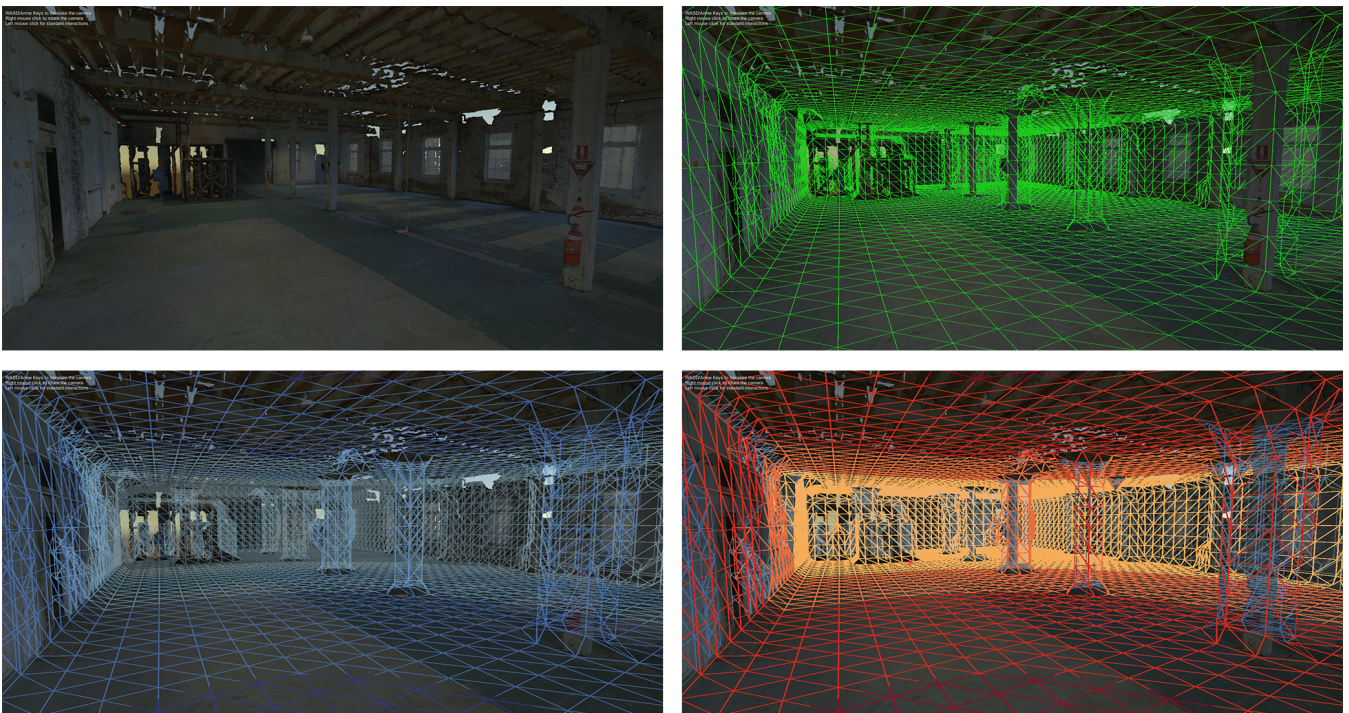


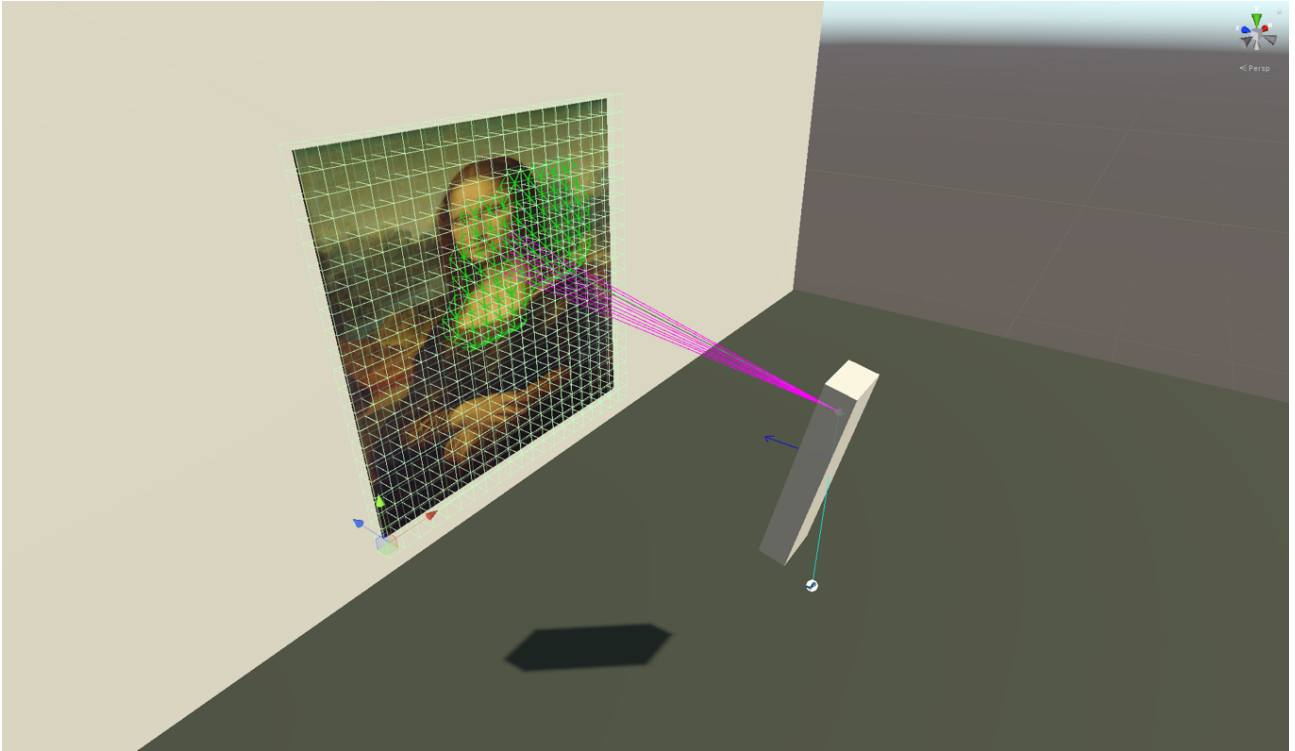
# Appendix: Real-Time Gaze Mapping for Immersive Analytics

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**Figure 1:** The virtual environment (top-left) is enwrapped by a grid structure (top-right). Each joint in this structure is capable of counting how often a user's gaze rested on it. Depending on the quantity of gazes for a section, segments can be blended in, out or dyed in a certain color. As shown in the bottom row, it is also possible to blend in the grid structure of occluded surfaces. By using two distinct color scales, depth as well as background and foreground can be distinguished nicely.



**Figure 2:** All observable surfaces are enwrapped with a scaffolding of cube skeletons, creating a 3D cushion on top of each surface. The user's focus point activates areas on that mesh and leads to incremented weights at inspected areas.