SYNOPSIS

Using Eyes as an option to control the features of video playback with help of eye movement.

# Rendering Video Playback with help of Eye Movement.

Performing actions of pausing, playing, taking snip, or 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 on detecting the position of eye we can get the when the person is watching the screen and when he is not focusing .

# Libraries

OpenCV library for webcam control and video playback control .

# Applications