

Gaze Adaptive Image Viewer



Operating Manual

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1. Introduction

The prototype of the Gaze Adaptive Image Viewer is easy to use. Basically you load a HDR image and move your mouse over the image to compute a local Tonemapping Operator that is applied on the whole image. Computation happens in real – time. Support for integrating an Eyetracker is currently not implemented.

2. User Interface

2.1.Loading a HDR file

After starting the application you need to load an HDR image. Currently only *.hdr files are supported.

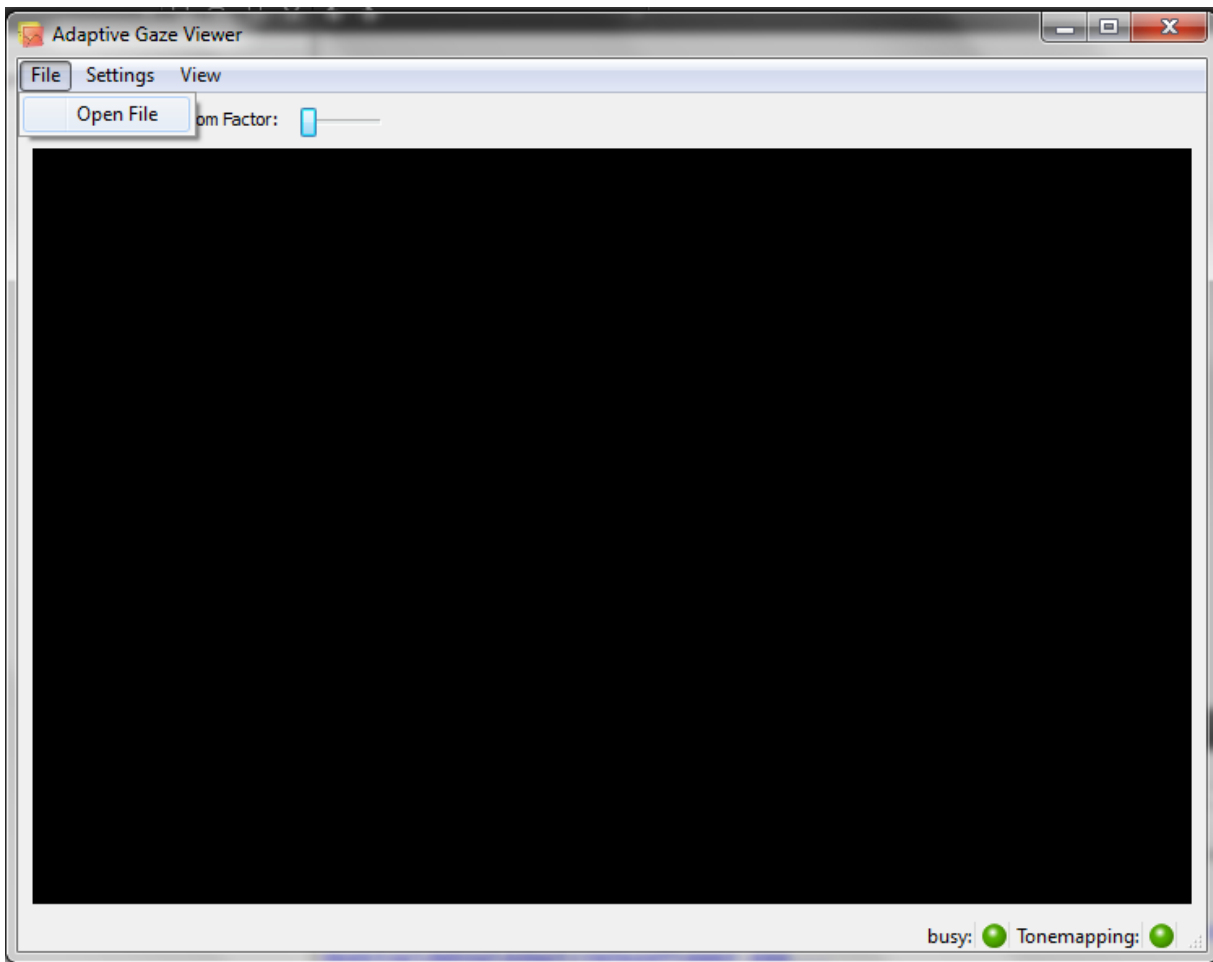


Figure 2.1 Opening a HDR file

After loading the image it will be displayed in the main panel. Adaptive Tonemapping is enabled right after loading a file.

