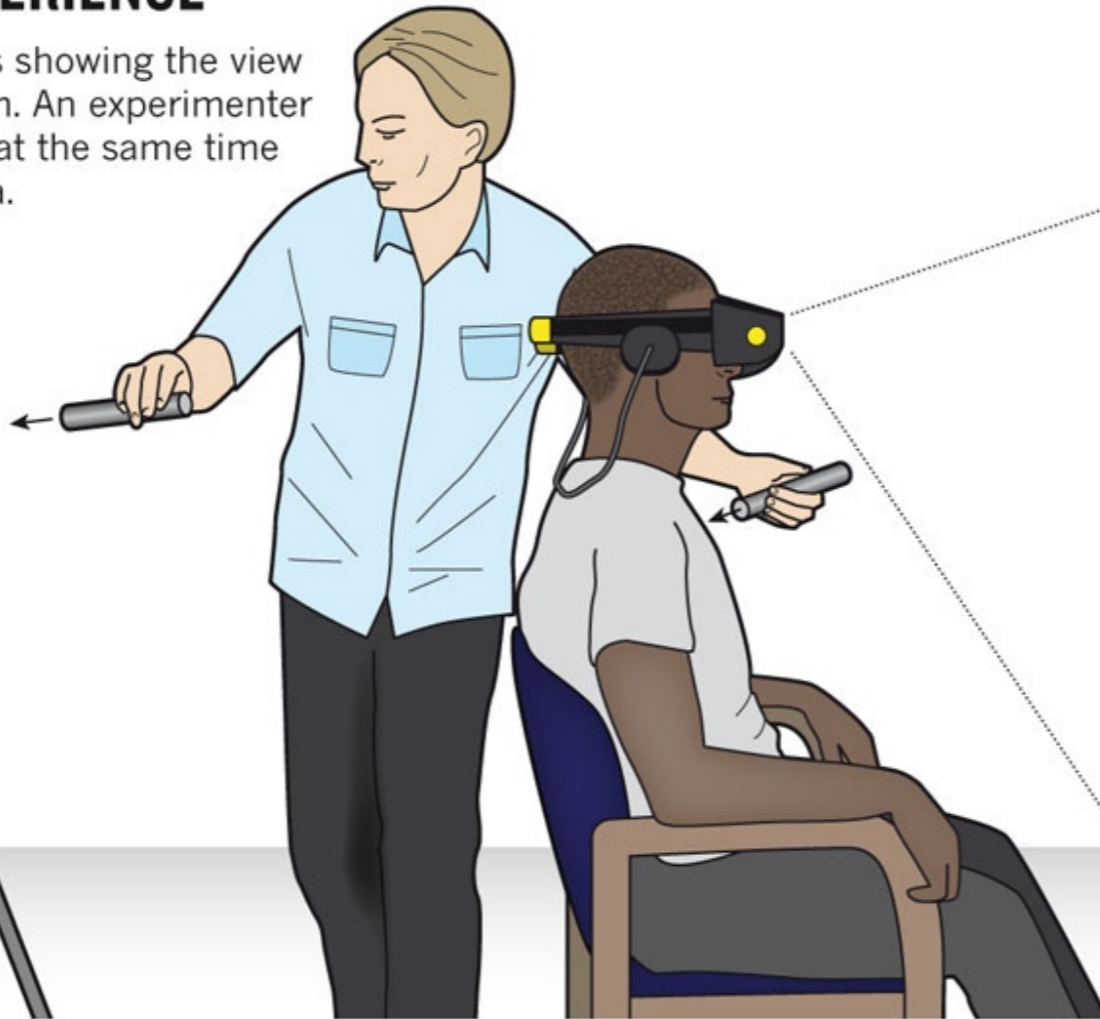




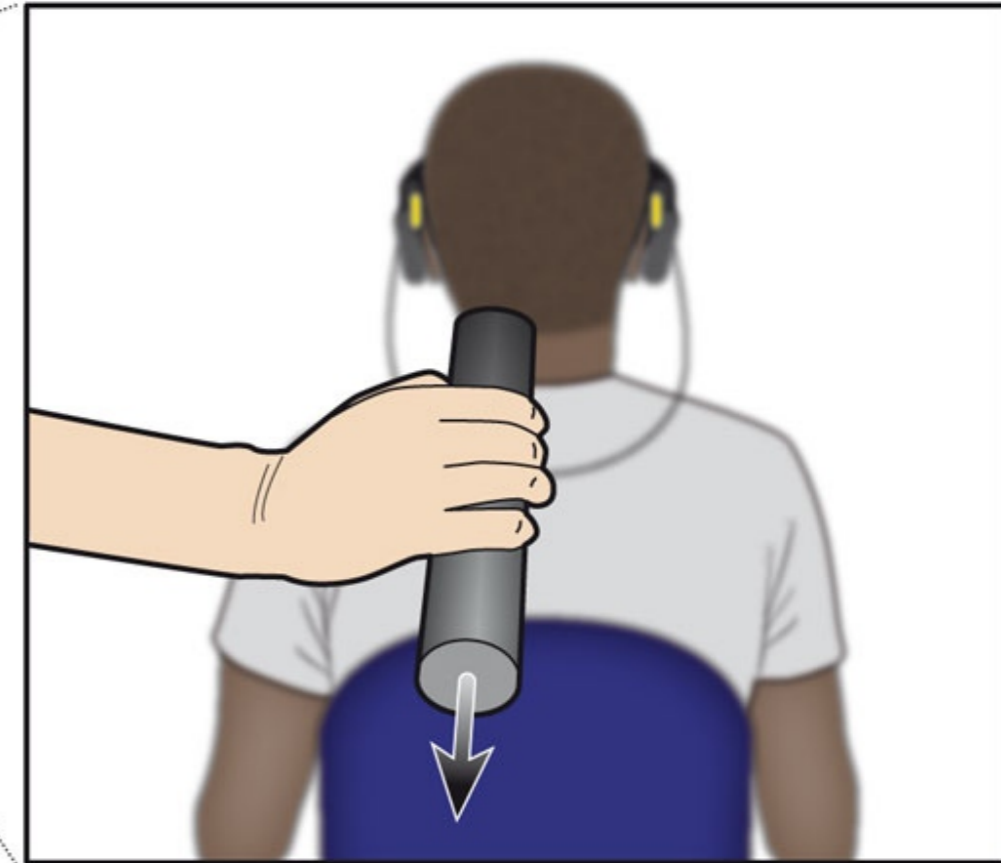
Out of Body Experiment

OUT-OF-BODY EXPERIENCE

1. A subject wears goggles showing the view from a camera behind him. An experimenter prods the subject's chest at the same time as prodding at the camera.



2. The subject sees the hand prodding towards the camera as he feels his chest being prodded. He also sees his body from behind. This creates a vivid sense that his real body is floating behind the one he sees.



