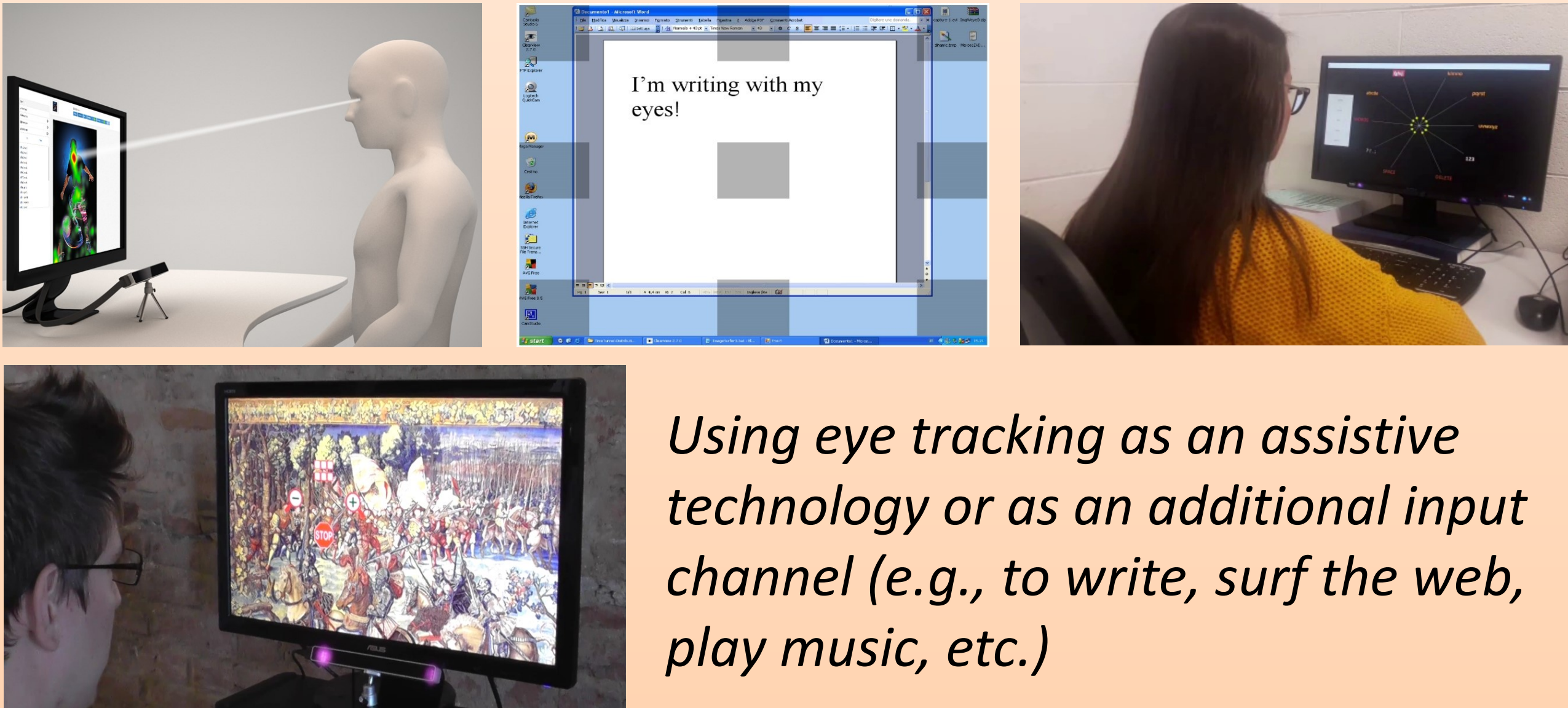


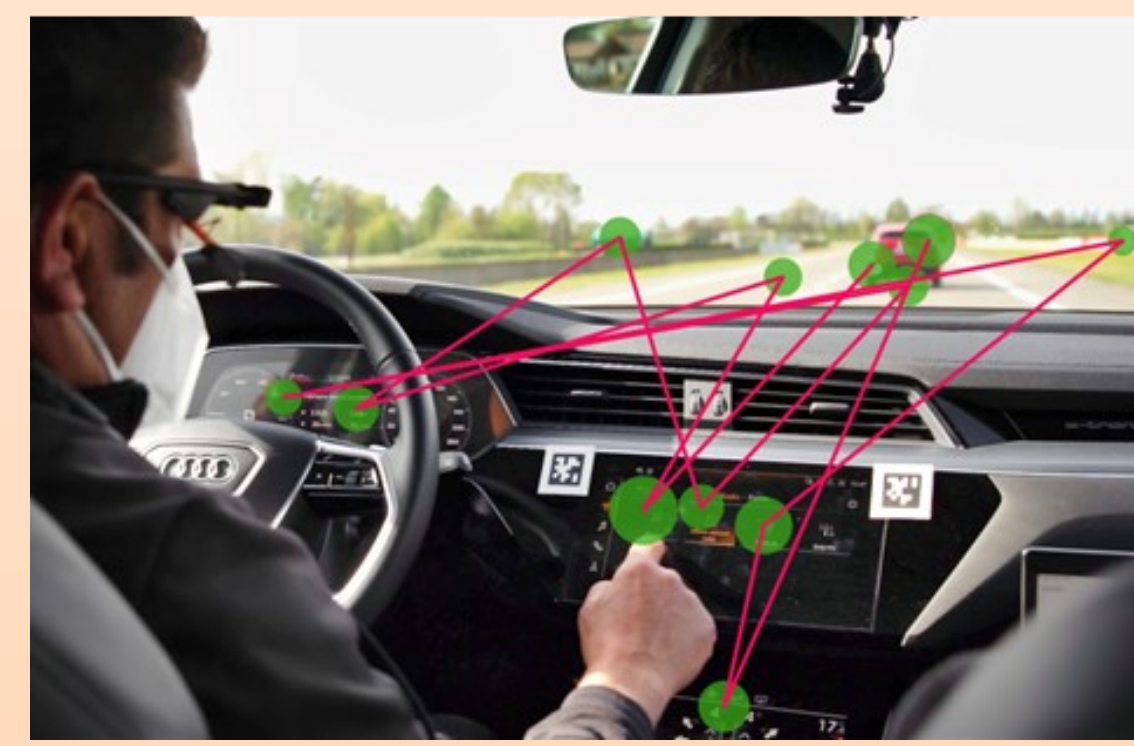
Eye Tracking Applications

Gaze Input



Using eye tracking as an assistive technology or as an additional input channel (e.g., to write, surf the web, play music, etc.)

