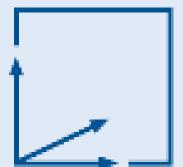
[D04]



[DEMO] INDICA: Interaction-Free Display Calibration for Optical See-through Head-mounted Displays based on 3D Eye Localization

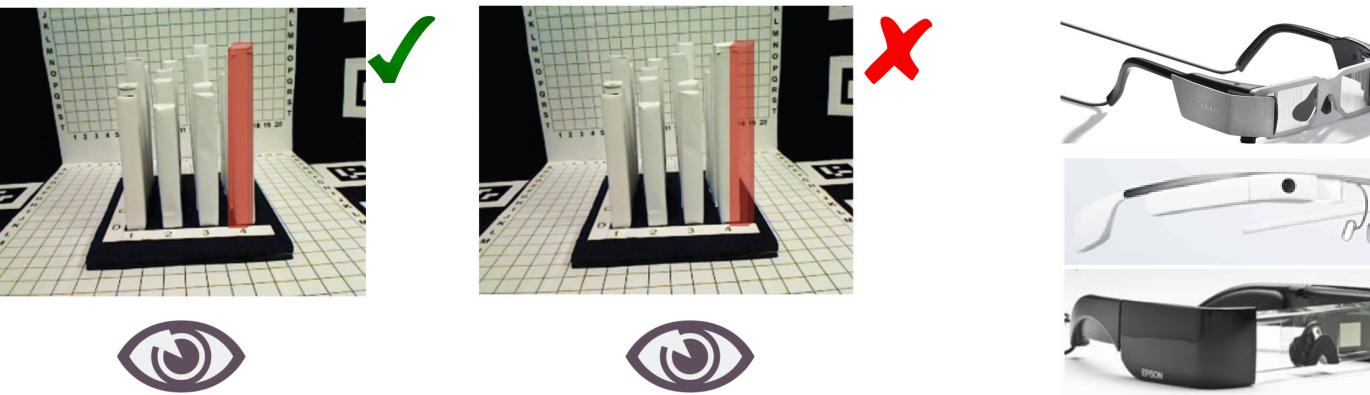
Itoh Y. and Klinker G.

Technische Universität München, Germany



Why is HMD Calibration Important?

A correct spatial registration of **Optical See-Through** Head-Mounted Displays (**OST-HMD**) w.r.t. a user's eye(s) is an essential problem for any AR application using the such HMDs.



Maintaining the correct registration demands frequent (re)calibrations for the end-users whenever they move the HMD on their head (Touching, rubbing eyes etc.).

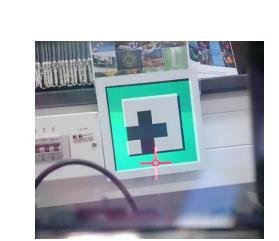


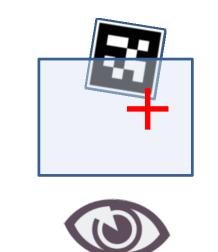




Our method utilizes dynamic **3D** eye position from an eye tracker in combination with pre-computed, static display parameters.

The result shows that our calibration with eye tracking is more stable than repeated **SPAAM calibrations**.