Out of Body Experiment



Out of Body Experiment



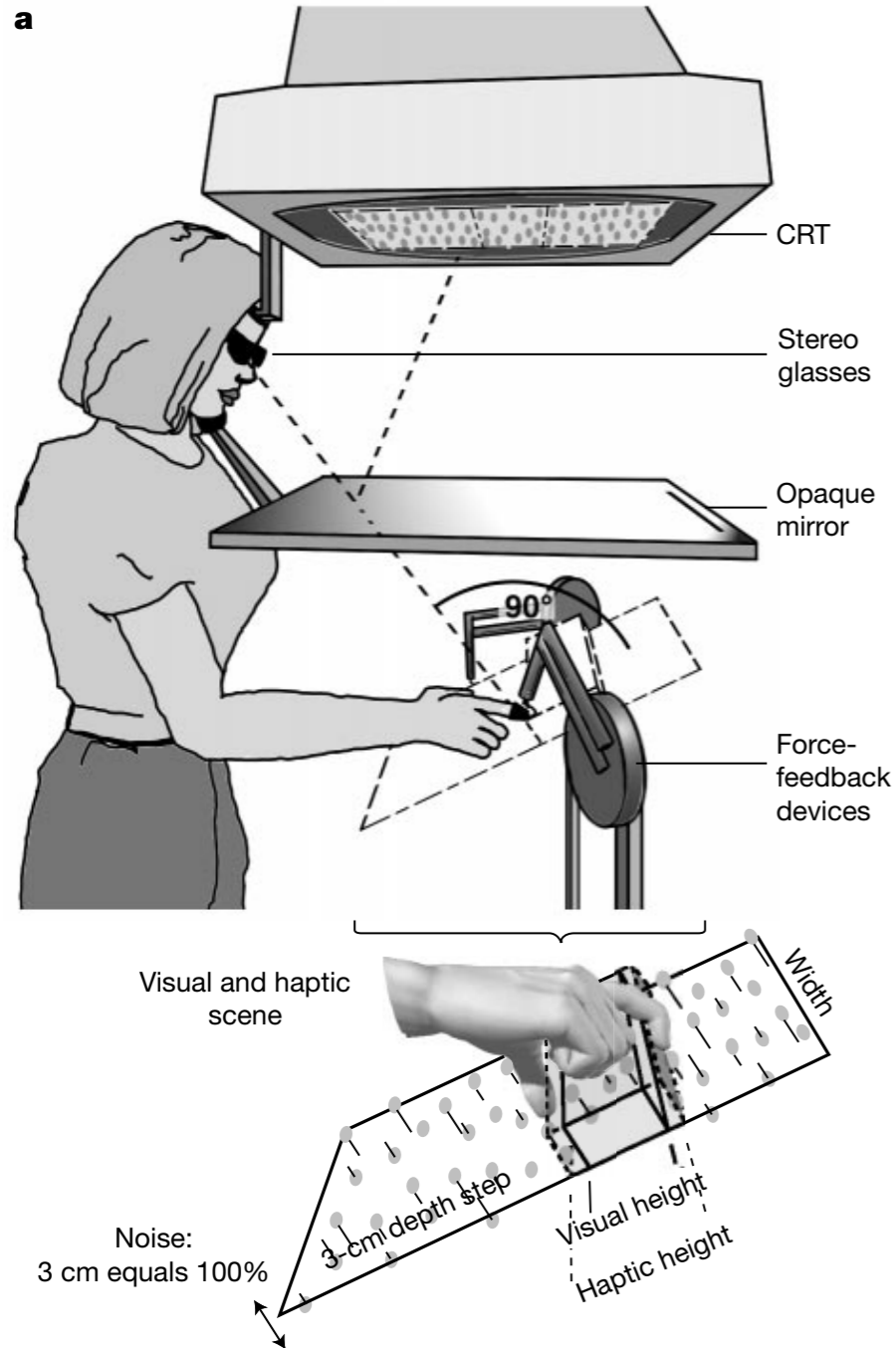
"High-level"
Visuo-Tactile integration
[Shape Perception]

.....

Humans integrate visual and haptic information in a statistically optimal fashion

Marc O. Ernst* & Martin S. Banks

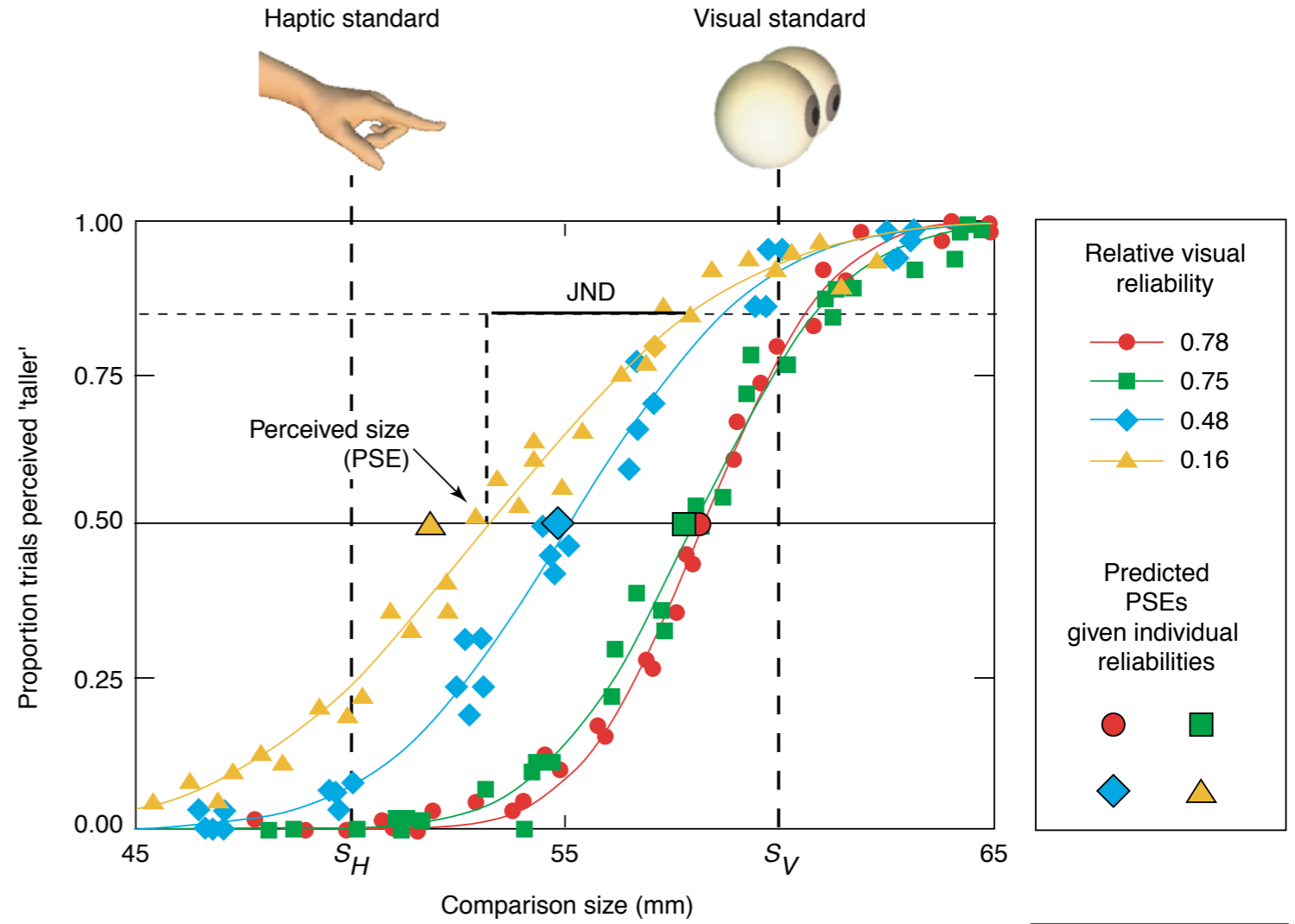
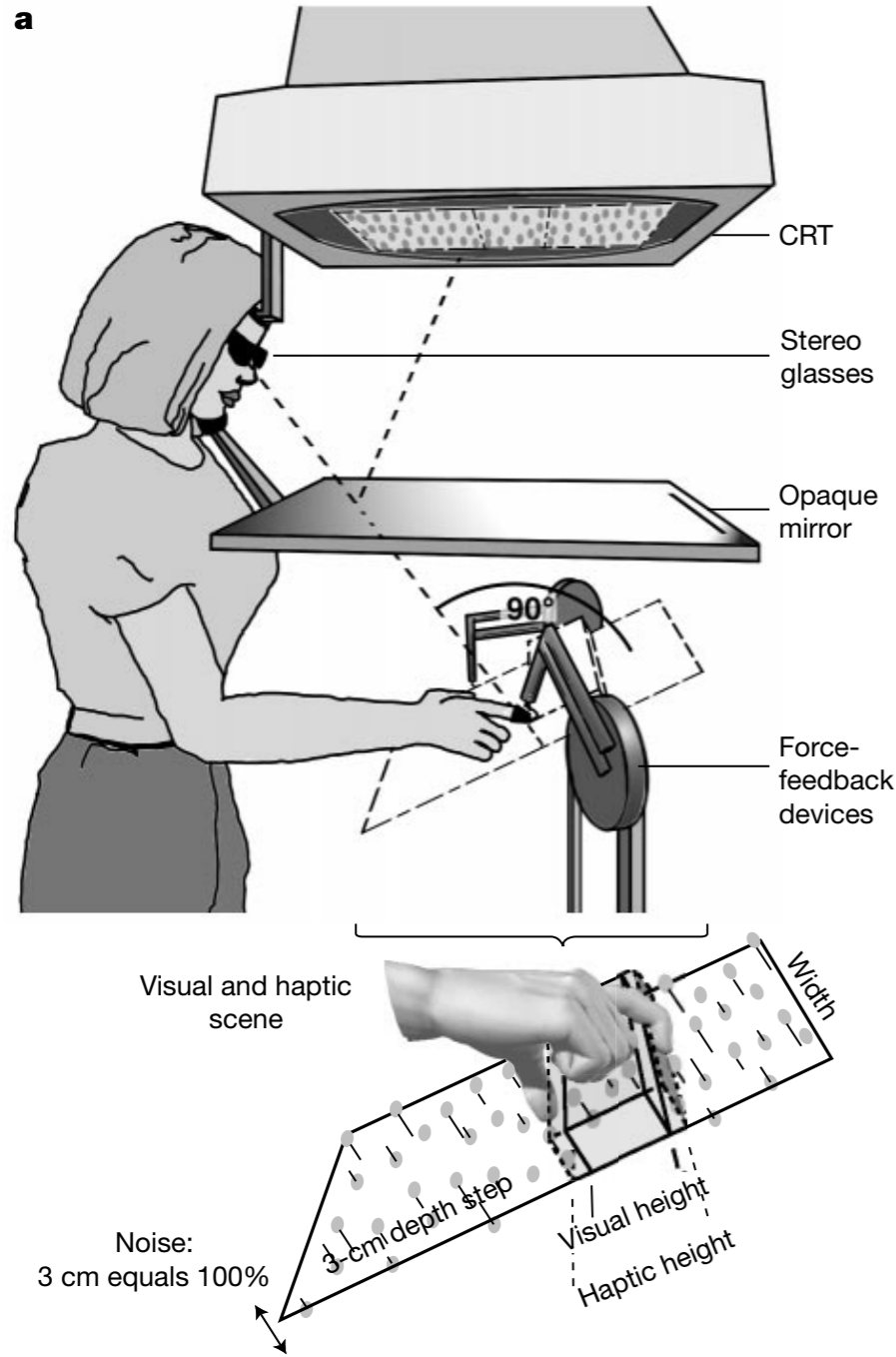
Vision Science Program/School of Optometry, University of California, Berkeley
94720-2020, USA



