ABSTRACT

Eye Movement Synthesis

In this talk I will go over the eye movement simulation project being conducted at Clemson (and partially at ETH Zürich). The goal is to generate gaze data ground truth with which to validate different filtering approaches as well as to produce realistic eye movement animations. The focus of the project is to develop a procedural (stochastic) model of microsaccadic jitter.

Biography

Dr. Duchowski is a professor of Computer Science at Clemson University. He received his baccalaureate (1990) from Simon Fraser University, Burnaby, Canada, and doctorate (1997) from Texas A&M University, College Station, TX, both in Computer Science. His research and teaching interests include visual attention and perception, eye tracking, computer vision, and computer graphics. He joined the School of Computing faculty at Clemson in January, 1998. He has since produced a corpus of publications and a textbook related to eye tracking research, and has delivered courses and seminars on the subject at international conferences. He maintains Clemson's eye tracking laboratory, and teaches a regular course on eye tracking methodology attracting students from a variety of disciplines across campus.