



1972



1979



1996



2000



2007



2009



2011



Diving Gannets

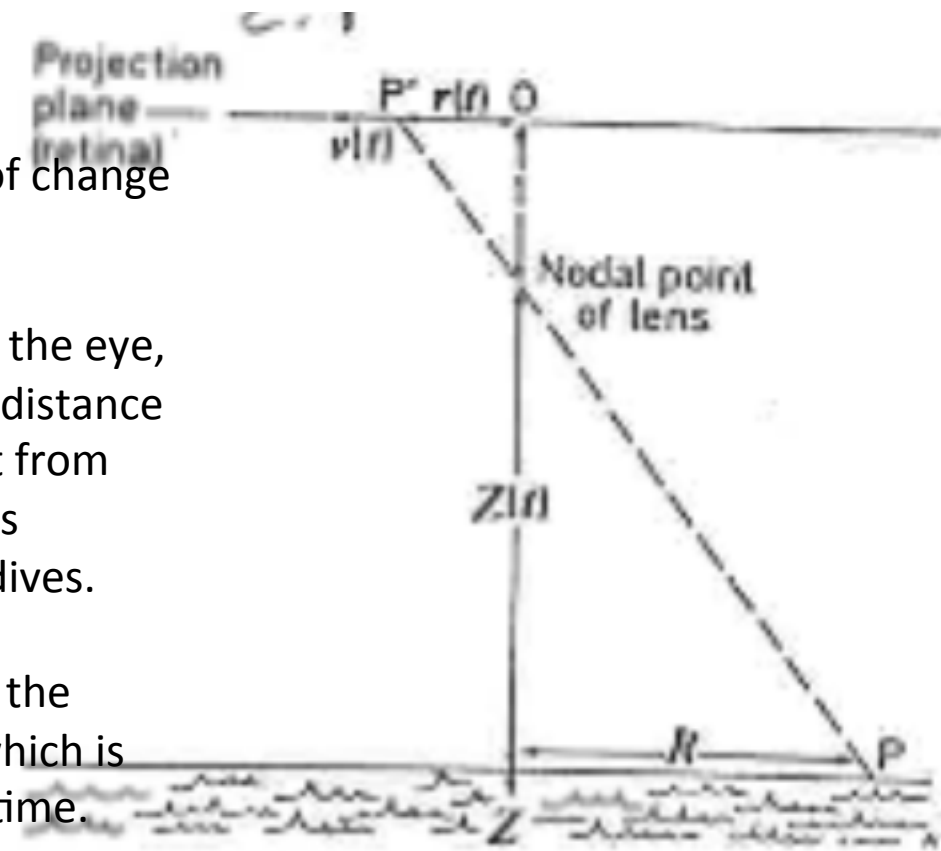


Tau = distance /rate of change of the same distance.

Here, the distance on the eye, corresponding to the distance of some texture point from the point of contact, is changing as the bird dives.

The rate of change of the distance is velocity, which is in units of distance / time.

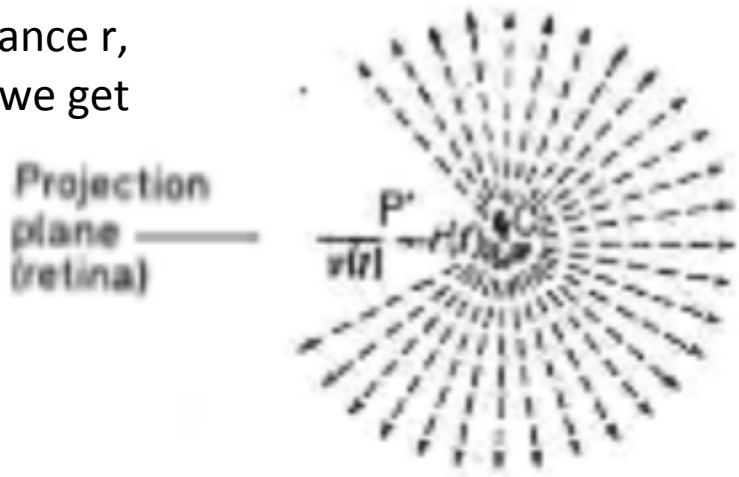
If one divides the distance r , by its rate of change, we get something like =>



Distance / (Distance/ Time)

The distances cancel out and we are left with time.

THAT is what Lee calls Tau.



Point of Tau:

It yields **Time-to-Contact** without separately computing distance and velocity.
It is based strictly on optical properties.