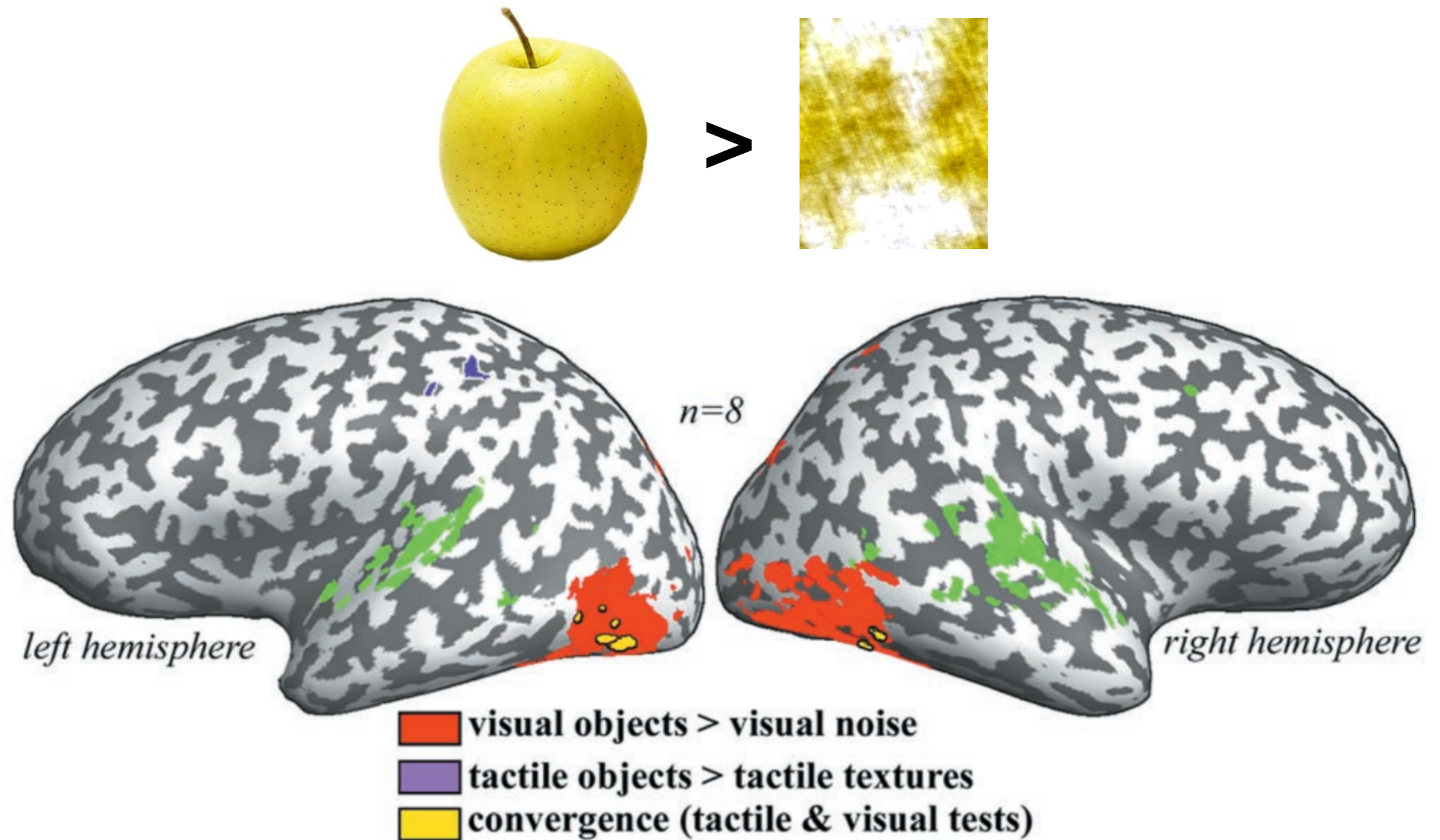
Humans integrate visual and haptic information in a statistically optimal fashion

Marc O. Ernst* & Martin S. Banks

Vision Science Program/School of Optometry, University of California, Berkeley
94720-2020, USA