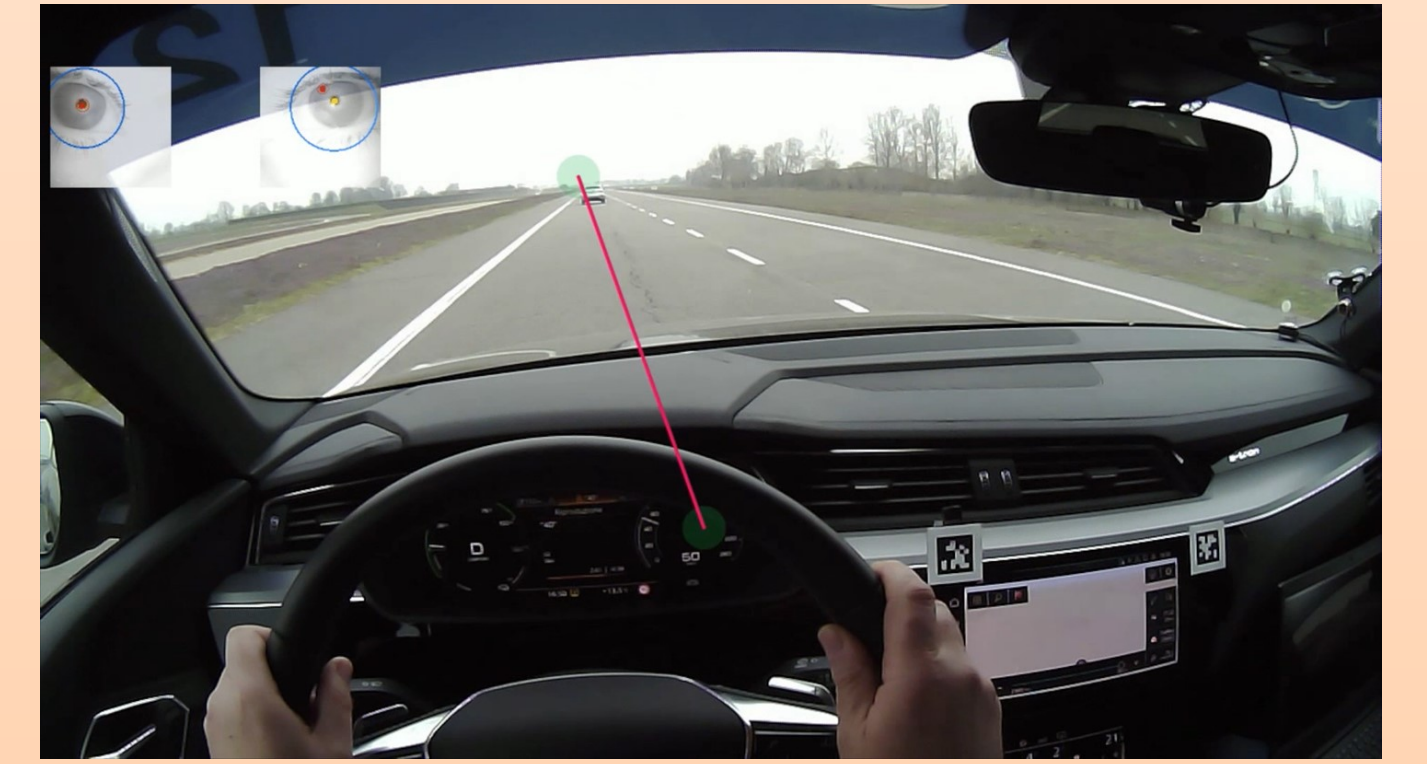
Automotive



In collaboration with



Studying the driver's performance using a wearable eye tracker

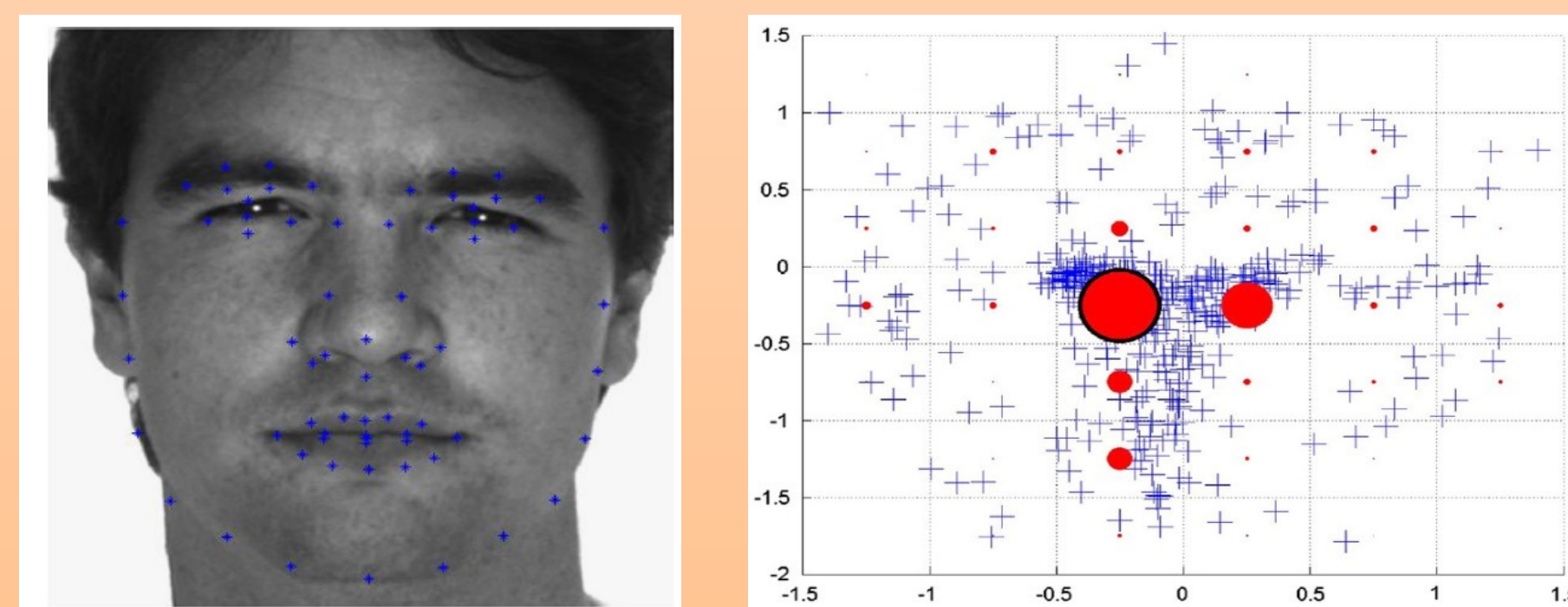


Study of Gaze Behavior



Analyzing and understanding the user's behavior and cognitive state while interacting with different kinds of visual stimuli

