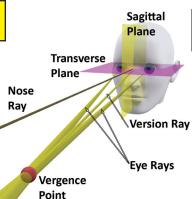
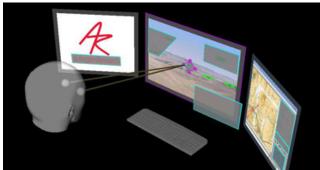
Arrington Research, Inc. ViewPoint EyeTracker®

3D ViewPoint™

- **Vergence & Version Angles**
- **3D Scan Paths**
- **Fast & Easy Setup**
- **Intuitive 3D Graphics**
- **Post-hoc ROI Specifications**
- **Torsion across 3D Gaze**
- **Heat, Fog and Torch Maps**
- Polygon/Concave ROI
- **Angular Calculations**
- **Quanternian Transforms**



3DWorkSpace™



ViewPoint EyeTracker® Head Mounted Solutions

Light weight and comfortable the eye tracking system can be worn without discomfort for long periods. View real-time gaze or recorded AVI 2.0 movies with gaze point shown clearly over the scene video. Easily adjustable in size and compatible with glasses.

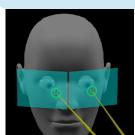
- * Compatable with glasses
- * Binocular version includes correction for parallax error
- * The lightest weight at less than 25g
- * No beam splitter
- * Fits any face
- * No head tracker is required
- * Laptop systems available
- * USB 2.0 Silverbox for Laptop use

Problems Solved -

Parallax errors and frame torsion errors are real problems with monocular systems. ViewPoint binocular systems have adjustable cameras and LED's for optimal use with eyeglasses.



3DWorkSpace™ and 3DViewPoint™ provide precise 3D depth information for 3D monitors, gaze across multiple monitors and curved displays.



- Pupilometry
- Vergence
- Torsion
- Ethernet
- Heat, Fog & Torch Maps
- MATLAB, Python, etc.
- **Canted / Tilted Displays**
- **Full or Partial Binocular Overlap**
- See-thru or Opaque Displays

Headlock™ Ultra Precision Head Positioner™ and Remote Systems

EyeFrame Scene Camera Systems:

- * Track gaze position on a real-world scene video
- * Eye movement data recorded at 60Hz
- Real-time and post-hoc data access and display
- Light weight and comfortable
- * Monocular or binocular
- Real-time wireless

New High Speed Binocular Scene Camera System

> Come visit us at Booth #1636













www.ArringtonResearch.com