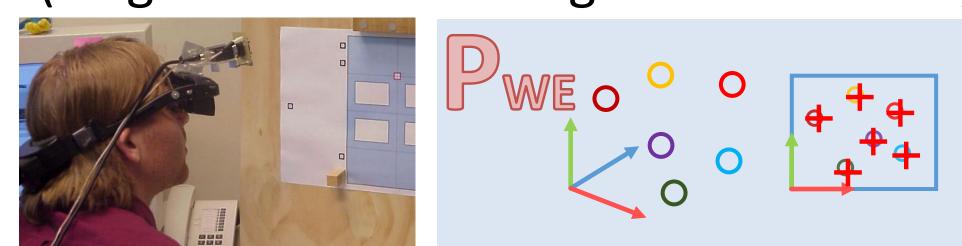




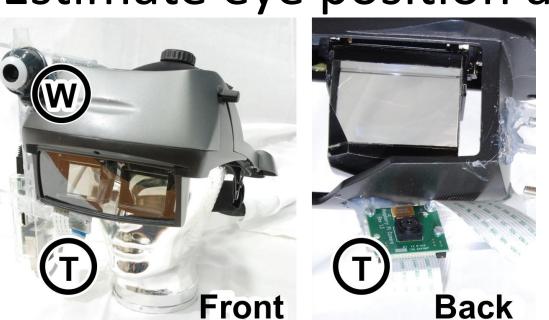
Problem Statement

Find World-to-Screen (3D-2D) Projection

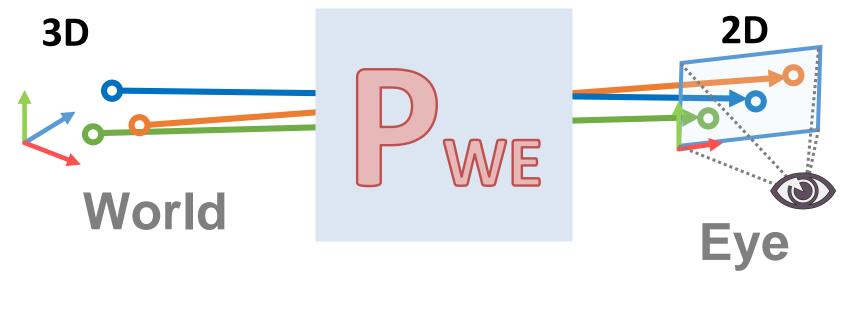
Manual Method: SPAAM
 (Single Point Active Alignment Method)

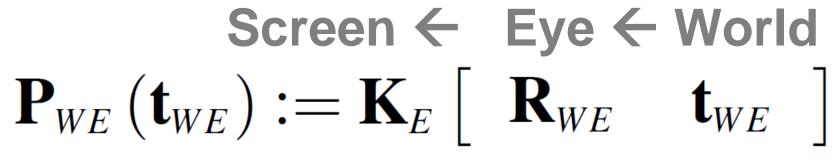


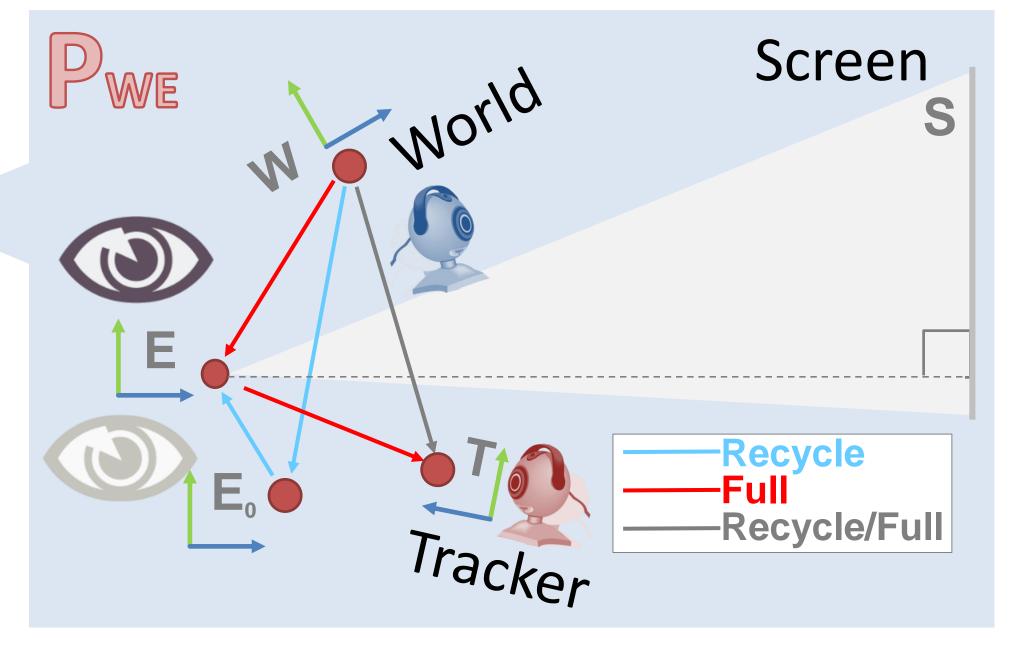
Interaction-Free Method (Proposed)
 Estimate eye position automatically!



- Recycle Setup
- Full Setup







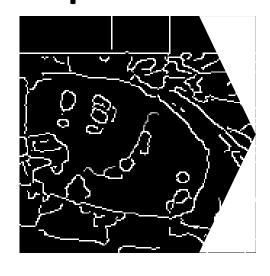
Eye Position Estimation

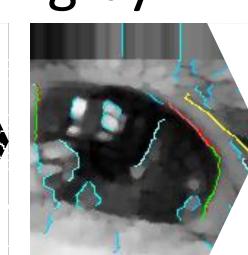
- 1. Estimate a 2D iris ellipse
 - Iris detection [3]

