

Flow Chart For HoloLens 2 Eye Tracking Experiment

Develop Unity Application

- Source 3D objects (hologram) to be used. Transform into format that can be used in Unity (OBJ, FBX, MATLAB, PNG) using software like Blender.
- Add scripts to 3D objects that capture, store, export, user input (gaze, hand gestures) and object transformation.
- Build (using Unity) and Deploy (install) Unity Application to HoloLens 2 using Visual Studio 2022



Collect data

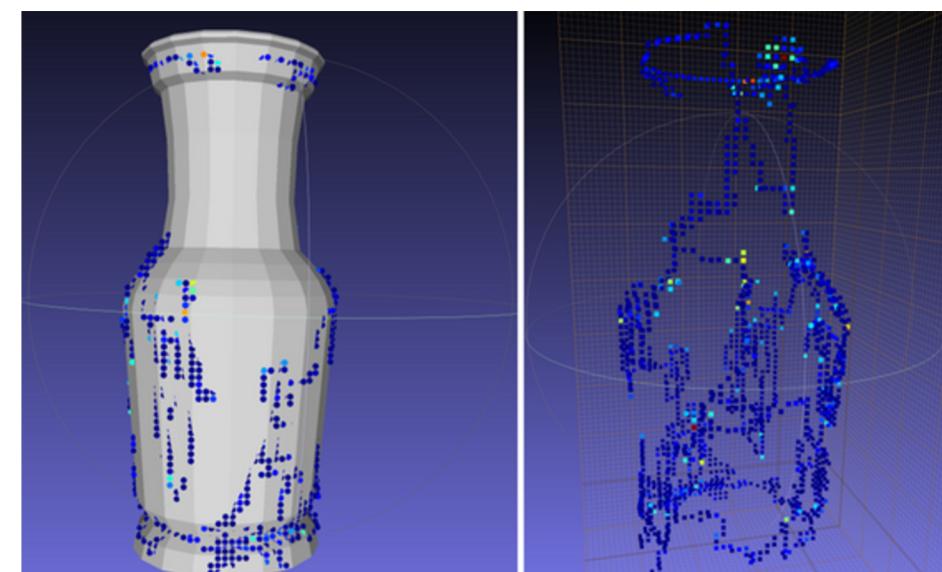
- Recruit participants and brief on software usage and task.
- Use HoloLens 2 (running the Unity application) to collect data.
- Export data to computer.



Generate Heatmap

- Use AI model to generate heatmap
- Use gaze aggregation (points, intensities)

Unity is able to collect the local hit positions of gaze. This can be exported directly and correspond to the 3D model.



Object Showing on
HoloLens 2 (Running
in Unity Application)

