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Abstract

Gestures are a major form of human communication. Hence gestures are found to be an appealing way to interact with computers, as they are already a natural part of how we communicate. A primary goal of gesture recognition is to create a system which can identify specific human gestures and use them to convey information for device control and by implementing real time gesture recognition a user can control a computer by doing a specific gesture in front of a video camera linked to the computer.

A primary goal of gesture recognition research is to create a system which can identify specific human gestures and use them to convey information or for device control.

This project covers various issues like what are gesture, their classification, their role in implementing a gesture recognition system, system architecture concepts for implementing a gesture recognition system, major issues involved in implementing a simplified gesture recognition system, exploitation of gestures in experimental systems, importance of gesture recognition system, real time applications and future scope of gesture recognition system. The algorithm used in this project are Finger counting algorithm, X-Y axis (To recognize the thumb).

Reference

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Index Terms

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Pattern Recognition

Key words

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