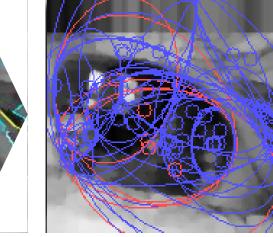




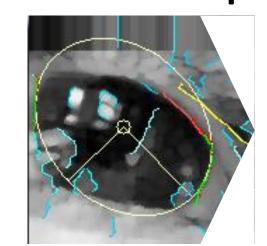
- Ellipse fitting by RANSAC

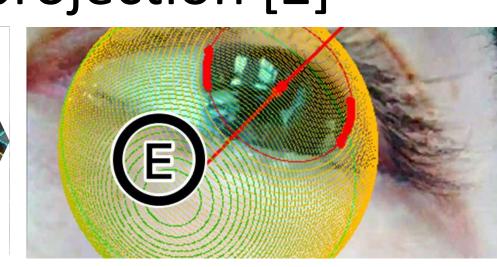






2. 3D Backprojection [2]

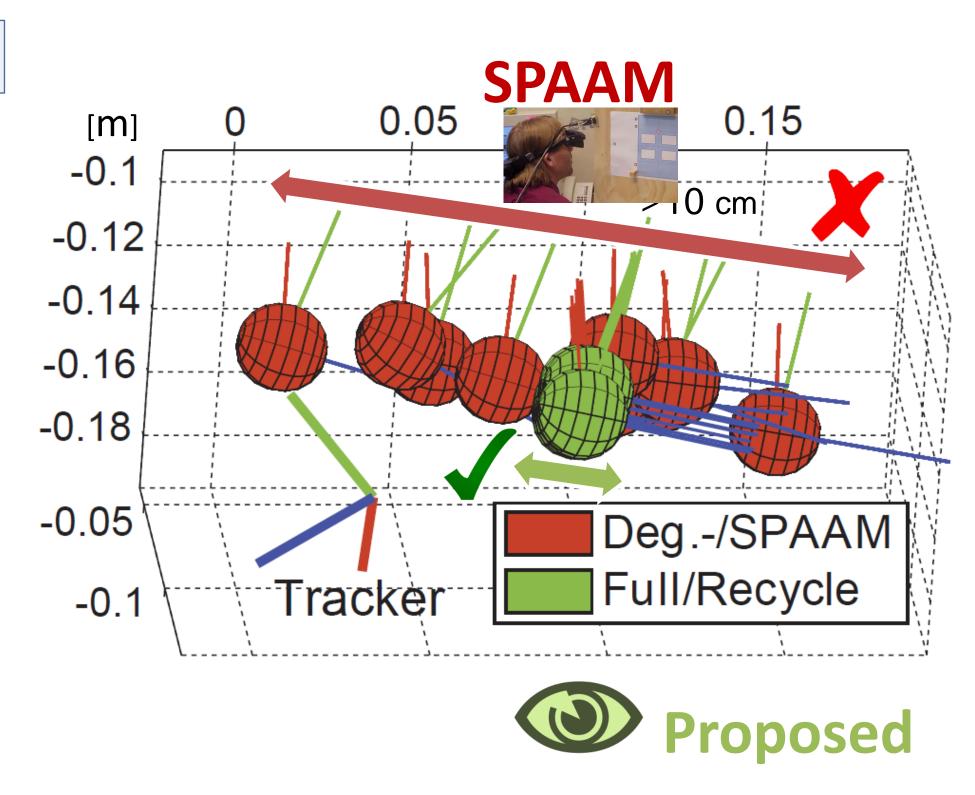




Experiments

20 Deg. SPAAM Proposed SPAAM Recycle Full (GT)

3D Eye Position Estimates



Comparison with a manual method: Single Point Active-Alignment Method (SPPAM [4]), The proposed method outperforms **Degraded SPAAM** with stable eye position estimates.

This project has received funding from the European Union's Seventh Framework Programme for research, technological development and demonstration under PITN-GA-2012-316919-EDUSAFE.







Conclusion

Calibration of OST-HMD using 3D eye position

- Simple:

No user interaction required

- Precise:

More stable than a conventional approach

More details

→ Our S&T talk on Fri

(Head-Worn Displays OST [S&T])

References

[1] Y. Itoh, G. Klinker, "Interaction-Free Calibration for Optical See-Through Head-Mounted Displays based on 3D Eye Localization," 3D User Interfaces (3DUI), 2014,IEEE

[2] C. Nitschke, A. Nakazawa, H. Takemura, "Image-based Eye Pose and Reflection Analysis for Advanced Interaction Techniques and Scene Understanding," SIG, 2011, IPSJ

[3] L. Świrski, A Bulling, N. Dodgson, "Robust real-time pupil tracking in highly off-axis images," ETRA, 2012, ACM

[4] M. Tuceryan, N. Navab, "Single point active alignment method (SPAAM) for optical seethrough HMD calibration for AR," ISAR, 2000, IEEE