Convergence of visual and tactile object recognition



Is the lateral occipito-temporal cortex encoding supramodal shape

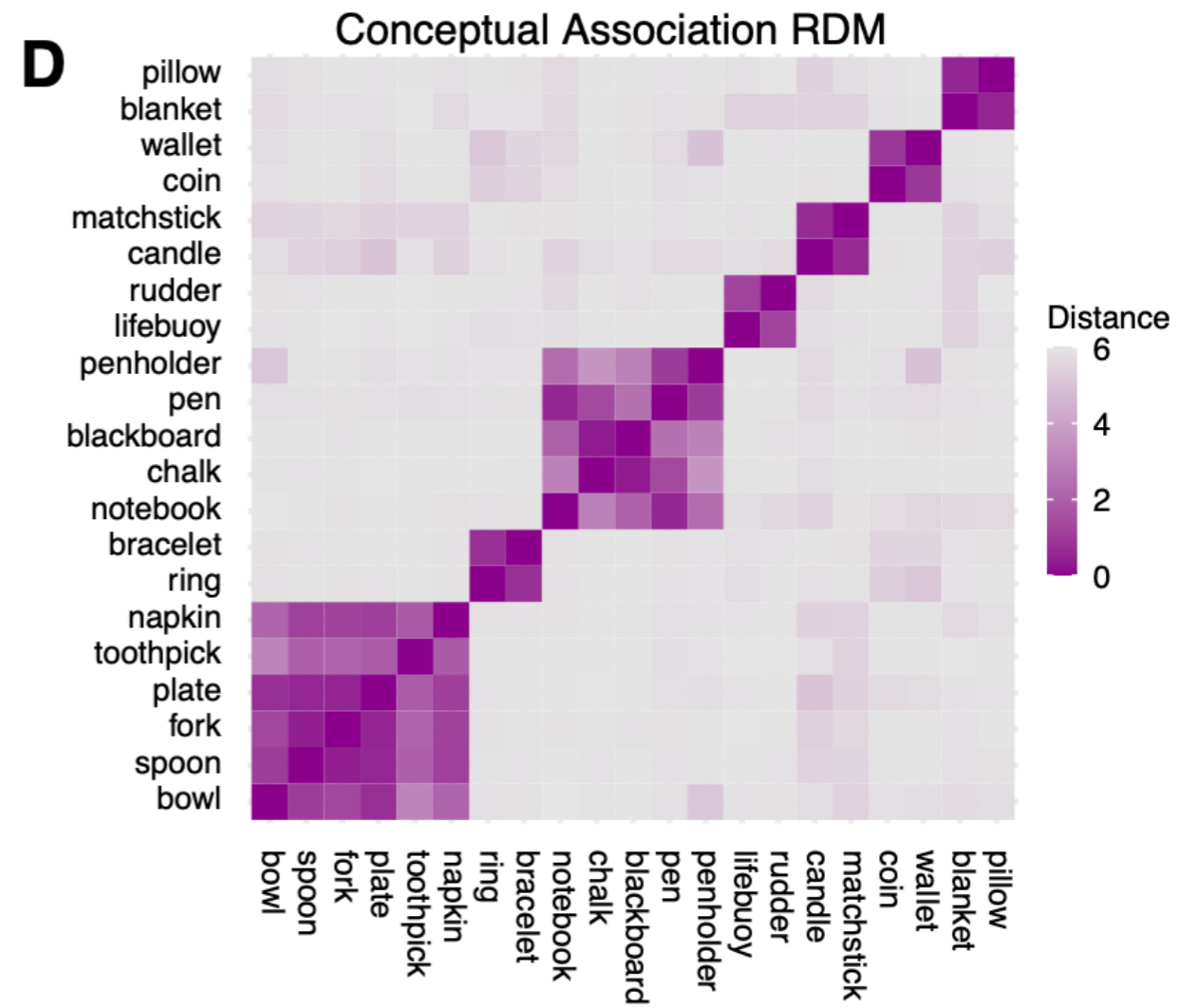
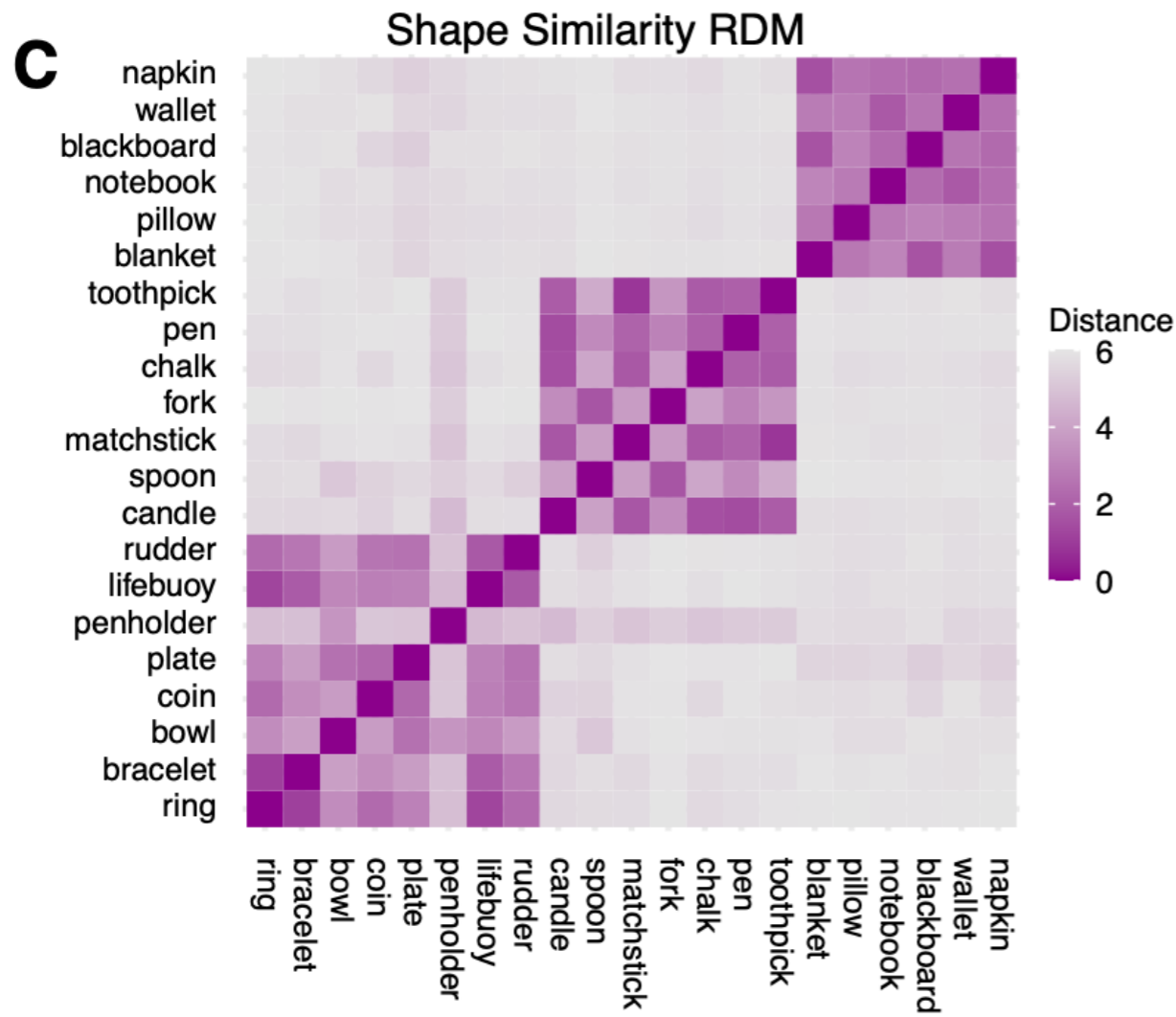
or

