Driver behaviour and a driving simulator

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To understand driver attention with the aid of a driving simulator. This driving simulator is constructed with an emphasis on visual feedback provided to the driver. The visual feedback is important because in this instance driver attention is being measured through eye tracking. To create a photorealistic simulator dashcam footage is being used from real Irish roads. To create the scenario that is of interest to the research being carried out, machine vision techniques such as inpainting and scene reconstruction are being used. 3d graphics techniques are being used to provide the illusion that the driver is in control of the trajectory the simulated car. In this talk the workflow for the inpainting aspect of the driving simulator is discussed. As well as a planned experiment based on driver perspective and eye movement.