

SightLab VR Versions Comparison Chart

Feature	SightLab VR	SightLab VR Pro	SightLab VR Pro Multi-User
Add your own 3D environments and target objects and collect eye tracking data	x	x	x
Load your own 360 videos and images (stereo or mono) and collect eye tracking data	x	x	x
Replay session in both desktop and VR from a moveable perspective with display of various metrics	x	x	x
Build a scene and add fixation objects using a drag and drop tool	x	x	x
Start and configure experiment using a GUI based interface	x	x	x
3D gaze path visualization	x	x	x
View/toggle fixation spheres	x	x	x
View/toggle gaze ray	x	x	x
View/toggle motion capture of participant, objects and interactions	x	x	x
Access to code for modifying the template		x	x
Areas of interest for 3D Models		x	x
Areas of interest for 360 Videos		x	x
Use modified hardware setups		x	x
Adjust fixation threshold time	x	x	x
Collect eye tracking data and write to a .txt or .csv file along with timestamp and metrics	x	x	x
Calibrate user with 5 to 9 point calibration	x	x	x
Toggle a gaze intersection point	x	x	x
Display fixations in real time along with a timestamp	x	x	x
Record video of experiment for later review	x	x	x
Add custom flags to synchronize with events in the simulation		x	x
Gaze based interactions		x	x
Choose from various avatars for playback (or load your own)	x	x	x
Add interactable avatar agents		x	x
Generate and display a heatmap.		x	x

Add proximity sensors		x	x
Track additional objects		x	x
Save Views per object, Total view time, average view time and object timeline	x	x	x
Pupil intersect x,y,z position	x	x	x
Pupil Diameter(Vive Pro Eye)	x	x	x
Eye Openness(Vive Pro Eye)	x	x	x
Dwell Time	x	x	x
Add physics and collision detection		x	x
Experiment flow control		x	x
Start/stop video from a specific frame/time		x	x
Sequentially play multiple videos and/or 3D environments		x	x
Move and animate objects using custom animations or input devices		x	x
Access to adding all of Vizard features to scene		x	x
Load 2D videos displays		x	x
Use of additional python libraries in scene		x	x
Add/adjust custom audio		x	x
One on one support		x	x
Interact in a multi-user scene while viewing gaze intersect point			x
Save multi-user x,y,z positions of gaze intersect points			x