Gaze-based Soft Biometrics

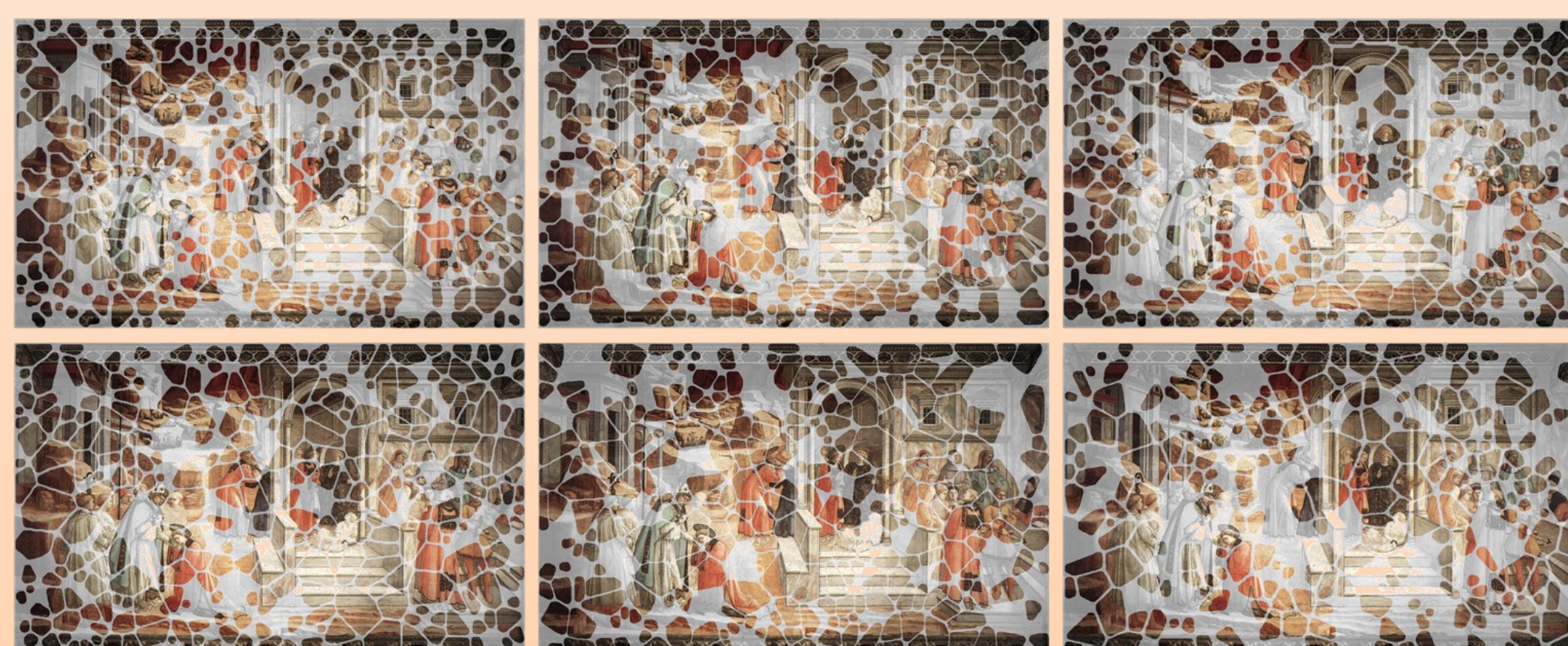


Identifying or verifying the identity of people from the way they look at specific stimuli (e.g., faces, shapes)



