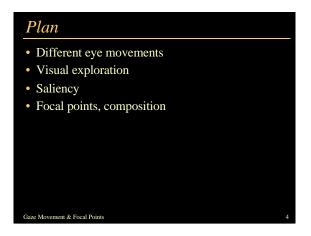
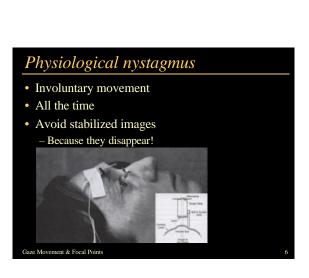


• We need to align the fovea with relevant features



Eye movements Physiological nystagmus (involuntary) Saccade (scan visual field) Smooth pursuit (track moving objects) Vergence (depth adjustment) Vestibular (compensate head movement) Optokinetic (in moving environment)



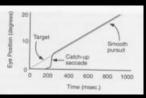
Saccade

- Scan the visual field
- Can be controlled
- The most important for us
- Ballistic movement: 30 ms and up to 900°/s
- Fixation ~300ms
- · Saccadic suppression
 - No blur is experienced during movement

Gaze Movement & Focal Points

Smooth Pursuit

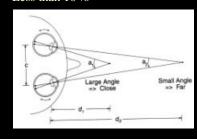
- Track moving objects
- Smooth
- Constant feedback and readjustment
- Slower than saccades (max 100°/s)
- Acuity
 - The image of the tracked object remains sharp



Gaze Movement & Focal Points

Vergence

- Depends on object distance (depth cue)
- Less than 10°/s



Other movements

- Vestibular
 - compensate head movement
- Optokinetic
 - in moving environment

Gaze Movement & Focal Poin

Saccadic exploration

- Reading: Javal, 1878
- Images: Yarbus, 1965
- Path
- Fixation time

Gaze Movement & Focal Points



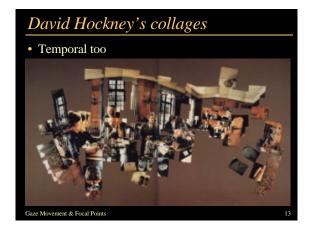
David Hockney's collages

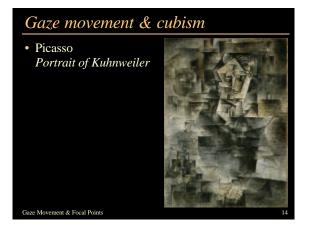
- 1 photo= 1 gaze
- Distorted perspective because saliency



Gaze Movement & Focal Points

2









Gaze attraction • Bottom-up (stimulus-driven) - Contrast - Color - Patterns • Top-bottom (High-level driven, potentially conscious) - Semantic information, familiarity

Human beings, eyesTask

– Personal context

Gaze Movement & Focal Points

Computational model

- Itti et al. (Caltech)
- Bottom-up only
- Different channels (colors, edges)
- Multi-resolution
- Lateral inhibition

Gaze Movement & Focal Points

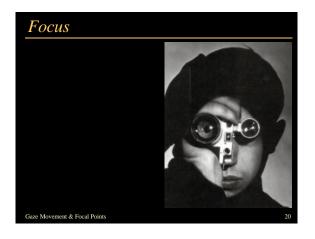
Focal point

- Contrast
- Amount of details
- Image dynamics (lines)
- Semantics

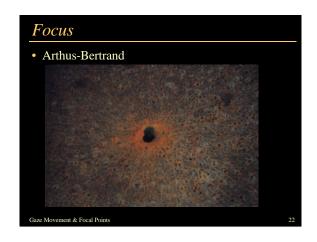
Gaze Movement & Focal Points

3





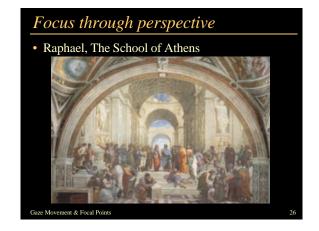


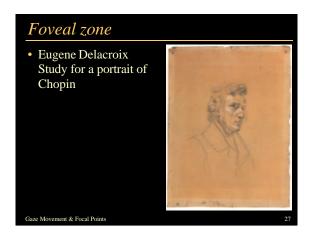




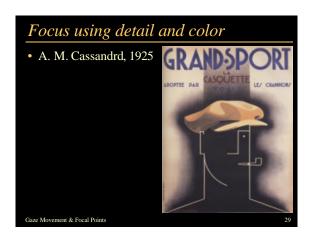


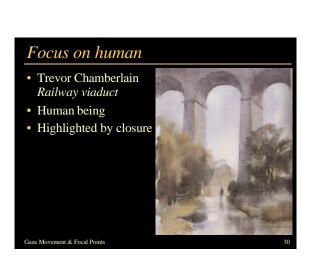


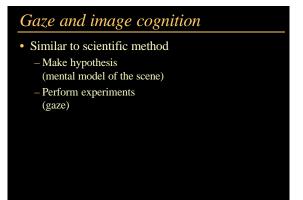












Gaze Movement & Focal Points