Semantic representation of objects

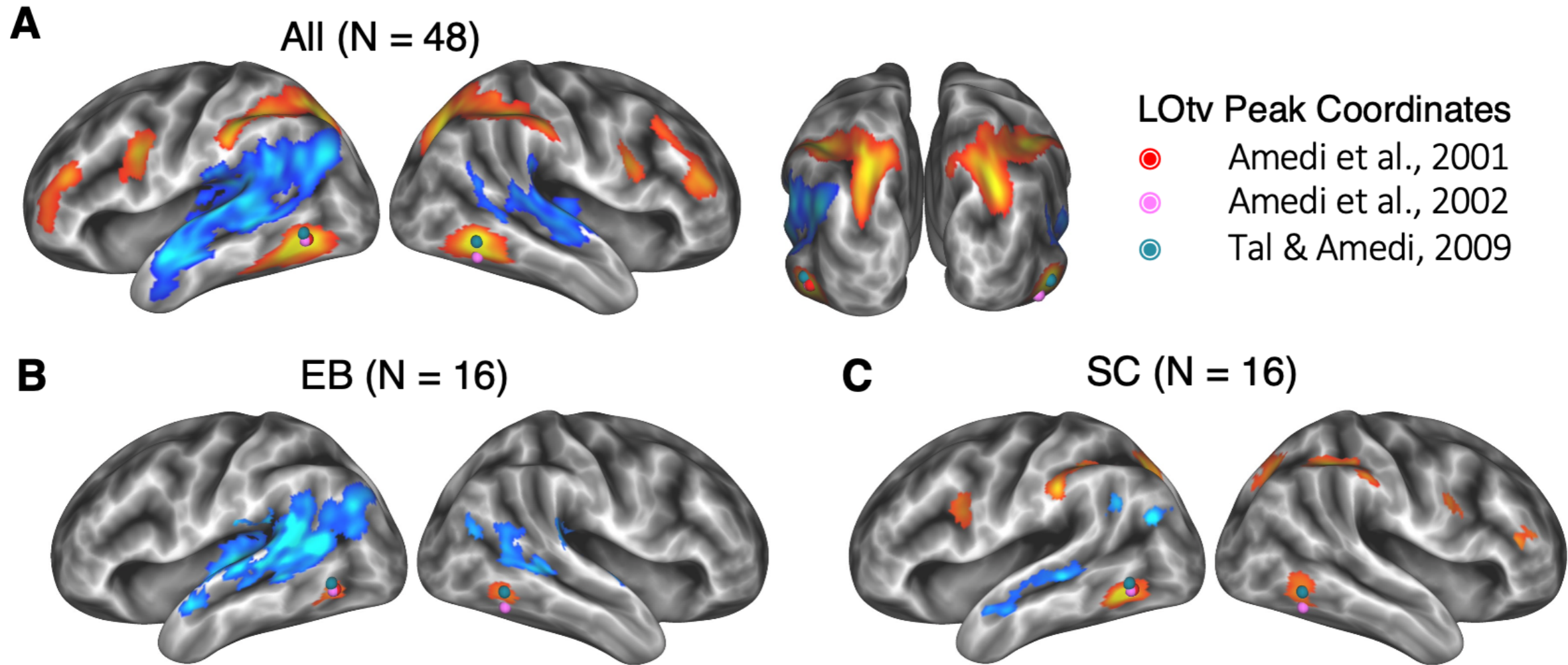
or

Visual imagery

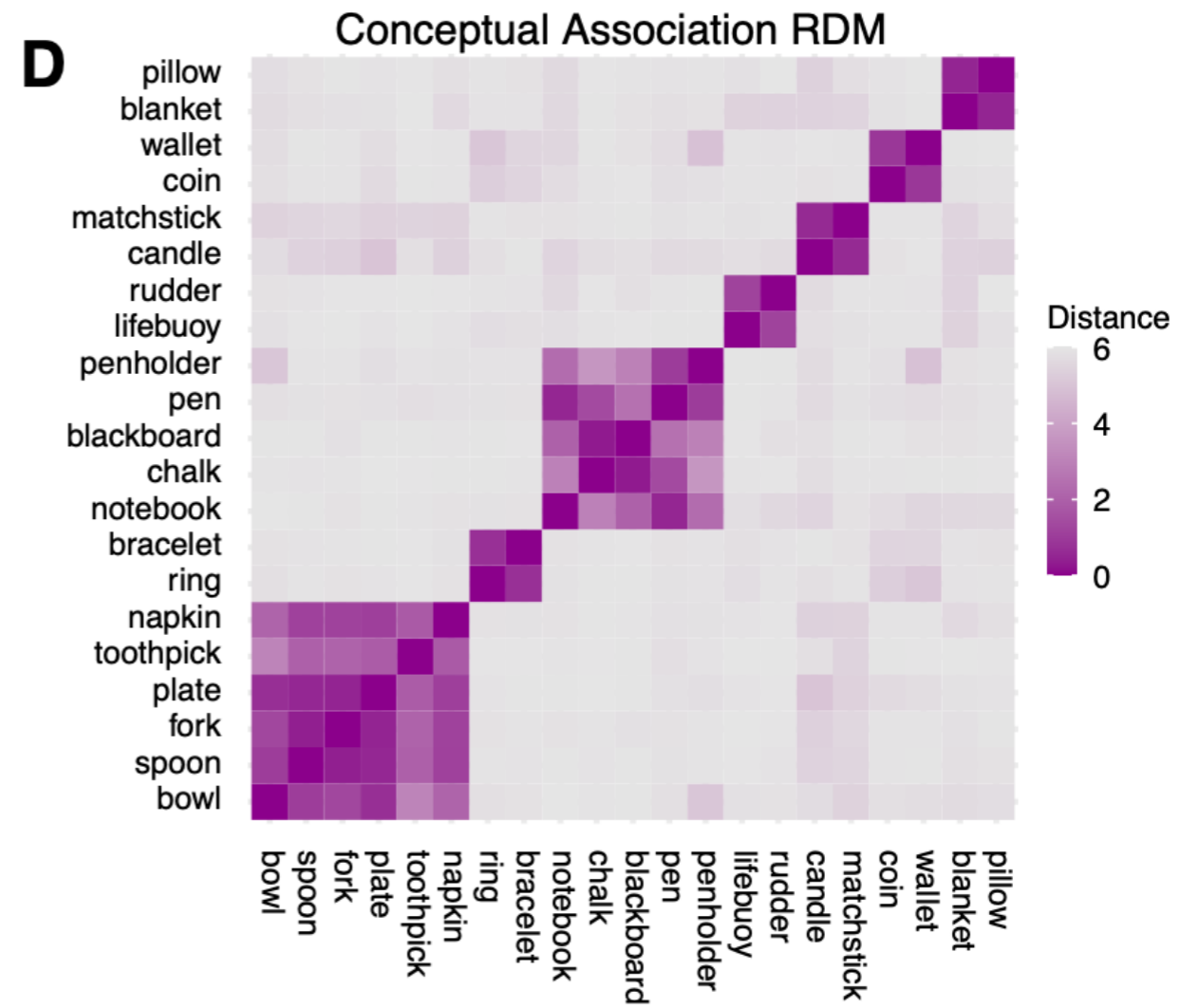
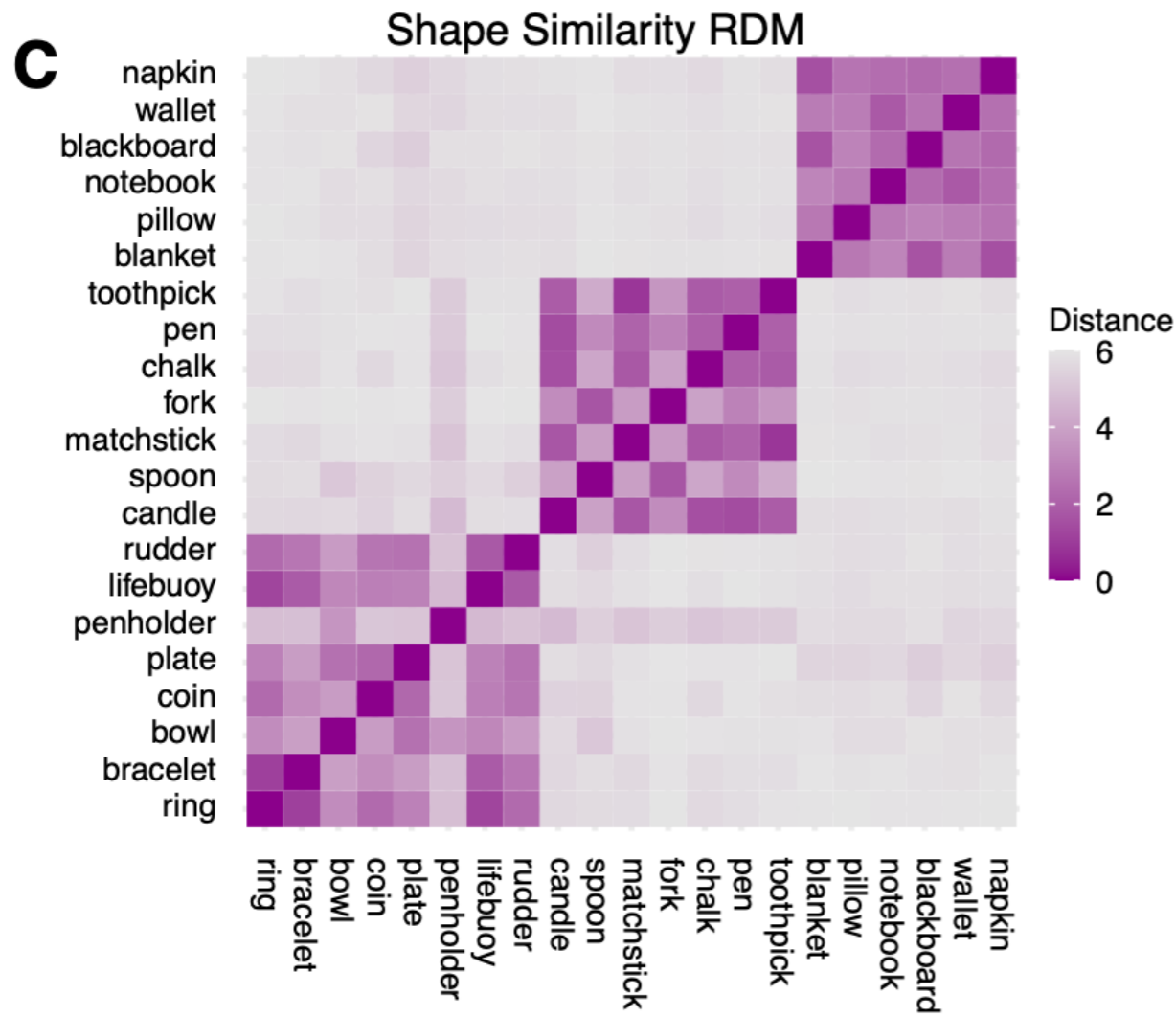
Supramodal shape representation in the human brain?



