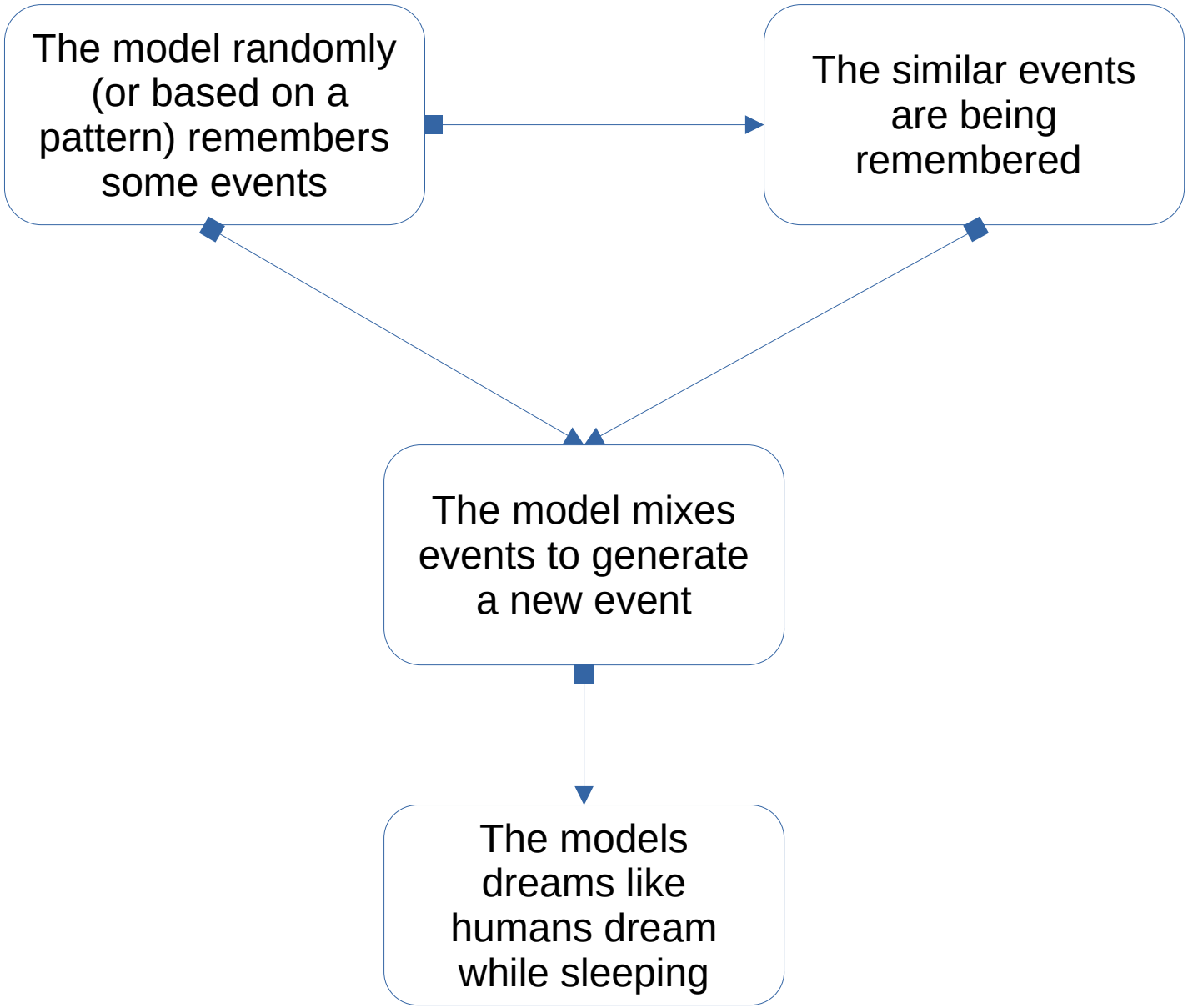
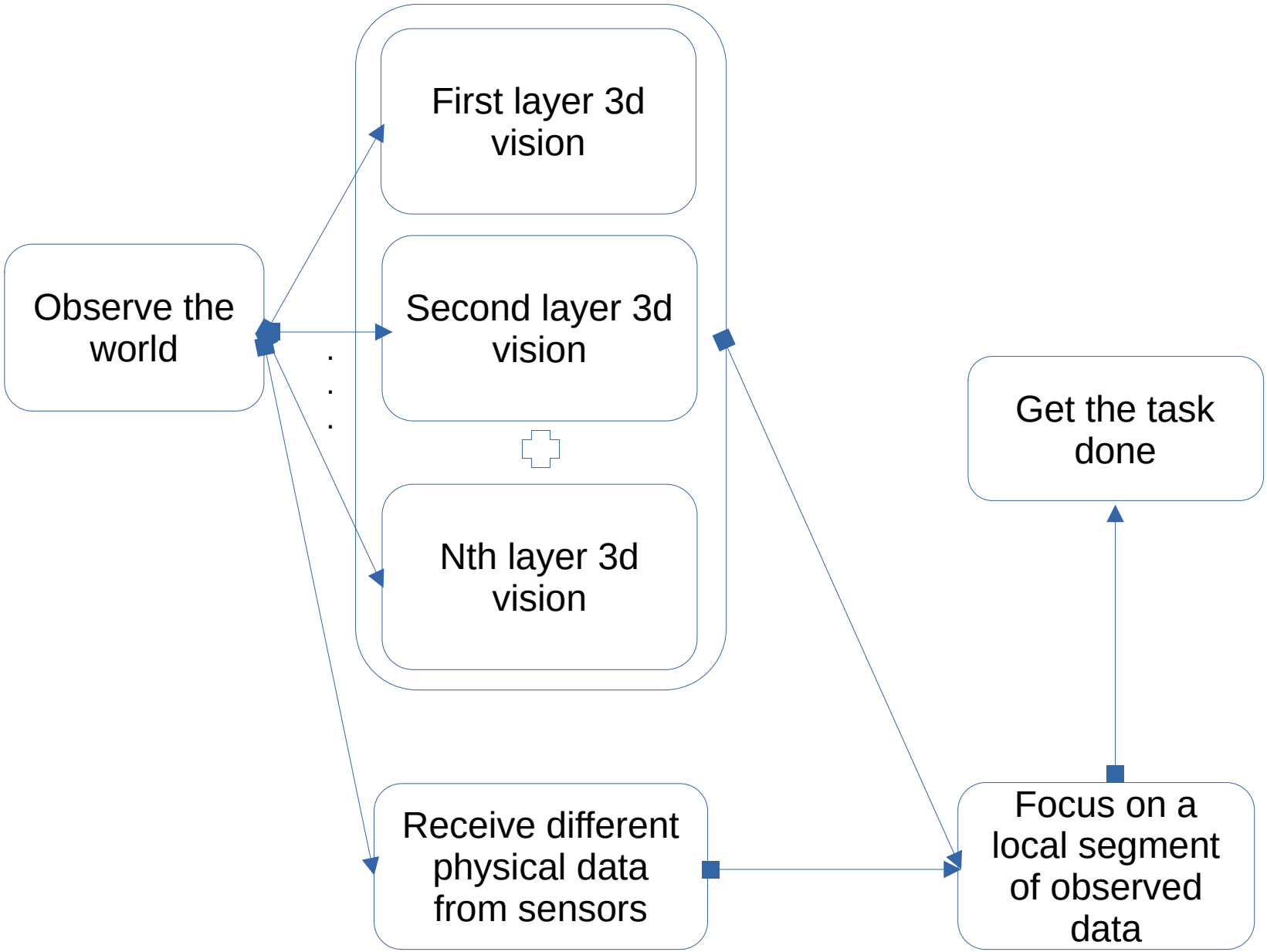
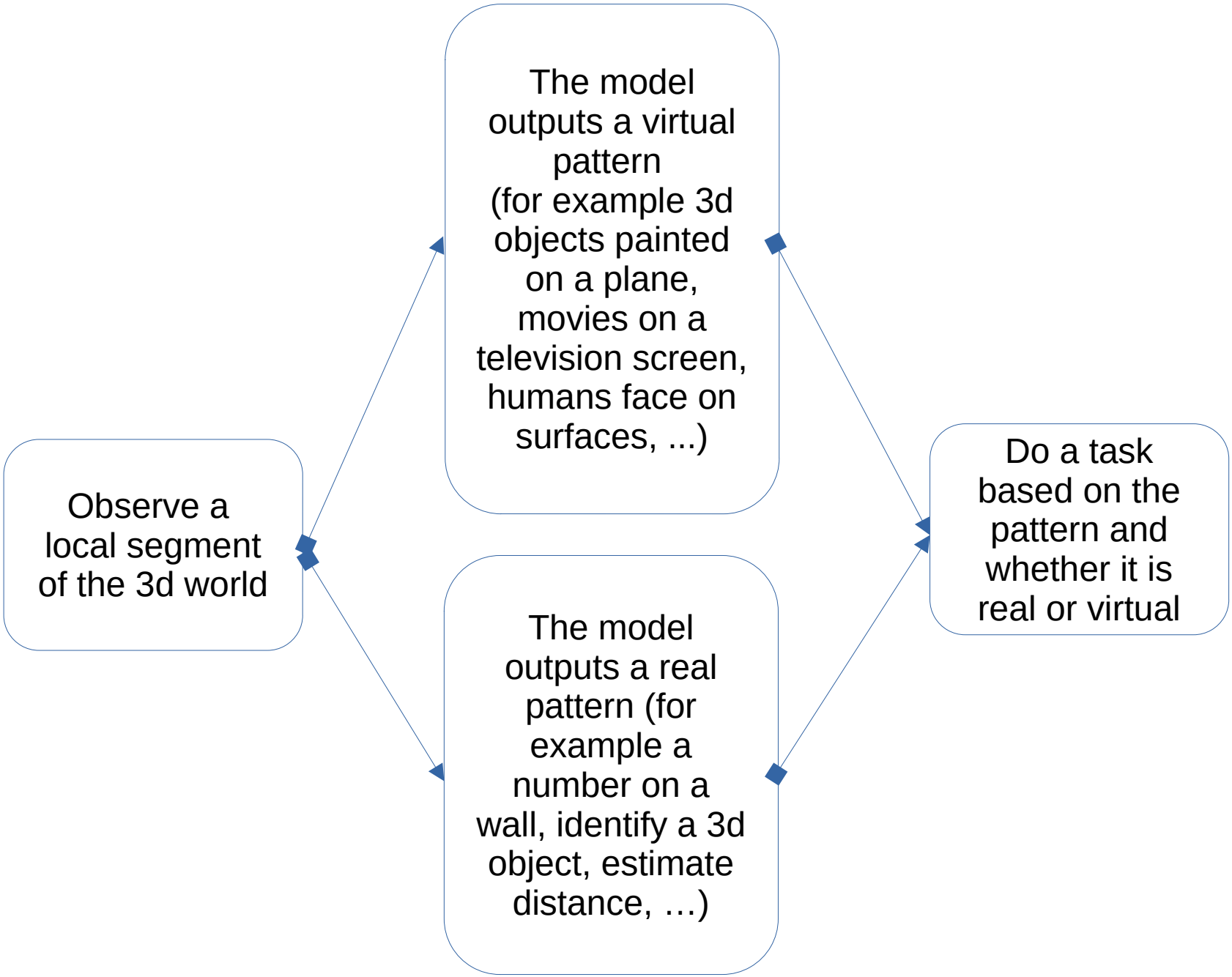
Vision

- The human vision is multi-layer.
- The eye could focus on nearby objects by changing its curvature.
- Two eyes create parallax. The eye could concentrate on nearby objects and changing the parallax.
- When human moves, the image of 3d world created on eyes appears differently based on the positions and distances of different objects.
- Human brain could consider existence of some imaginary objects in the 3d world.
- Human eye only concentrates on a small segment of a 3d object.
- Considering the above descriptions, we could create a modular vision.
- The physical aspects of human body helps its vision.
- Humans dream based on memory.


The model randomly (or based on a pattern) remembers some events
The similar events are being remembered
The model mixes events to generate a new event
The models dreams like humans dream while sleeping


First layer 3d vision
Observe the world
Second layer 3d vision
Nth layer 3d vision
Get the task done
Receive different physical data from sensors
Focus on a local segment of observed data


Observe a local segment of the 3d world
The model outputs a virtual pattern (for example 3d objects painted on a plane, movies on a television screen, humans face on surfaces, ...)
The model outputs a real pattern (for example a number on a wall, identify a 3d object, estimate distance, …)
Do a task based on the pattern and whether it is real or virtual