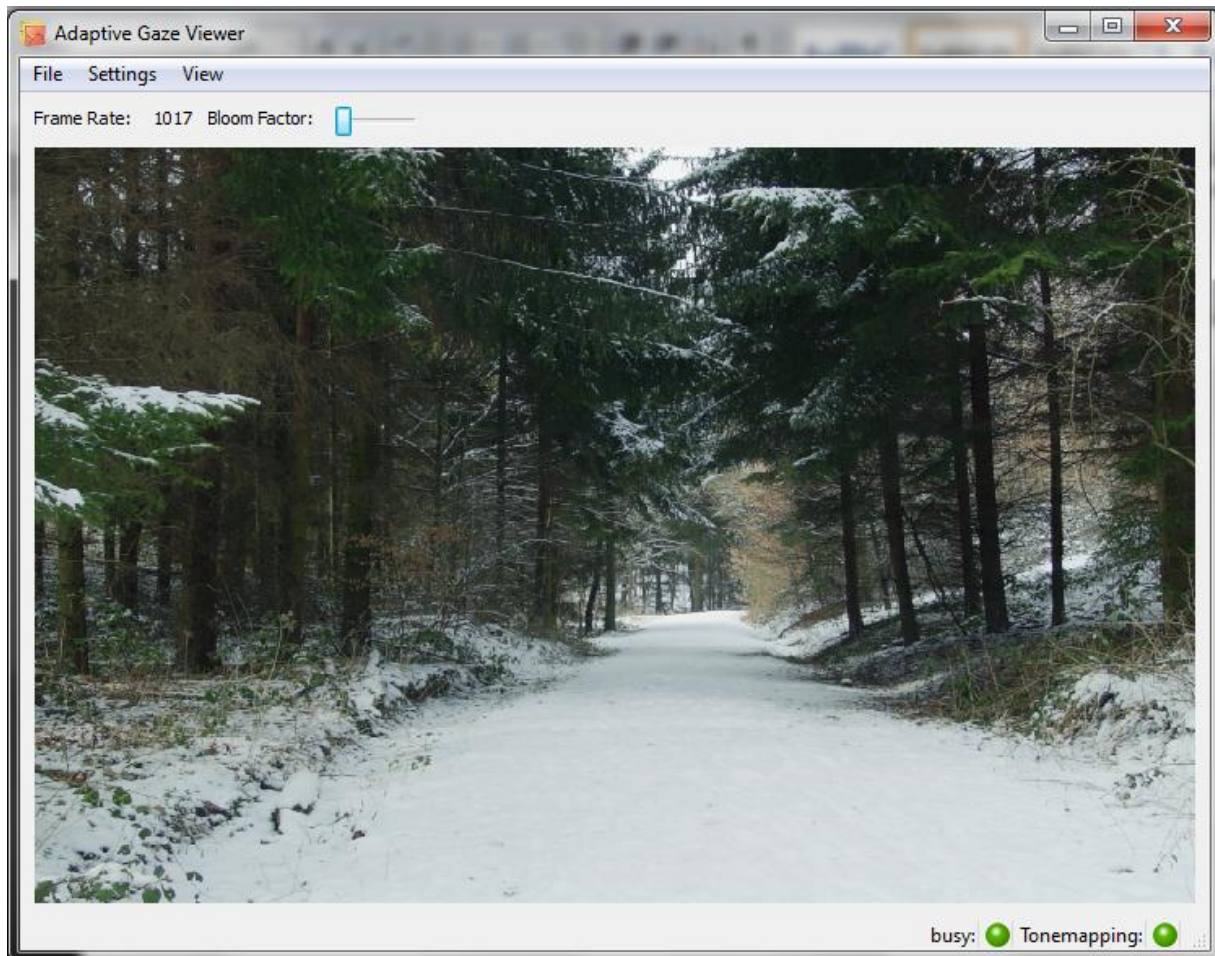


Figure 2.2 A HDR file after loading

2.2.Settings

2.2.1. Eye Settings

The Eye Settings dialogue is to adjust the simulation of the point of gaze that is currently controlled by the mouse pointer.