Supramodal shape representation in the human brain?



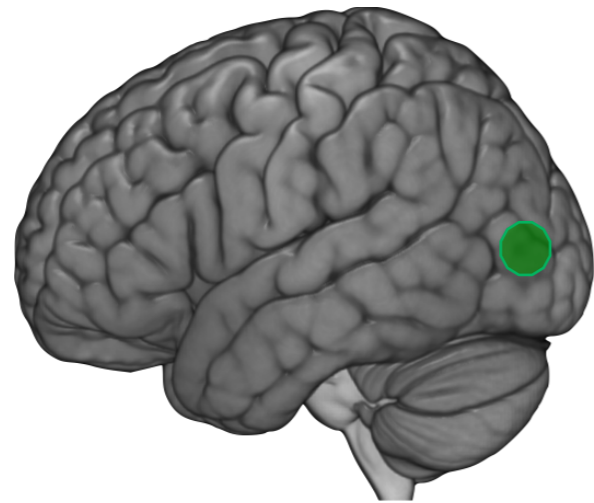
Supramodal shape representation in the human brain?



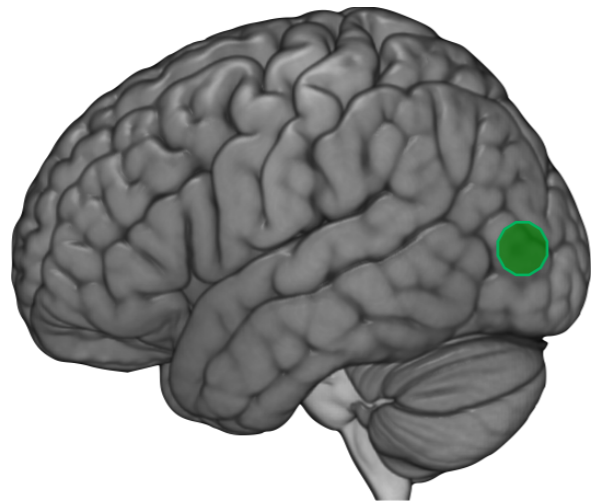
- Not only distinguish (MVPA) but look at the similarity between brain and model space



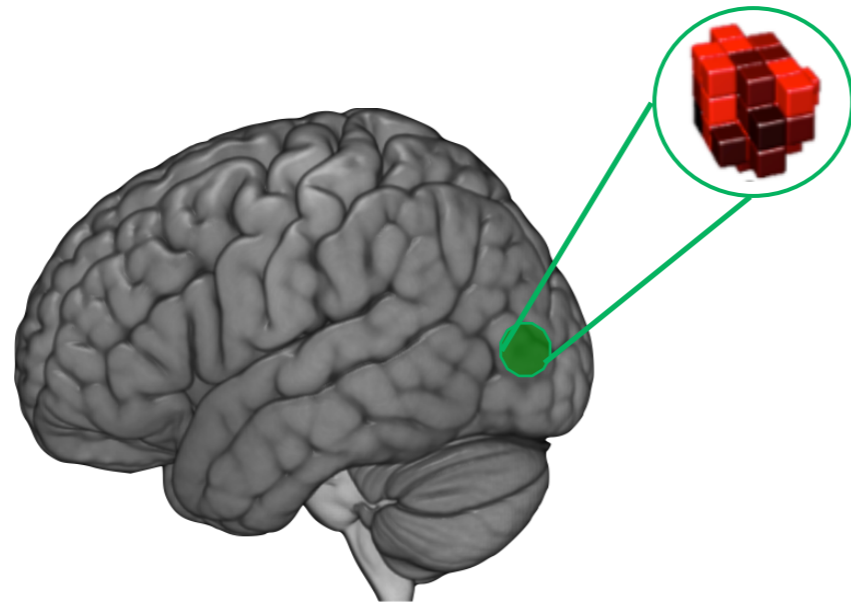
- Not only distinguish (MVPA) but look at the similarity between brain and model space



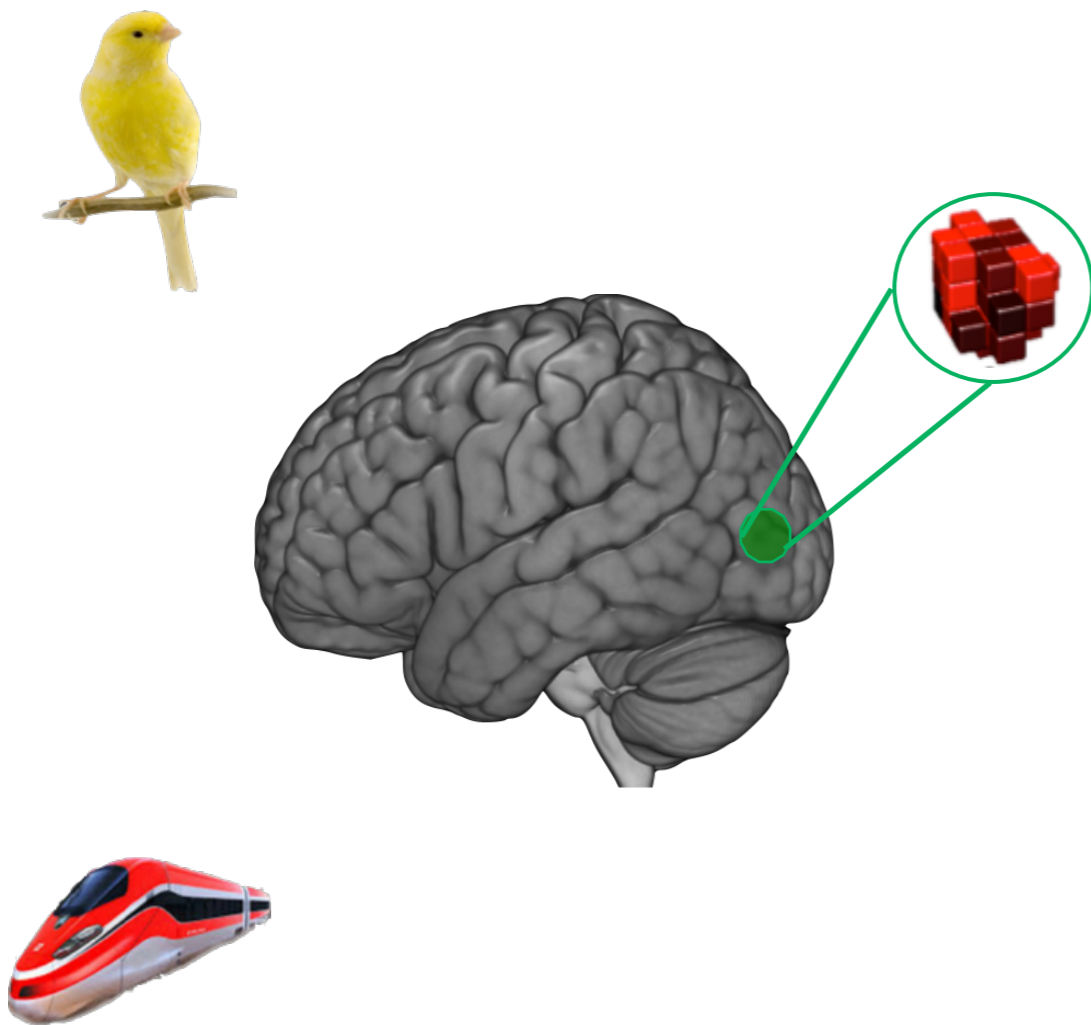
- Not only distinguish (MVPA) but look at the similarity between brain and model space



