# pupil labs

**Product Catalog** 

## Hardware Overview

## **Pupil Headset**

Pupil Headsets are plug and play USB devices carefully designed to be lightweight, unobtrusive, and easy to use. You wear Pupil like a pair of glasses. Cameras record your field of view and your eye movements. Data is correlated with Pupil software that runs on your computer. Pupil is designed as a modular system to support the diverse needs of researchers in the fields of eye tracking, pupillometry, and egocentric vision.



Total Weight 45g

Frame Material Laser sintered PLA

Nose Pads Silicone nose pads can be exchanged to

customize fit

Interface Single USB C connector on collar clip (USB 2/3

compatible)

#### **World Camera**

Sensor 2D high speed - 1920x1080 @30fps, 1280x720

@60fps, 640x480 @120fps

high resolution - 1910x1080 @30fps

3D 3d - See Intel R200 data sheet for details

Lens 2D high speed - Lenses are exchangeable.

Hardware ships with 100 deg and 60 deg FOV

lenses with M8 threads

high resolution - 90 degrees diagonal with auto

focus lens.

Latency 2D 5.7ms

3D See Intel R200 data sheet for details

Eye Cameras

Binocular and Monocular configurations

available

Sensor Maximum frame rate of 200fps at 200x200

pixels with global shutter.

Illumination (dark pupil tracking)

Latency 4.5ms

## Operation Configurations

Direct Pupil headsets connect directly to a computer

via a single USB 2.0/3.0 cable

Mobile Device Pupil headsets connect to an Android mobile

device via a single USB C cable. Pupil Mobile Android app enables local recording and WiFi

streaming of world and eye video.

#### VR/AR

We have created eye tracking add-ons for the current range of leading VR and AR platforms. Our add-ons enable eye tracking without compromising your VR/AR experience. Use the VR/AR hardware you already own, and augment it with our drop-in eye tracking hardware.



#### Supported Devices

HTC Vive. Oculus CV1. Oculus DK2 and HoloLens

#### **Basic Capabilities**

Mono | Stereo Both, depending on desired setup

Field of View HTC Vive, Oculus CV1, Oculus DK2, Hololens:

up to HMD limits

Gaze Accuracy Approx. 1.0deg

Gaze Precision Approx. 0.08deg



Camera Latency 4.5ms

Processing Latency 3-4ms on i5 CPU

### **Eye Cameras**

Frequency HTC Vive and Oculus DK2: 120hz, HoloLens

and Oculus CV1: 200hz

Connection USB 2.0

Saturation Interconnected bandwidth USB 2.0 ~60%

saturation

### **Data Output**

Combined Eye Gaze Yes

Independent Eye Gaze Yes - 1 gaze point per eye

Pupil Position Yes

Pupil Diameter Yes - units in pixels using 2d appearance, units

in mm using 3d model

Velocity | Acceleration Can be implemented if desired

Eye Accomodation Yes, using binocular vergence

#### **Calibration**

Method 2D 9 points

3D 5 points

## Power Performance Memory

Host CPU % Utilization 50% of one core per eye

### Connectivity

SDK Through network message based API

Plugin for Game Engines Reference plugin implementation for Unity3D

## Software Overview

Pupil software runs on macOS, Linux, and Windows 10. Pupil software enables you to record, visualize, and analyze eye tracking data. Pupil software is open source and updates are released on a regular basis. Use Pupil Capture for data acquisition and real-time applications. Pupil Player for visualizationa and analysis (post-hoc). Pupil Mobile for data acquisition and streaming. You can easily extend functionality of Pupil by developing your own plugins in Python or modify the source code!

**Download Software** 

**Pupil Mobile** 

**Documentation** 

Generated on: 2017-12-22

## **Pupil Capture**

Pupil Capture is the software used with the Pupil Headset and is used to receive video and audio streams, detect your pupil, track your gaze, track surfaces in your environment, stream data in real-time over the network, and record data in an open format.

