

EYEDIAP END USER LICENSE AGREEMENT (09/2010)

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8. Research

Research includes all type of scientific research, irrespective of the object under scrutiny, aimed at achieving a progress in science. The EYEDIAP dataset was designed mostly to train and evaluate gaze estimation algorithms from RGB and RGB-D data, although it can also be used for research in head and facial deformation tracking and face recognition.

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All publications that report on research that use the Corpus will acknowledge this as follows: ***"(Portions of) the research in this paper used the EYEDIAP dataset made available by the Idiap Research Institute, Martigny, Switzerland."***

and cite the following paper:

Kenneth Alberto Funes Mora, Florent Monay and Jean-Marc Odobez, "EYEDIAP, A Database for the Development and Evaluation of Gaze Estimation Algorithms from RGB and RGB-D Cameras", in ACM Symposium on Eye Tracking Research and Applications, 2014.

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Organization Address :	
Full Name (Block Letters):	
Title / Function :	
Email :	
Date :	
Signature :	

Schedule 1

Description of the Corpus:

Recording sessions

The EYEDIAP database is composed of 94 recording sessions which range from 2.5 to 3 minutes of data each. Each recording session is defined as a combination of the following parameters:

- * Participants. The corpus includes 16 people: 12 male and 4 female.
- * Recording conditions. For participants 14, 15 and 16, some sessions were recorded twice, in two different conditions (denoted A or B): different day, illumination and distance to the camera.
- * Visual Target. It is the object which the participant was requested to gaze at. It includes the following cases: Discrete screen target (DS), where a small circle was uniformly drawn every 1.1 seconds on random locations in the computer screen; Continuous screen target (CS), in which the circle was programmed to move along a random trajectory for 2s; 3D floating target (FT): a ball with a 4cm diameter hanging from a thin thread attached to a stick that was moved within a 3D region between the camera and the participant.
- * Head pose. Participants were asked to keep gazing at the visual target while (i) keeping an approximately static head pose facing towards the screen (Static case, S); or (ii) performing head movements (translation and rotation) to introduce head pose variations (Mobile case, M).

Each session was recorded with a Microsoft Kinect device and a high-resolution camera. The Microsoft Kinect has a resolution of 640x480, for both its RGB and Depth streams, and a frame rate of 30fps. The HD camera has a resolution of 1920x1080 pixels and it was recorded at 25fps. The HD video is provided after synchronization with the RGB video of the Kinect, thus a video of the same length with a frame rate of 30fps is provided.

Meta-data

We also provide meta-data which is useful to process the recorded sessions. This include:

- * RGB-D sensor calibration. The calibration parameters for the RGB-D stereo ensemble were computed and are included in the corpus. In addition, the calibration between the camera coordinate system (3D) and the 2D screen coordinates is provided.
- * RGB-D and HD camera synchrony and calibration. The provided HD video was processed to be synchronized with the RGB video from the Kinect. The HD camera intrinsic calibration parameters and its pose with respect to the RGB-D ensemble is also given.
- * Head pose and eyes tracking. The frame-by-frame head pose and eyes position is given for all sessions.
- * Floating target tracking. The frame-by-frame position of the 3D target is included. This allows to use it as ground truth for the gaze direction.
- * Manual annotations. For some sessions, annotations regarding the validity of the sample are given.
- * Sample scripts. The corpus includes a few sample scripts to facilitate the usage of the data to researchers.