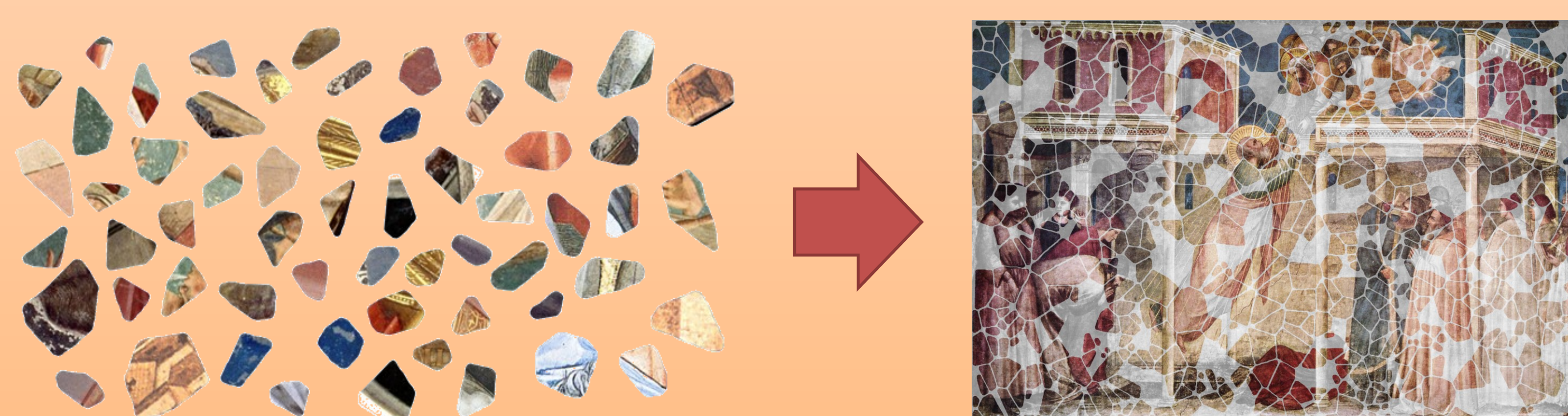
Reconstruction of Damaged Frescoes

Creation of a dataset of simulated fresco fragments



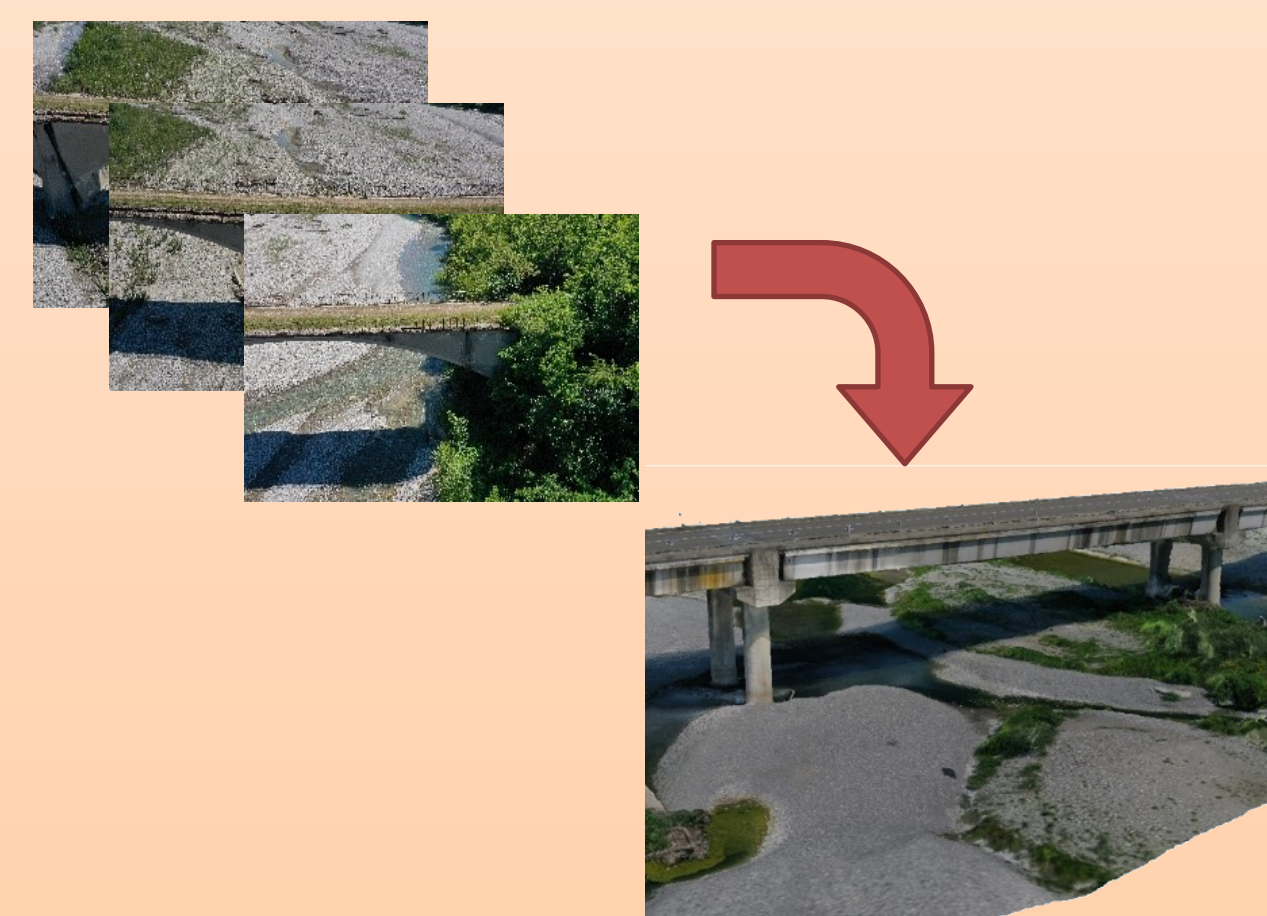
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Image reconstruction from fragments