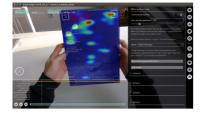


| Pupil Detection Method                   |    | Binocular, dark pupil tracking using a 3D eye model  |
|--|----|--|
| Calibration Procedure                    |    | Multi point calibration - 3-9 points (physical marker or on-screen marker)   |
| Slippage Compensation                    |    | Slippage compensation using the 3D eye model   |
| Pupil Diameter                           |    | Diameter is recorded in millimeters based on<br>anthropomorphic eyeball size and in pixels<br>based on apparent diameter |
| Accuracy & Precision<br>Precision        | 2D | Accuracy: 0.6 degree of visual angle   |
|  |    | Precision: 0.08 degrees  |
|  | 3D | Accuracy : 1.4 degree of visual angle  |
|  |    | Precision: 0.08 degrees  |
| Area of Interest Tracking                |    | Surface tracking using up to 64 unique 5x5 fiducial markers  |
| Multi-device Sync<br>Synchronization     |    | Synchronization with other Pupil devices and other sensors on a wireless/wired network                                   |
| Broadcast Pupil Data Over<br>the Network |    | Real-time broadcast of Pupil data (gaze data, pupil data, events) over a wireless/wired                                  |

network

## **Pupil Player**

Pupil Player is a media and data visualizer at its core. You will use it to look at Pupil Capture recordings. Visualize your data and export it. You can also use Pupil Player to conduct post-hoc pupil detection and calibration (gaze estimation).



**Visualization**Multiple plugins to visualize gaze data. Most visualization plugins are additive; enabling

custom visualizations and analysis.

Analysis Fixation classification and visualization (using

dispersion / duration method). Export reports of all fixations within the scene. When used in combination with Surface Tracking, export

fixations on surfaces.

Surface Tracking using up to 64 unique 5x5

fiducial markers. Edit and add surfaces based on markers in the recording. Aggregate data, generate heatmaps, and export surface data

and reports.

**Export** Export videos with visualizations. Export raw

data as CSV files that can be imported into a

spreadsheet.

## Pupil Mobile

Pupil Mobile is a companion app to Pupil Capture and Pupil Service. The app enables you to connect your Pupil eye tracking headset to your Android device via USB-C. You can preview video and other sensor streams and record video locally on your Android device. The video data can be streamed over a WiFi network to other computers (clients) running Pupil Capture.



Compatible Android Devices Moto Z2 Play, Nexus 5x, Nexus 6p, and OnePlus

3 and

Compatible Android Version Android 7 and up

Hardware Connection USB-C

Compatible Pupil Hardware All pupil headsets except world 3D camera

Local Recording Mode Record up to 4 hours locally when using Pupil

Labs Pupil Mobile Bundle (Moto Z2 Play with

Battery Pack and SD card).

