**Solid field of sensitivity: perceptual structure of immersive space**  
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Much of our knowledge about the perceptual structure of space rests on studies where space is represented cinematically, using images and movies rendered on flat screens and viewed by static observers. How well does the cinematic understanding of space predict the experience of immersive space by individuals surrounded by objects in physical and virtual environments? Recent studies attempted to translate models of spatial and temporal forces that shape visual experience in the cinematic mode to models of visual structure of immersive space. I will review these efforts and describe the perceptual structure of immersive space in terms of a “field of sensitivity.” The field is made up of solid regions which contain different visual information and which may overlap or nest in one another.