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Summary

.Facial recognition, and more specifically eye tracking technology have been ever-growing in popularity over the past decade, especially as virtual reality becomes the focal point in modern projects. This article discusses the potential security risk that comes with such technology, as virtual reality headsets capture eye images that contain biometric data such as iris patterns. To mitigate such a risk, the authors provide an approach to the eye animations present in displaying these social visual avatars that remove the iris biometric from the gathered eye tracking images, as well as provide security options to the user so that their partners cannot see such specific features of their eyes when communicating with them. Such an approach when configured produced an average Recognition Rate of less than a tenth than before, providing some confidentiality while producing a similar product. Given that the work is in its early stages, the approach has yet to account for the defocus that comes with eye movements such as blinks, which are common in any physical or virtual social interaction, but provides a foundation as to where work on such can be done.