

Software

What is the difference between Marker Bounded, Fixed and Manual AOIs?

Marker Bounded: This option is available when there are markers present in the scene (if you had placed markers in your setup). D-Lab3 can automatically calculate glances towards marker bounded AOIs.

Fixed: As the name suggests, these AOIs are fixed relative to the scene camera image. Typically used in static applications or in HMDs.

Manual: Allows the experimenter to manually code glances to AOIs by manually marking the start and end of each glance. Note: Manual AOIs cannot be drawn or visualized.

Definition of a glance: Consists of the last saccade before looking into the AOI until the last fixation within the AOI.

Unique solution ID: #1020

Author: Ergoneers GmbH

Last update: 2015-03-04 15:51