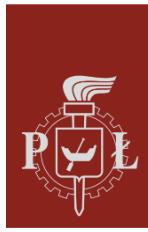
**NAWA**POLISH NATIONAL AGENCY  
FOR ACADEMIC EXCHANGE

<b>name of the unit:</b>  <b>DATA VISUALIZATION AND AFFECTIVE USER INTERFACE TEAM</b> Institute of Information Technology Lodz University of Technology		<b>symbol:</b>  <b>I-72</b> <a href="http://www.it.p.lodz.pl">http://www.it.p.lodz.pl</a>
<b>head of the unit:</b>  Piotr Napieralski	<b>potential promoters:</b>	<b>contact person:</b>  Piotr Napieralski tel: 42-631-27-96 <a href="mailto:piotr.napieralski@p.lodz.pl">piotr.napieralski@p.lodz.pl</a>
<b>scope of activities:</b>  - Stereoscopic visualization and digital image quality, - Affective user interfaces, - Psychology of perception - Computer graphics and animation - Artificial Intelligence in film image analysis		<b>graphic material</b>      
<b>present activities:</b> <ul style="list-style-type: none"><li>• Cooperation with S3D laboratory from the L. Schiller National Film School</li><li>• Development and development of intelligent algorithms for recognition and analysis of changes of pupil size</li><li>• Development of algorithms for recognition of areas of interest in a film image</li><li>• Development of algorithms for identification of errors in stereoscopic images</li></ul>		
<b>Publications:</b> <ul style="list-style-type: none"><li>• Wojciechowski, A., Napieralski, P., &amp; Lipiński, P. (2021). TEWI 2021 (Technology, Education, Knowledge, Innovation) (A. Wojciechowski, P. Napieralski, &amp; P. Lipiński, eds.). <a href="https://doi.org/10.34658/978366741102">https://doi.org/10.34658/978366741102</a></li><li>• Zieliński Marcin, Napieralski Piotr, Daszuta Marcin, S. D. (2021). Smart Events in Behavior of Non-player Characters in Computer Games. In P. M. A. S. Maciej Paszynski, Dieter Kranzlmüller, Valeria V. Krzhizhanovskaya, Jack J. Dongarra (Ed.), International Conference on Computational Science ICCS 2021 (pp. 164–177). <a href="https://doi.org/10.1007/978-3-030-77977-1_13">https://doi.org/10.1007/978-3-030-77977-1_13</a></li><li>• Daszuta, M., Szajerman, D., &amp; Napieralski, P. (2020). New emotional model environment for navigation in a virtual reality. Open Physics, 18(1), 864–870. <a href="https://doi.org/10.1515/phys-20200199">https://doi.org/10.1515/phys-20200199</a></li><li>• Kornacka, M., Kamila, C.-B., Napieralski, P., &amp; Anna, B.-M. (2020). Rumination, mood, and maladaptive eating behaviors in overweight and healthy populations. Eating and Weight Disorders - Studies on Anorexia, Bulimia and Obesity. <a href="https://doi.org/10.1007/s40519-020-00857z">https://doi.org/10.1007/s40519-020-00857z</a></li><li>• Rogalska, A., Rynkiewicz, F., Daszuta, M., Guzek, K., &amp; Napieralski, P. (2019). Blinking Extraction in Eye gaze System for Stereoscopy Movies. Open Physics, 17(1), 512–518. <a href="https://doi.org/10.1515/phys-2019-0053">https://doi.org/10.1515/phys-2019-0053</a></li><li>• Napieralski, P., &amp; Rynkiewicz, F. (2019). Modeling Human Pupil Dilatation to Decouple the Pupillary Light Reflex. Open Physics, 17(1), 458–467. <a href="https://doi.org/10.1515/phys-2019-0047">https://doi.org/10.1515/phys-2019-0047</a></li><li>• Kowalczyk, M., &amp; Napieralski, P. (2019). A structural quality evaluation model for threedimensional simulations. Open Physics, 17(1). <a href="https://doi.org/10.1515/phys-2019-0035">https://doi.org/10.1515/phys-2019-0035</a></li></ul>		



**NAWA**

POLISH NATIONAL AGENCY  
FOR ACADEMIC EXCHANGE



[Future activities:](#)

establishing cooperation with other academic centers and business entities

[Keywords:](#) stereoscopy, film, animation, affective computing, artificial intelligence, machine learning, 3D

[List of internship proposal in this research team:](#)

methods of measurement and evaluation of cinema parameters

[List of attachments:](#)