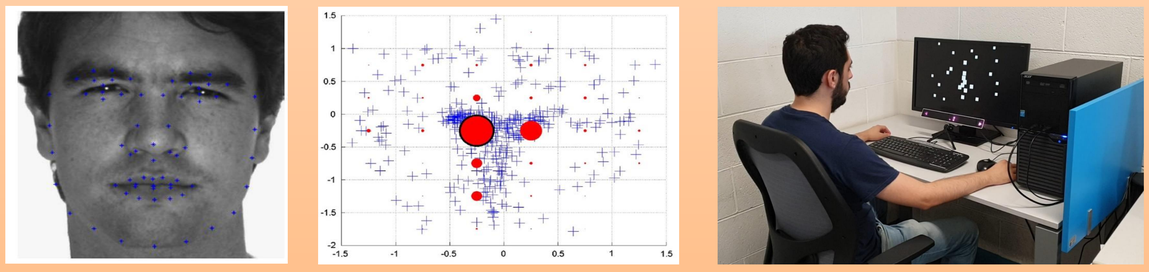
Computer Vision & Multimedia Lab

Eye Tracking Applications

Gaze Input

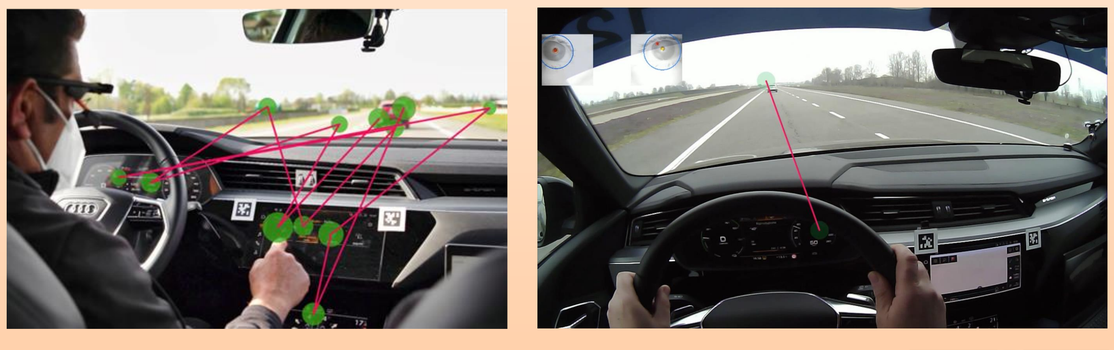
Using eye tracking as an assistive technology or as an additional input channel (e.g., to write, surf the web, play music, etc.)

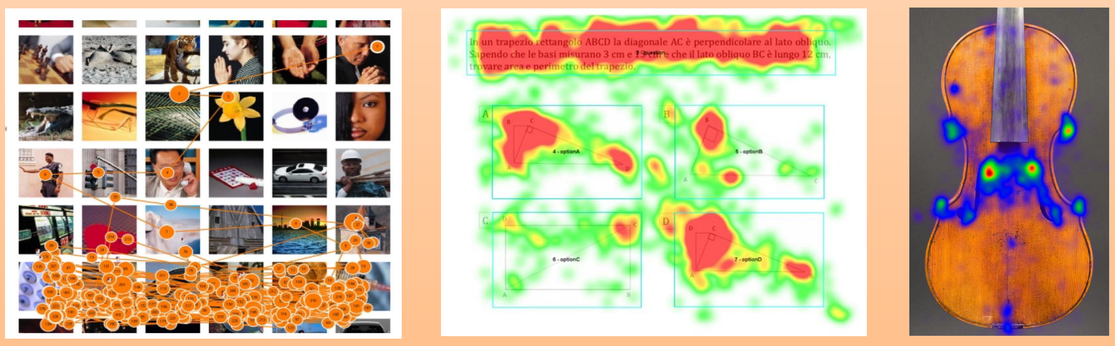
Gaze-based Soft Biometrics



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

User Behavior Analysis

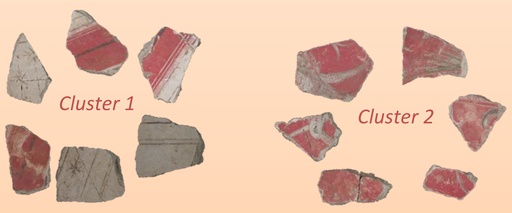




Analyzing and understanding the user's behavior and cognitive state while interacting with different kinds of visual stimuli

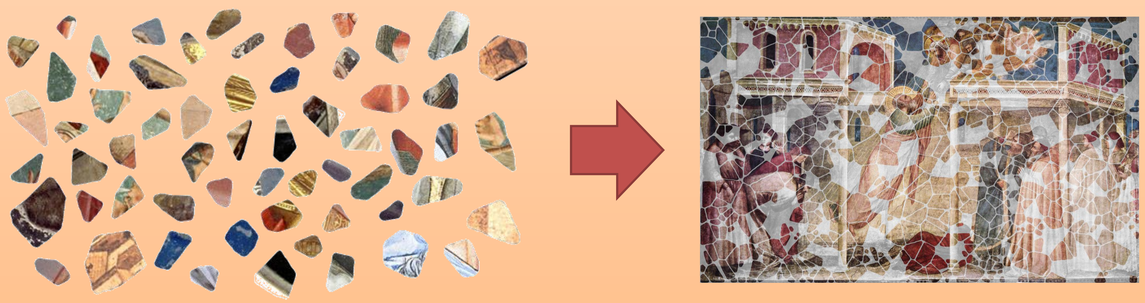
Restoration of Damaged Frescoes

Fragments classification



Creation of synthetic datasets

Reconstruction from fragments



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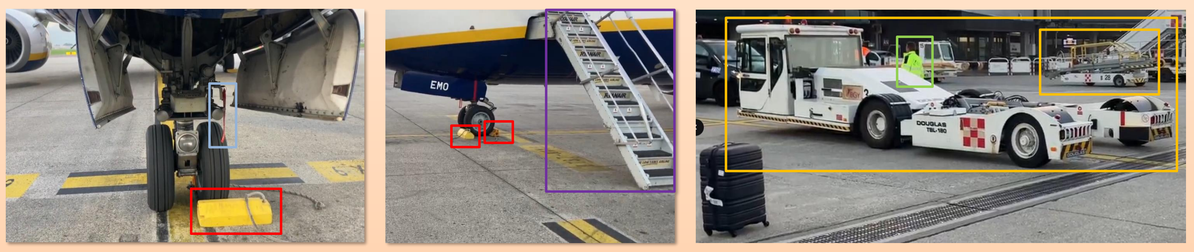
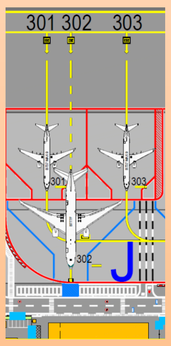
AI for Airport Operations

Event detection and tracking



Eye tracking for optimizing human-machine interaction

Deep reinforcement learning for stand and services allocation



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MILAN BERGAMO AIRPORT BGY — TXT — SORINTEK

3D Modeling

Virtual reconstruction of Pavia in the Renaissance made by students

3D Modeling and printing of sculptures and tactile images made by students

Structural Damage Detection

Adding artificial damage on 3D models of real-world buildings and bridges

Render semi-synthetic images as data augmentation for training a DCNN

Damage detection on real videos acquired post-earthquake

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