WiFi Streaming Pupil Mobile can stream over local WiFi

network to multiple clients using the open

source MDSI protocol

Android App Available on the Google Play Store

## **Pupil Headset Configurations**

#### **Pupil Headset**

PID: pupil\_w120\_e200b\_edu



World camera: high speed 120hz world

Eye cameras: 200hz binocular eye cameras Academic discount

World camera: w120 Eye camera: e200b

€ 2150

#### **Pupil Headset**

PID: pupil\_w120\_e200\_edu



World camera: high speed 120hz world

Eye camera: 200hz eye camera Academic discount

World camera: w120 Eye camera: e200

€ 1250

#### **Pupil Headset**

PID: pupil\_w120\_e120b\_edu



World camera: high speed 120hz world

camer

Eye cameras: 120hz binocular eye cameras

Academic discount

World camera: w120 Eye camera: e120b

€ 1750

#### **Pupil Headset**

PID: pupil w120 e120 edu



World camera: high speed 120hz world camera

Eye camera: 120hz eye camera Academic discount

World camera: w120 Eye camera: e120

€ 1050

#### **Pupil Headset**

PID: pupil w120 enone edu



World camera: high speed 120hz world camera

Eye camera: no eye camera Academic discount

World camera: w120

€ 600

#### **Pupil Headset**

PID: pupil w3d e200b edu



World camera: Intel RealSense R200 RGBD

Camera

Eye cameras: 200hz binocular eye cameras Academic discount

World camera: w3d Eye camera: e200b

#### **Pupil Headset**

PID: pupil\_w3d\_e200\_edu



World camera: Intel RealSense R200 RGBD

Camera

Eye camera: 200hz eye camera

Academic discount

World camera: w3d Eye camera: e200

€ 1600

#### **Pupil Headset**

PID: pupil\_w3d\_e120b\_edu



World camera: Intel RealSense R200 RGBD

Camera

Eye cameras: 120hz binocular eye cameras

Academic discount

World camera: w3d Eye camera: e120b

€ 2100

#### **Pupil Headset**

PID: pupil\_w3d\_e120\_edu



World camera: Intel RealSense R200 RGBD

Camera

Eye camera: 120hz eye camera

Academic discount

World camera: w3d Eye camera: e120

€ 1400

#### **Pupil Headset**

PID: pupil w3d enone edu



World camera: Intel RealSense R200 RGBD

Camera

Eye camera: no eye camera

Academic discount

World camera: w3d

**Pupil Headset** 

PID: pupil w30 e200 edu



World camera: high resolution 30hz world

camera

Eye camera: 200hz eye camera

Academic discount

World camera: w30

Eye camera: e200

€ 1250

**Pupil Headset** 

PID: pupil w30 e120 edu



World camera: high resolution 30hz world

camera

Eye camera: 120hz eye camera

Academic discount

World camera: w30 Eye camera: e120

€ 1050

#### **Pupil Headset**

PID: pupil\_w30\_enone\_edu



World camera: high resolution 30hz world camera Eye camera: no eye camera Academic discount

World camera: w30

**Pupil Headset** 

PID: pupil\_wnone\_e200b\_edu



World camera: no world camera Eye cameras: 200hz binocular eye cameras Academic discount

Eye camera: e200b

**Pupil Headset** 

PID: pupil\_wnone\_e200\_edu



World camera: no world camera Eye camera: 200hz eye camera Academic discount

Eye camera: e200

€ 600

€ 1900

€ 1000

#### **Pupil Headset**

PID: pupil\_wnone\_e120b\_edu



World camera: no world camera Eye cameras: 120hz binocular eye cameras Academic discount

Eye camera: e120b

**Pupil Headset** 

PID: pupil\_wnone\_e120\_edu



World camera: no world camera Eye camera: 120hz eye camera Academic discount

Eye camera: e120

€ 1500

## VR/AR

#### HoloLens Binocular Add-on

PID: hololens\_w120\_e200b



#### HTC Vive Binocular Add-on

PID: htcviveb



#### Oculus DK2 Add-on

PID: oculusdk2b



Microsoft HoloLens eye tracking add-on with 2 x 200hz eye cameras and 1 x high speed world camera

HTC Vive eye tracking add-on with 2 x 120hz eye cameras

2 x Oculus Rift DK2 add-on cups with 2 x 120hz eye cameras

World camera: w120 Eye camera: e200b Eye camera: e120b

Eye camera: e120b

Eye camera: e2000

€ 1400

€ 1400

## € 1750

## Epson BT300 Add-on

PID: epsonbt300b\_e120b



Epson Moverio BT300 eye camera mounts, USBC clip, cable harness, and binocular 120hz eye cameras.

Eye camera: e120b

## **Additional Products**

Here you will find upgrades for existing Pupil hardware and additional products like Pupil Mobile.

#### Eye Camera

PID: e200upgrade



200hz eye camera upgrade

Eye Camera
PID: e120upgrade



120hz eye camera upgrade

Eye camera: e200 Eye camera: e120

€ 650

€ 450

#### Pupil Mobile Bundle

PID: pm motoz2



Moto Z2 Play (black), hot-swappable Moto power pack, 64gb SD card, USBC-USBC cable, and is pre-loaded with the Pupil Mobile app. Connects to Pupil headset via USBC cable (included).

