Bright pupil: coaxial illumination causes retro-reflection at retina

The major challenges are:
- thresholding reliably at two levels – pupil and corneal reflection (CR)
- dealing with reflections off the sclera that may interfere with detection of the real corneal reflection.

Dealing with motion blur and interlace artifacts
bright_3.jpg (vertical motion blur)

bright_4.jpg (multiple reflections over pupil)
bright_sclera.jpg (scleral reflections should be excluded)
Dark pupil: off-axis illumination causes dark pupil and bright corneal reflection (CR)

dark_1.jpg

dark_2.jpg (large horizontal interlace artifact)