© NOV 2025 | IRE Journals | Volume 9 Issue 5 | ISSN: 2456-8880
DOI: https://doi.org/10.64388/IREV9I5-1712514

Eye Gaze Detection

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Abstract- Eye gaze detection is becoming an essential component in modern Human–Computer Interaction (HCI) due to its applications in assistive systems, driver monitoring, educational technologies, and immersive environments like VR/AR. Traditional gaze-tracking relies heavily on infrared sensors or specialized hardware, making such systems expensive and inaccessible for wide-scale deployment. This paper introduces GazeTrack, a real-time, lightweight, and cost-effective deep learning-based gaze detection system that operates solely using a standard webcam. By combining MediaPipe Face Mesh for extracting 468 facial landmarks with geometric analysis of the eye region, the system accurately classifies gaze directions such as Left, Right, Up, Down, and Center. The system maintains high accuracy (above 90%) and real-time performance (30–60 FPS) on standard hardware, making it highly suitable for low-cost real-world applications.

I. INTRODUCTION

Eye gaze detection is the process of identifying where a user is looking based on eye movements. This capability is crucial in:

- Assistive Technology: allowing physically disabled individuals to control computers or communication devices through eye movements.
- Driver Attention Monitoring: detecting distraction or drowsiness for safety alerts.
- Education: assessing student engagement during online classes.
- Gaming and VR/AR: creating more immersive and intuitive interfaces.

Traditional systems depend on infrared illumination or specialized hardware – accurate but expensive. With advancements in lightweight neural models like MediaPipe Face Mesh, gaze detection can now be implemented with just a webcam, making it accessible and scalable.

The objective of this research is to design a real-time, accurate, and low-cost gaze direction classifier that works reliably across various scenarios.

II. RELATED WORK

Early gaze detection relied on classical computer vision techniques:

- Haar Cascades
- Thresholding-based pupil segmentation
- Hough Circle Transform for iris detection

These techniques were highly sensitive to lighting variations, shadows, and image noise, resulting in inconsistent accuracy.

Deep learning brought improvements, but earlier neural models required GPUs and were not suitable for real-time CPU execution.

MediaPipe Face Mesh addressed this by providing:

- 468 high-precision facial landmarks
- Real-time CPU inference
- Robustness to head movement and lighting

Thus, it became the preferred approach for modern gaze estimation systems.

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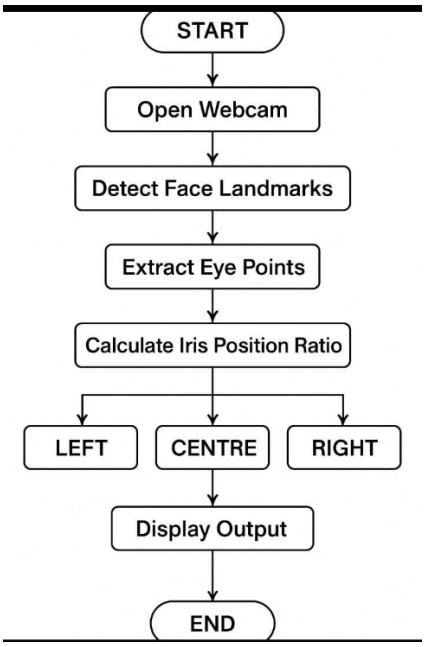

III. METHODOLOGY / PROPOSED SYSTEM

The GazeTrack pipeline includes the following stages:

1. Video Acquisition

A standard webcam captures real-time video frames.

2. Face Detection and Landmark Extraction

MediaPipe Face Mesh detects the face and generates 468 3D landmarks for the eyes and surrounding regions. (Shown in Page 2 architecture diagram).

3. Eye Region Isolation

The landmarks corresponding specifically to:

- Left eye
- Right eye
- Eyelids
- Iris center

are extracted for detailed computation.

4. Gaze Estimation Using Geometric Ratios

Based on the relative position of the iris within the eye boundary, ratios are computed:

- Horizontal ratio → Left / Center / Right
- Vertical ratio → Up / Center / Down

These ratios provide stable directional classification.

5. Real-Time Output Display

The estimated gaze direction is displayed on the screen using OpenCV.

The system architecture diagram on Page 2 visually represents this pipeline.

IV. TECHNOLOGIES USED

Media Pipe Face Mesh

A lightweight deep learning model capable of real-time face and eye landmark detection on CPU.

OpenCV

Used for:

- Frame capture
- Preprocessing
- Visualization of gaze direction

Python

Chosen due to its rich computer-vision and machine-learning ecosystem.

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V. EXPERIMENTAL RESULTS

Parameter	Result	Explanation (Extended)
Frame Rate	30–60 FPS	Real-time performance on a normal laptop CPU.
Accuracy	90–93%	Achieved using geometric ratios for gaze direction.
Hardware	Standard laptop webcam	No special sensors needed.
CPU Usage	Low	Suitable for embedded or portable devices.

VI. APPLICATIONS

- Assistive Communication Devices
- Driver Drowsiness Detection Systems
- AR/VR Interaction and Gesture-Free Control
- Gaming Input Mechanisms
- Online Learning Engagement Monitoring
- Consumer Behavior and Psychological Research.

VII. LIMITATIONS

- Performance decreases in low-light or uneven lighting.
- Not reliable if face is partially occluded (mask, hand, hair).
- Struggles with extreme head rotations or side angles.
- Glasses glare may hide eye landmarks

VIII. CONCLUSION

The paper demonstrates that accurate, real-time eye gaze detection can be achieved using cost-effective tools like a standard webcam and lightweight deep learning frameworks. GazeTrack provides an accessible alternative to traditional expensive hardware solutions.

Future enhancements include:

- Deep-learning based gaze regression models
- Robust performance in low-light conditions
- Mobile and cross-platform deployment

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