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5. Volume Composition Using Eye Tracking Data 2006
6. LOD:
7. T. Ohshima, H. Yamamoto, and H. Tamura, “Gaze-Directed Adaptive Rendering for Interacting with Virtual Space”, Proc. IEEE VirtualReality Annual Int’l Symp. (VRAIS 96), IEEE CS Press, LosAlamitos, Calif., 1996, pp. 103-110.
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13. Foveated 3D model simplification 2004
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Hybrid, ray tracing+LOD 3D

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Others:

Parameter user study, image filter, image (强调独特之处，和我们的关系)

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Low pass filter, 3D

1. Using an Eye-Tracking System to Improve Camera Motions and Depth-of-Field Blur Effects in Virtual Environments 2008

3D, reverse mapping, blur filter

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**Related:**

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4. Top-Down Visual Attention for Efficient Rendering of Task Related Scenes 2004

Multires:

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