



3D Palatography

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3D Palatography

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3D MODULE

Principle

Use of a structured light

⇒ to determine the shape of the palate

Can be used for various palatography studies

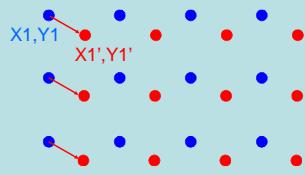
□ STATIC (Direct & Indirect)

□ EPG

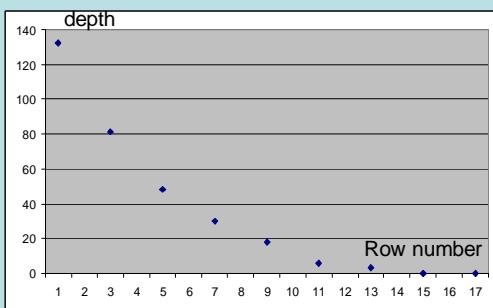
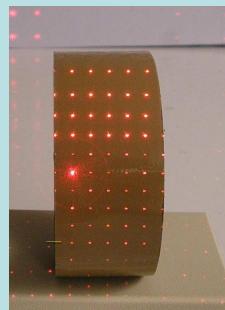
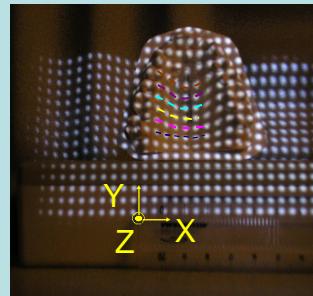
To classify locutors (wide, narrow, arched palate)

To get the real surface of the tongue print onto the palate

$$A = B \cdot (\tan \theta)^{-1}$$



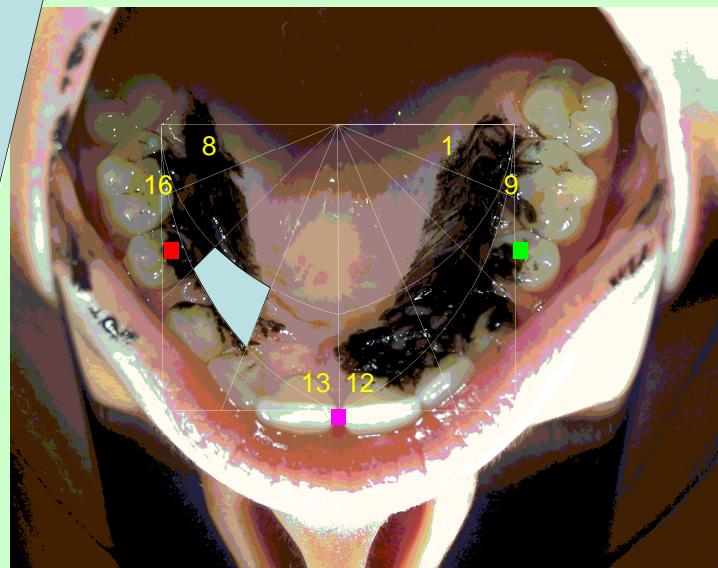
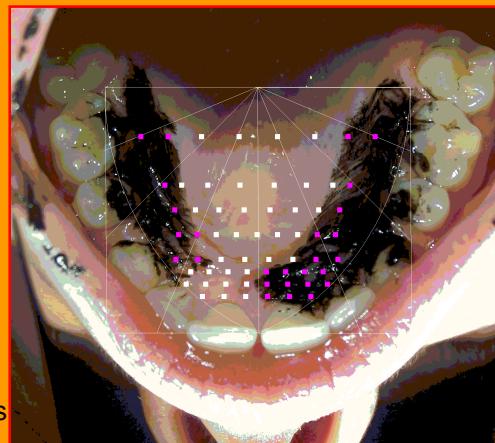
Xs, Ys structured light matrix (without distortions)
Xo, Yo observed matrix (with distortions)



simEPG



- Characterize the EPG palate
- Get the total surface of the tongue print beyond the digital pattern →
- Possible tests of several virtual electrodes layouts



Tongue Print Characterization

Provides figures out of the palatogram

⇒ statistic comparisons intra/inter speakers

zone	barycentre_line	barycentre_row
1	-111	424
2	-231	378
3	-382	299
4	0	0
5	0	0
6	-359	-290
7	-246	-249
8	-110	-393
9	-138	492
10	-328	423
11	-486	330
12	-635	156
13	-619	-159
14	-466	-324
15	-341	-425
16	-148	-490

Pixels distribution
% Pixels par zone

