

## Book review

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Vision and Action. Edited by Laurence R. Harris and Michael Jenkin. 360 pages. Cambridge, United Kingdom; Cambridge University Press, 1998.

This multi-authored book is an excellent collection of contributions from an international conference held at York University, Canada, where esteemed scientists from around the world met to discuss the numerous facets of vision and action.

The main topic of this conference dealt with vision and action as an interactive, multisensory visual process. Examples of the types of action considered vary from basic questions such as the problem of choosing frames of reference or multidimensional kinematic problems of moving the eyes and head and body, as in looking around or walking, to complex actions such as driving a car, catching a ball, or playing table tennis up to perceptual problems, cortical processing and, finally, computer simulations of artificial life. The broad span of the book allows to gather a wide perspective on ongoing research in this field. Most chapters are written in a very clear style, so that even the nonspecialist will be able to pick up the main messages. All the chapters start with an Abstract for brief overview and have the same organizational framework, are heavily referenced for those who want to study specific topics in more detail, and are, for the most part, equipped with numerous and excellent illustrations. Due to the high diversity of the different contributions it is difficult to come up with

a rating of the different chapters. I especially liked that the editors also included contributions on controversial issues like the chapters by Optican and Quaia versus Crawford.

The book fulfills very nicely the objectives outlined in the introduction by making very clear that perceptual senses do not function in isolation and that visual processes involved in moving, reaching, grasping, and playing sports turn out to be a complex interaction. For example, the action of moving the head provides useful cues to help interpret visual information. Simultaneously, vision provides important information about those actions and their control. This then becomes a reiterative process, and it is this process that is the focus of this book.

All in all, I am convinced that this book will be interesting for graduate students and researches in vision science as well as for those involved in using visual processes in computer animations, display design, or the sensory systems of machines. Furthermore neuroscientists interested in any aspect of sensory or motor processes should find this volume very useful.

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