**Meeting notes:**

* Bram - got calculation to determine difference between gaze vectors
* Karla - a little bit behind
* Trying to figure things out

Progress:

* Bram - trying to import headset into Unity, create a “child” of it
  + When calibrating FOV create a green dot that goes into the center of each frustrum
    - Match where the eye looks at while calibrating to where the green dots are at, and find difference
  + Has been focusing more on unity, not necesarily api
  + Note: Tobii Eye tracking software
* Wenhao got FOVE working on his computer