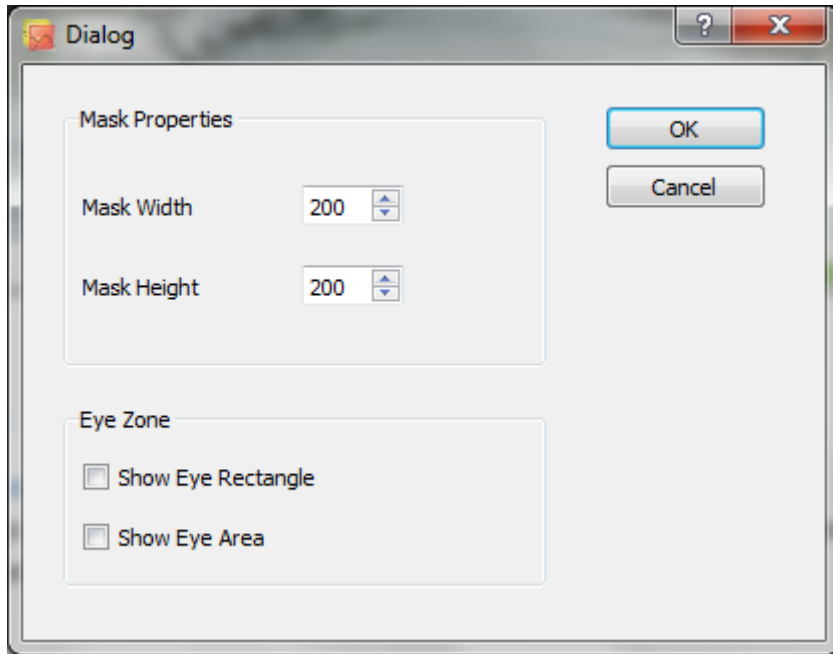


Figure 2.3 The Settings Dialogue

Currently the following parameters are available:

- **Mask Width**
Defines the width of the simulated area of gaze
- **Mask Height**
Defines the height of the simulated area of gaze
- **Show Eye Rectangle**
Displays the border of the simulated eye rectangle according to the position of the mouse pointer and the Mask Size Settings
- **Show Eye Area**
Display the clipping area of the eye rectangle. It is cut from the background image (the HDR image) and displayed in the top left corner of the main window as an overlay.

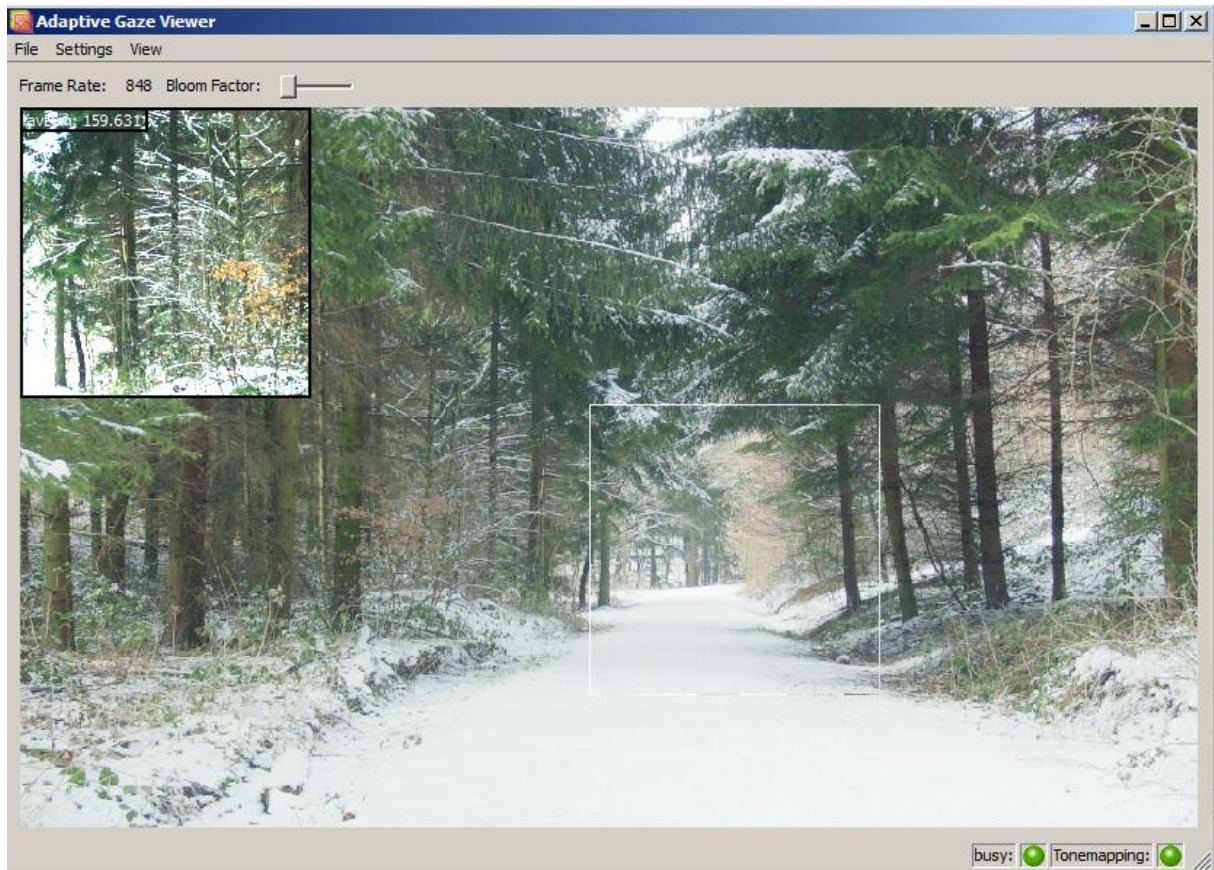


Figure 2.4 Activated Eye Rectangle

2.2.2. View Settings

To switch the application to full screen mode, choose the full screen option from the view menu.

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