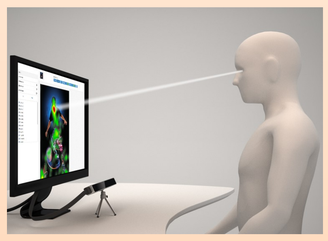
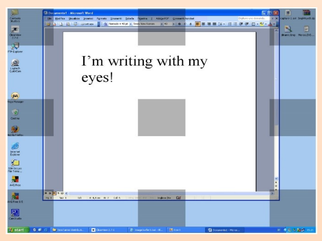
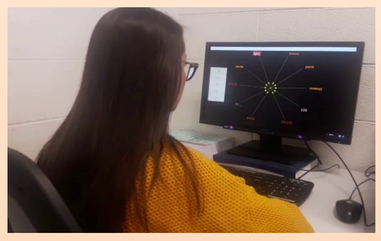
Computer Vision & Multimedia Lab

Eye Tracking Applications

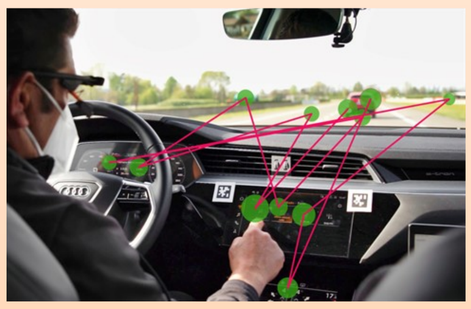
Gaze Input




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

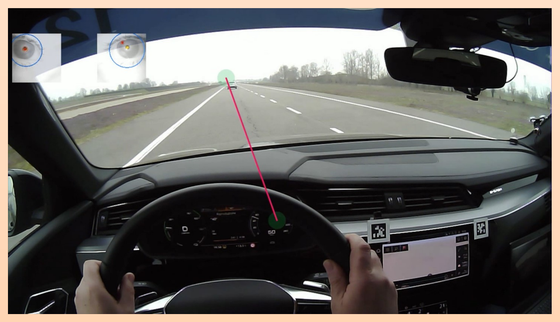
Automotive



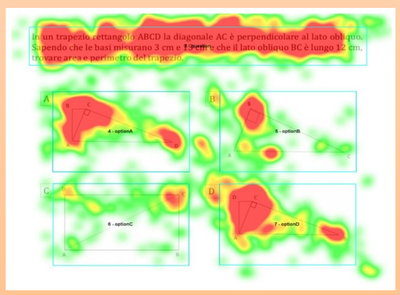
In collaboration with

automotive safety centre

Studying the driver's performance using a wearable eye tracker

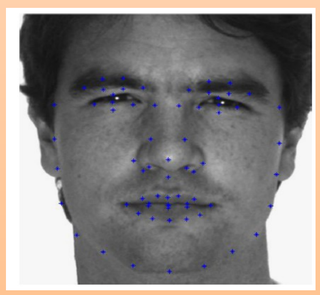
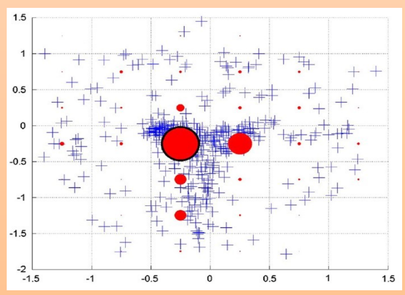


Study of Gaze Behavior

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

In collaboration with

université PARIS-SACLAY

Image reconstruction from fragments


Structural Damage Detection

Adding artificial damage on 3D models obtained from photogrammetry


Rendering of a semi-synthetic dataset to train a neural network

Damage detection on real videos acquired post-earthquake

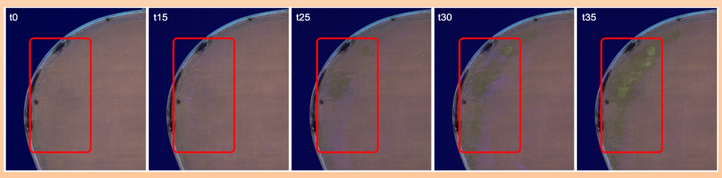
In collaboration with

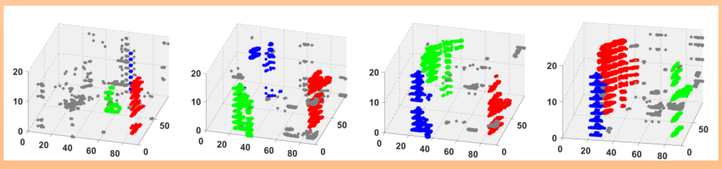
EUCENTRE FOR YOUR SAFETY.

Other Research Activities

Gestural Interaction

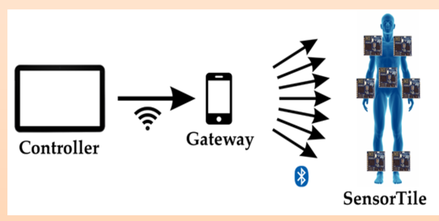

Preventive Conservation

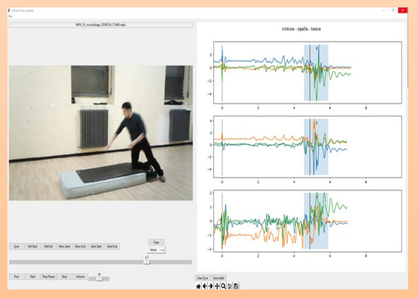


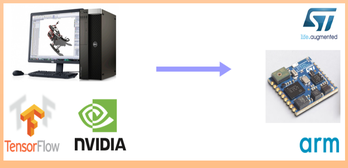


3D Modelling and Augmented Reality

Human Fall Detection





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