Structural Damage Detection

3D model obtained from photos acquired by drone



Creation of a semi-synthetic dataset of simulated damages to train a detector



Detection of damaged areas on real images/videos acquired post-earthquake

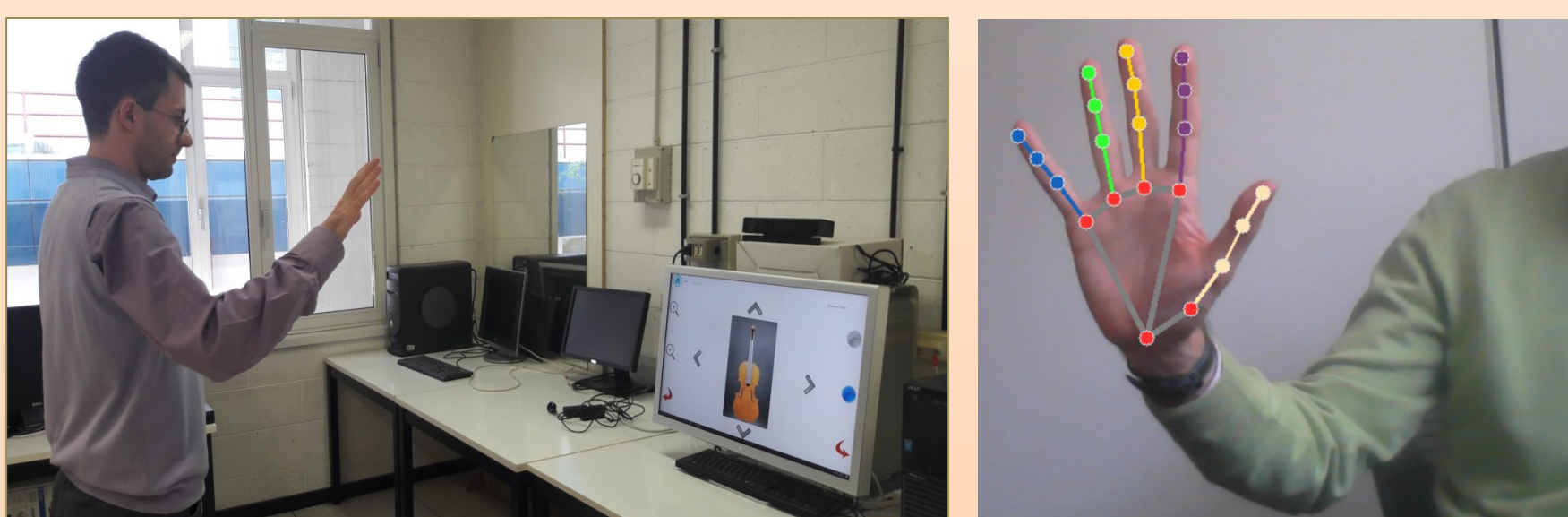


In collaboration with

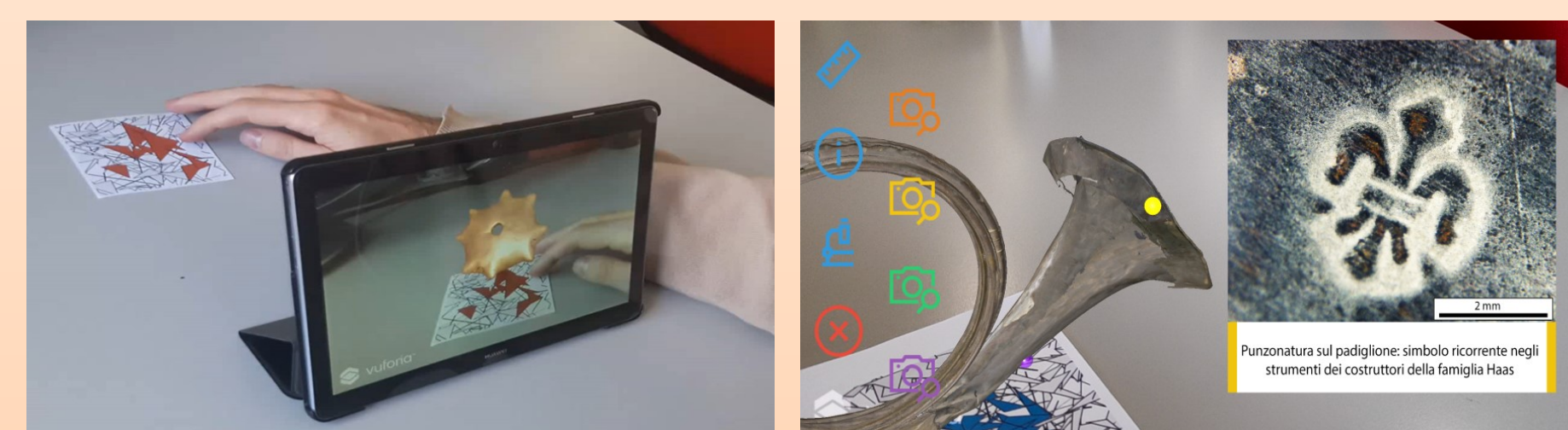


Other Research Activities

