

Autistic Perception as Overture: VR Art-Making and the Externalisation of Codex

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*Ideamorphic Reading – Daily reading notes filtered through the
ideamorphic framework*

Daily Synthesis

Today's feed contains one structurally resonant item: a psychology study on autistic perception and VR art-making. This is ideamorphically significant not as metaphor but as mechanism – it documents how a non-standard overture (autistic sensory processing) becomes articulable and shareable through immersive media, revealing perception itself as a codex-driven system. The research treats difference as generative constraint, not deficit.

1 selected

Frontiers in Psychology | Perception Science section

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Drawing the inner world: exploring autistic perception through virtual reality art-making

This study documents a structural case of OVERTURE ARTICULATION. Autistic perception operates as a distinct optical/cognitive aperture – a systematic, non-neurotypical way of receiving and filtering sensory information. The VR medium becomes the instrument through which this overture becomes **visible** and **shareable**. Critically: the research does not pathologize difference but treats autistic perception as a generative constraint system (a CODEX) that shapes how signals are received and transformed. When autistic participants externalize their perceptual logic through immersive media, they are not 'expressing themselves' but rather ENGINEERING DIFFRACTION – making visible the gap between neurotypical and autistic reception. This is epistemic

practice: the artwork produces knowledge about the structure of perception itself. The study's emphasis on first-person accounts aligns with ideamorphism's refusal of the myth of universal reception – different ouvertures, different creations.

<https://www.frontiersin.org/articles/10.3389/fpsyg.2026.1739991>

ouverture codex diffraction cross-modal

epistemic-practice

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