€ 650

### **USB-C Upgrade**

PID: usbcupgrade



Upgrade any existing Pupil headset with the new USB-C clip. Comes with USB-C to USB-A cable.

## Camera Specs

Pupil cameras are custom built by Pupil Labs. The fastest, smallest, lightest, most versatile, and resolve a wide range of eye movement motifs.

## World cameras

#### high speed

PID: w120

World camera custom built by Pupil Labs. The fastest, smallest, lightest, and most versatile world camera in our product line. We recommend this option for most research use cases.

| Sensor   | Latency | FOV  | Audio                                   |
|--|---------|--|---|
| 1920x1080 @30fps, 1280x720<br>@60fps, 640x480 @120fps.<br>Sensor model OV2710. | 5.7ms   | 100 degrees diagonal. Lenses<br>are exchangeable: Headset<br>ships with 60deg and 100 deg<br>FOV lenses. | Record audio via host device microphone |

#### 3d

PID: w3d

Intel RealSense R200 RGBD camera. Provides depth image and monocular RGB color image. (Note: This sensor is not compatible with Pupil Mobile).

| Sensor                                | Latency                               | FOV                                   | Audio                                   |
|---------------------------------------|---------------------------------------|---------------------------------------|---|
| See Intel R200 data sheet for details | See Intel R200 data sheet for details | See Intel R200 data sheet for details | Record audio via host device microphone |

#### high resolution

PID: w30

World camera with beautiful image quality and stereo microphones. We recommend this option when you want aesthetically pleasing footage and on-board microphones, and are not concerned with size, weight, or speed.

| Sensor           | Latency | FOV                                       | Audio  |
|------------------|---------|---|--|
| 1910x1080 @30fps | 127.7ms | 90 degrees diagonal with auto focus lens. | Record audio with built-in stereo microphone |

## Eye cameras

#### 200hz binocular

PID: e200b

Eye cameras custom built by Pupil Labs. Our smallest, lightest, and fastest eye tracking cameras. Global shutter and 200hz speed enable robust pupil detection and eye movement motif classification

| Sensor  | Latency | Illumination  |
|---|---------|---|
| Global Shutter.<br>192x192 @ 30fps, 60fps, 90fps, 120fps,<br>180fps, 200fps<br>400x400 @ 30fps, 60fps, 90fps, 120fps,<br>200fps | 4.5ms   | IR camera with IR illumination and IR bandpass filter (dark pupil tracking) |

#### 200hz

PID: e200

Eye camera custom built by Pupil Labs. Our smallest, lightest, and fastest eye tracking camera. Global shutter and 200hz speed enable robust pupil detection and eye movement motif classification.

| Sensor  | Latency | Illumination  |
|---|---------|---|
| Global Shutter.<br>192x192 @ 30fps, 60fps, 90fps, 120fps,<br>180fps, 200fps<br>400x400 @ 30fps, 60fps, 90fps, 120fps,<br>200fps | 4.5ms   | IR camera with IR illumination and IR bandpass filter (dark pupil tracking) |

#### 120hz binocular

PID: e120b

Eye cameras custom built by Pupil Labs. Small, lightweight, and versatile eye tracking cameras.

| Sensor          | Latency | Illumination  |
|-----------------|---------|---|
| 640x480 @120fps | 5.7ms   | IR camera with IR illumination and IR bandpass filter (dark pupil tracking) |

#### 120hz

PID: e120

Eye camera custom built by Pupil Labs. Small, lightweight, and versatile eye tracking camera.

| Sensor          | Latency | Illumination  |
|-----------------|---------|---|
| 640x480 @120fps | 5.7ms   | IR camera with IR illumination and IR bandpass filter (dark pupil tracking) |