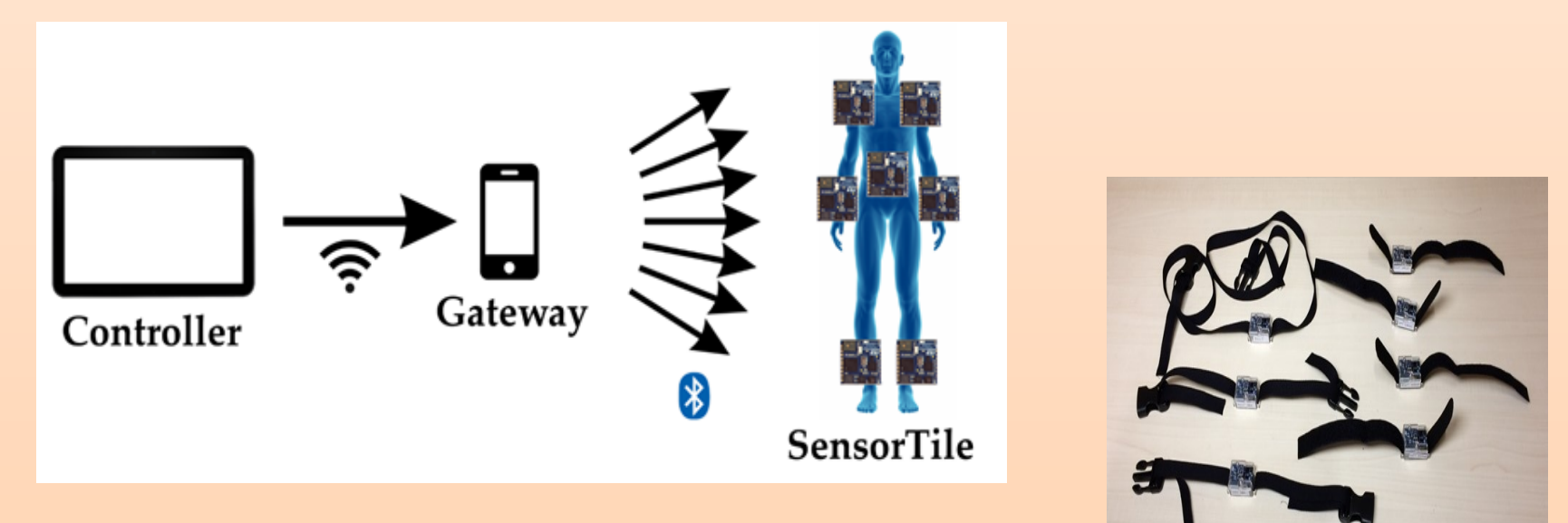
Gestural Interaction



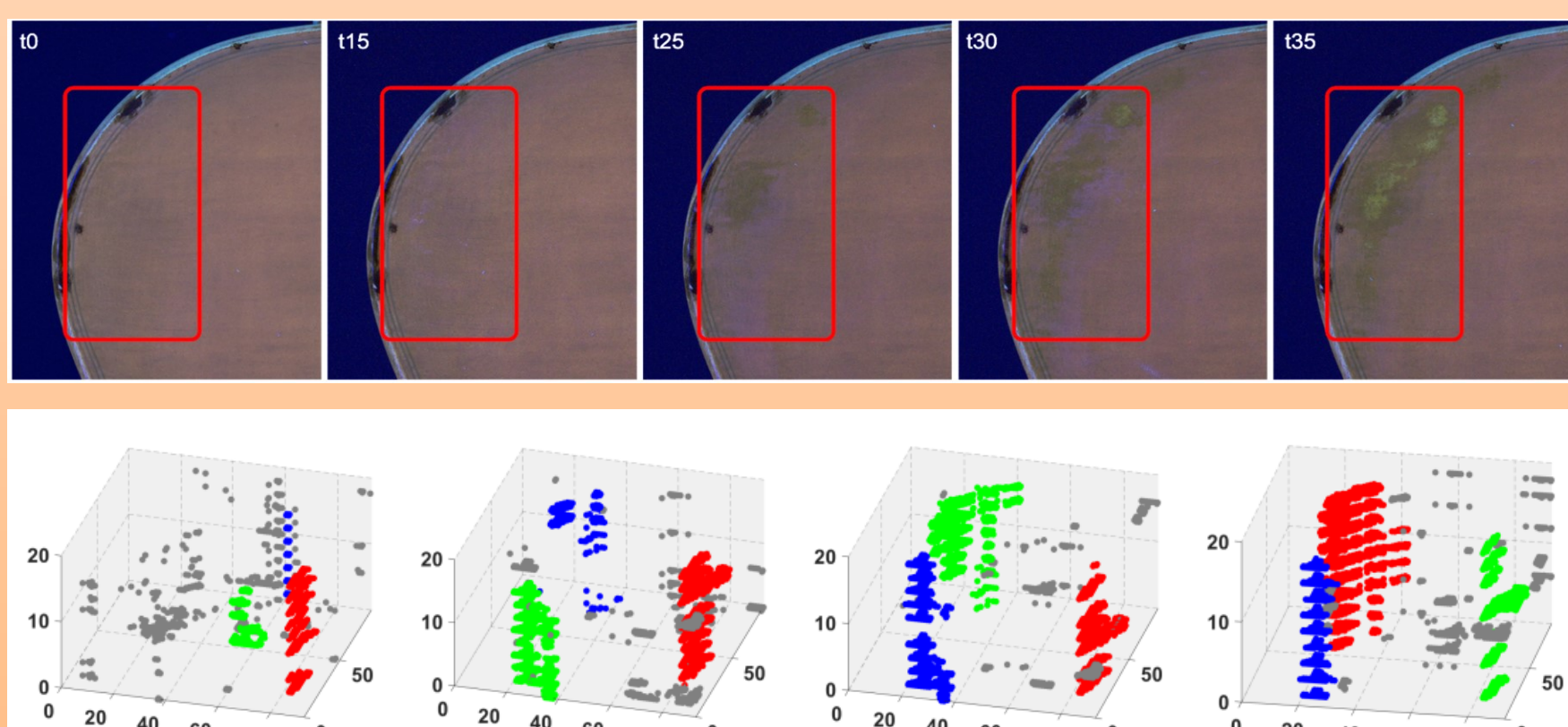
Augmented Reality



Human Fall Detection



Preventive Conservation



3D Modelling

