SYNOPSIS

Using Eyes movements to control the features of video playback, like playing and pausing the video.

# Controlling Video Playback with the help of Eye Movement.

Performing actions of pausing, playing, taking snap and terminating video with help of eye movement.

So there are two methods of detecting eye in by a camera

1. Using difference in frame reference on the basis of different colors of pupil , Iris and cornea

we can detect the eye movement. and has good efficiency but requires good quality camera

so that it can zoom to an eye and give clear image

1. Using predefined haarcascade xml file to detect the eye which is quite common

Then by detecting the position and focus of eye we can analyze whether the user is looking at the screen or not.

* If user is looking at the screen video will remain playing or if the video was paused the video will resume.
* If user is not looking at the screen video will get paused if it was playing and if it was paused it will remain paused.
* If the user want to take a snap he will have to close one eye and open other one in this way the current frame will get stored as snap.
* If the user is not looking at the screen for more than 5 minuter then the video will automatically terminate.

# Libraries

* OpenCV python library for analyzing the image captured from the webcam.

# Applications

* If the user is watching a video and in between he goes to sleep then after 5 minutes the video will get stopped and system can also be shutdown so it will save the power.
* If user is watching a video and if someone call him and he looks at him then the video will get paused and in this way he will not have to worry about the part of the video missed or rewinding the video.