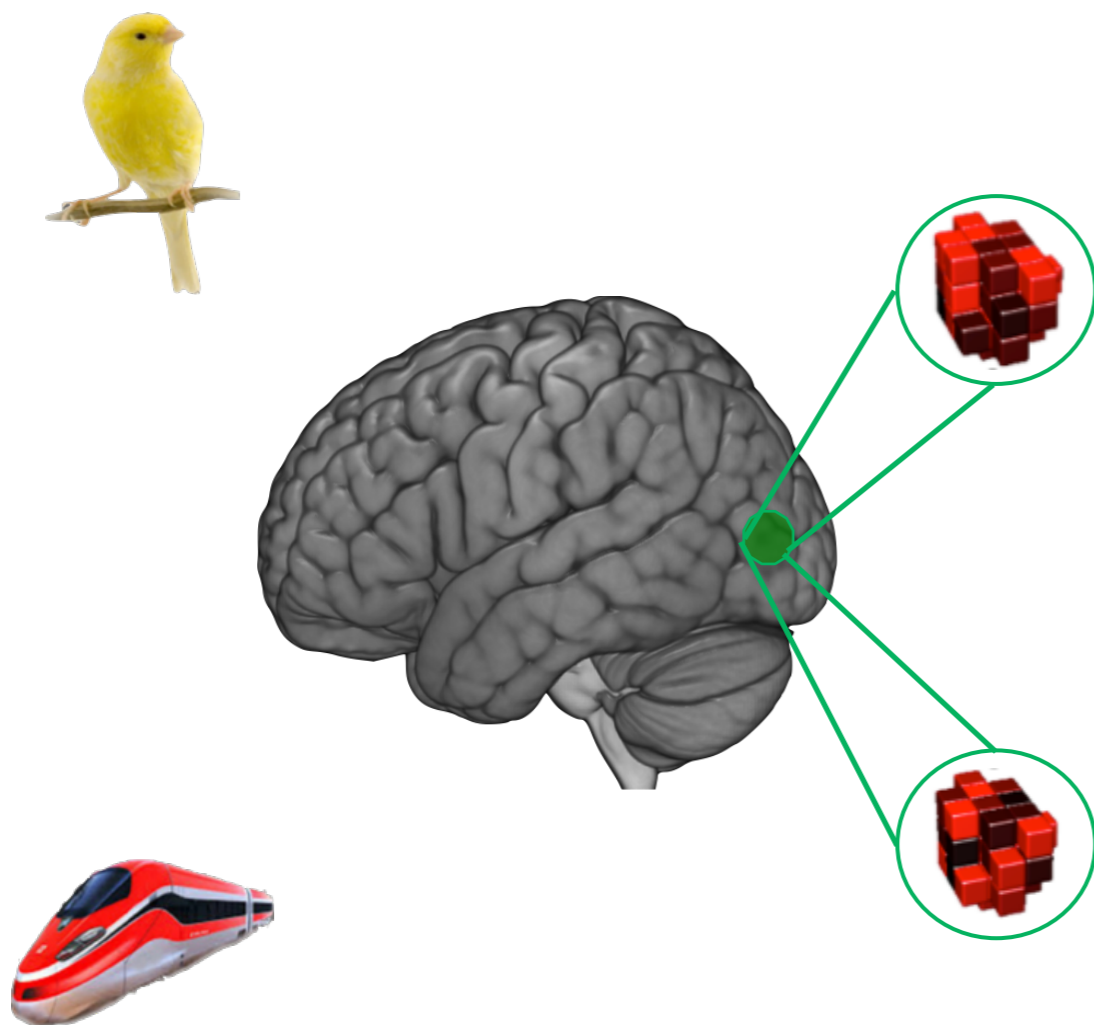
- Not only distinguish (MVPA) but look at the similarity between brain and model space



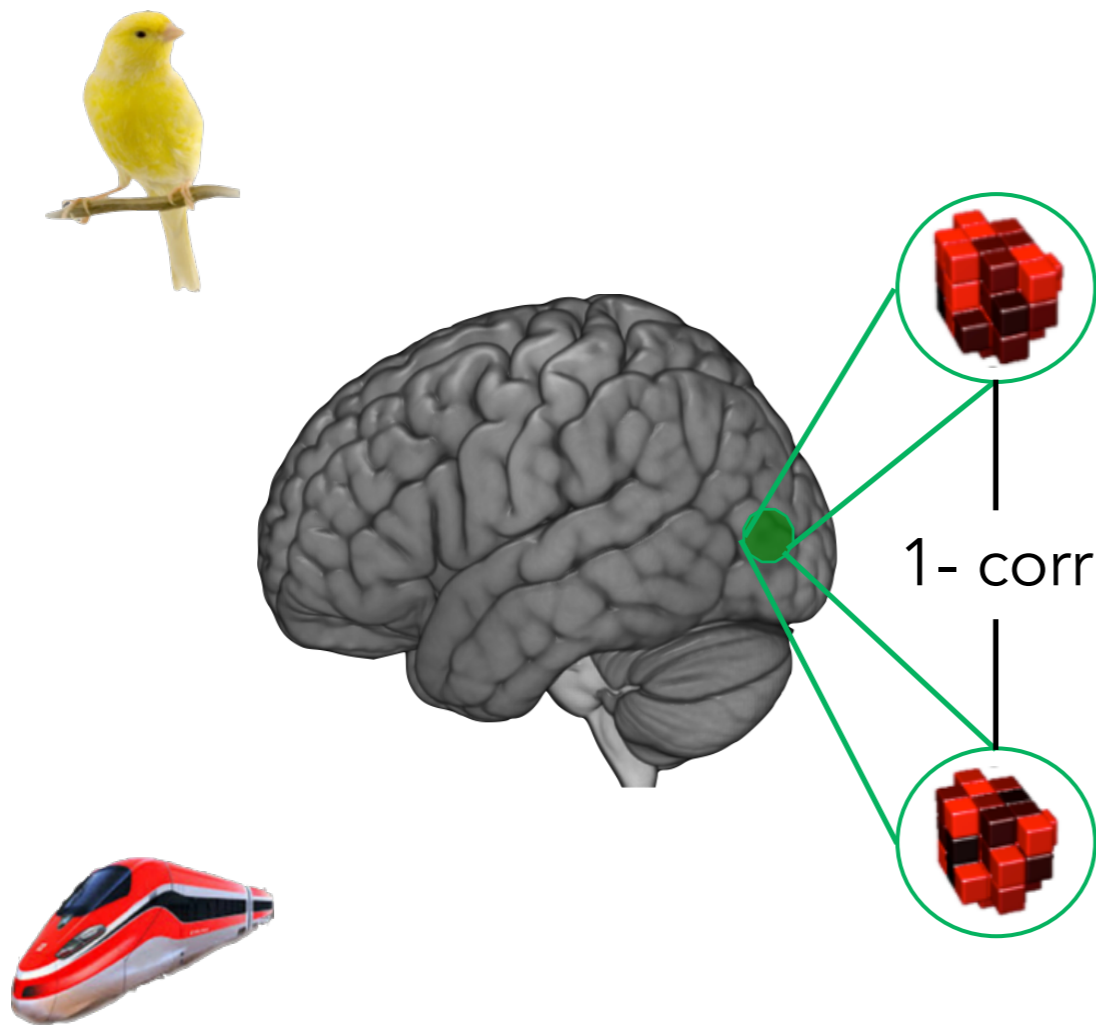
- Not only distinguish (MVPA) but look at the similarity between brain and model space



