Abstract

Computers are the electronic brains of the era, technology’s greatest gift to mankind. The functioning of these electronic brains is controlled by humans. Interaction between the computer and humans is possible with the help of various devices such as keyboard, mouse, joystick, light pen, track ball, barcode reader, etc. Of these devices, the mouse performs various crucial functions in the most user-friendly way. This paper conveys work to implement the same functionalities without the use of external, bulky devices. Hand gestures can be used for natural and intuitive interaction of the user with a computer [1]. This paper intends to replicate different intuitive hand gestures as mouse functionalities using image processing tools and techniques.
References

- New Hand Gesture Recognition Method for Mouse Operations Ehsan ul haq1, Syed Jahanzeb Hussain Pirzadcl, Mirza Waqar Bailand Hyunchul Shin4
- A FINGER-TRACKING VIRTUAL MOUSE REALIZED IN AN EMBEDDED SYSTEM - Wai-Wah Martin Tsang and Kong-Pang Pun
- IMPLEMENTATION OF VIRTUAL MOUSE BASED ON MACHINE VISION - LI WENSHENG1, DENG CHUNJIAN2, LV YI3
  - http://www.cse.unr.edu

Index Terms

Computer Science

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Keywords

finger tracking  image processing  virtual mouse  contours  hulls and defects.