

VR HMD Headset



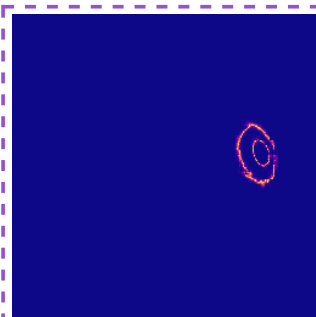
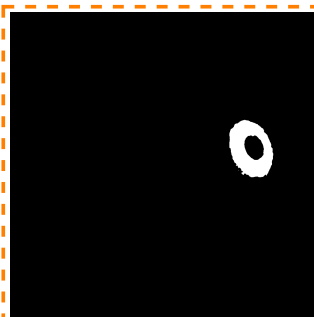
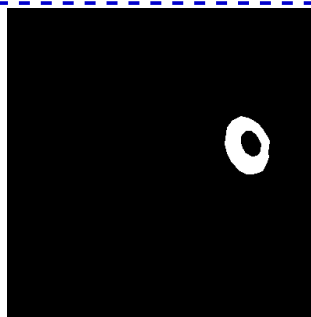
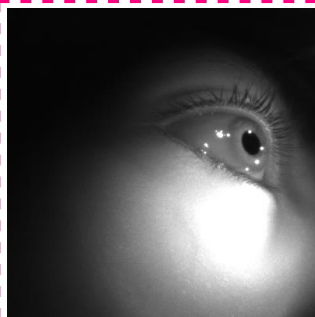
Input

Target

VREyeSAM(Our)

Uncertainty Map

Steady Gaze



Moving Gaze