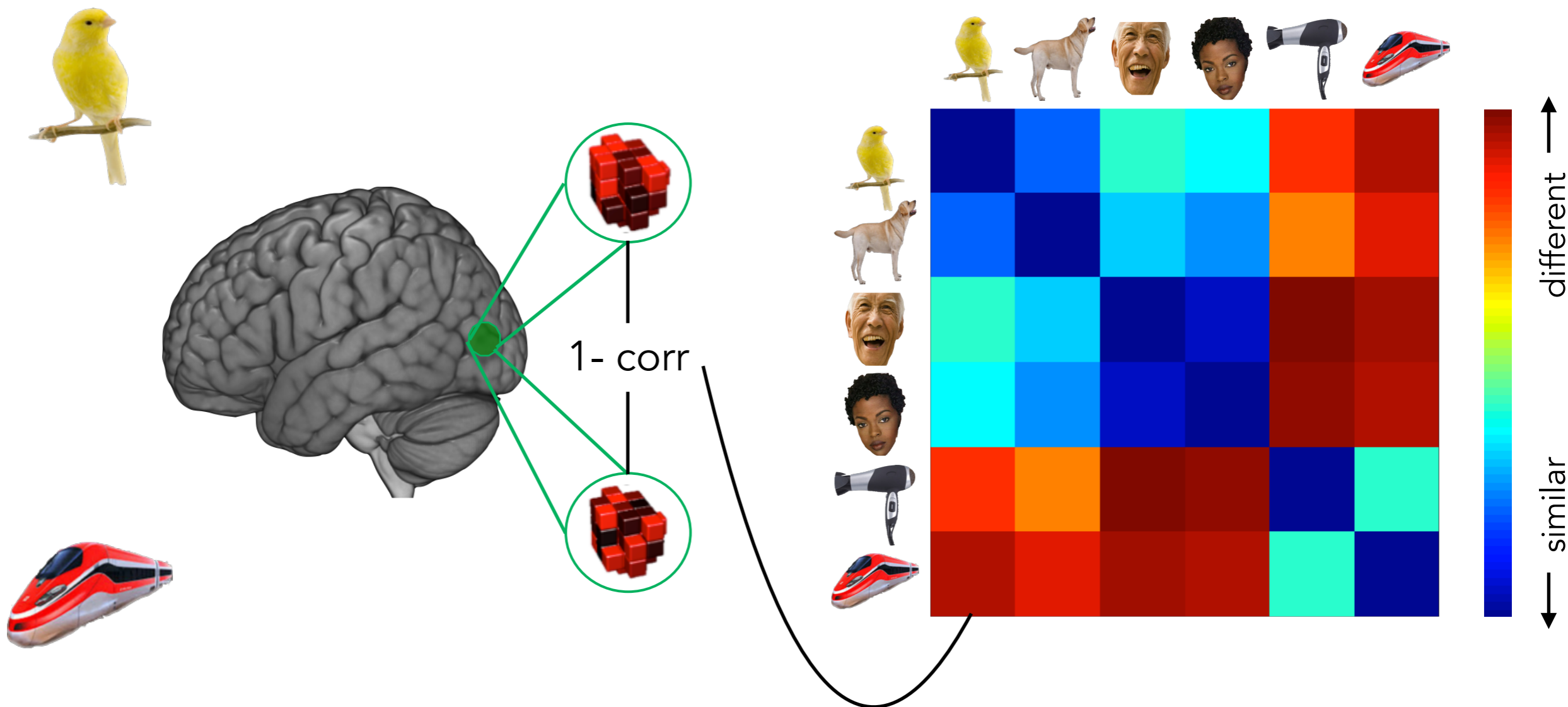
- Not only distinguish (MVPA) but look at the similarity between brain and model space



- Not only distinguish (MVPA) but look at the similarity between brain and model space

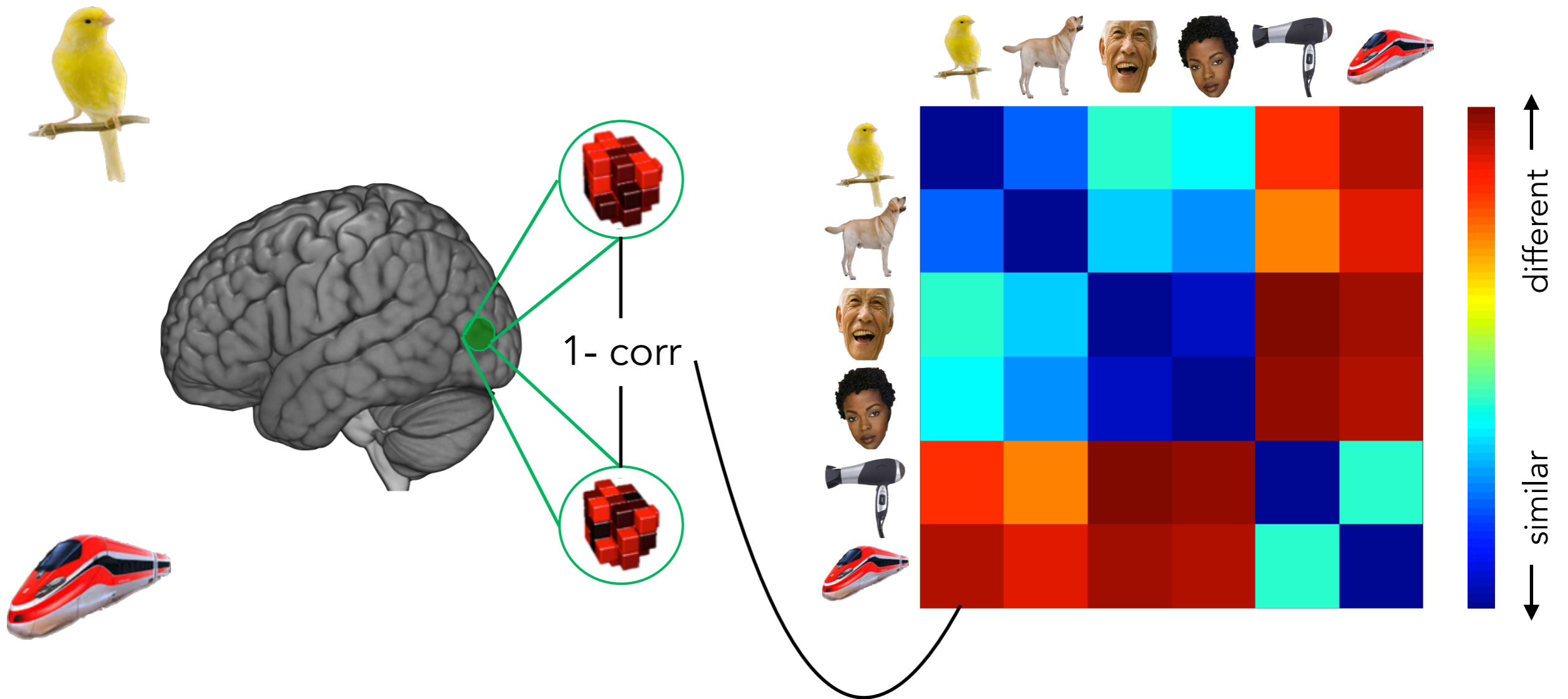


- Not only distinguish (MVPA) but look at the similarity between brain and model space



- Not only distinguish (MVPA) but look at the similarity between brain and model space

Neural Dissimilarity Matrix



- Not only distinguish (MVPA) but look at the similarity between brain and model space