Gaze Data Capture

A short summary of capturing gaze data on 3D objects in Unity, exporting the data, and processing it into voxels and point cloud that overlaps with the 3D model. Video demo:

## 1 Unity Setup

A screenshot of a video game

AI-generated content may be incorrect.

Scene setup

A screenshot of a computer

AI-generated content may be incorrect.

Explain each script

Save and Export

## 2 Processing