Abstract

This paper proposes a method to recognize hand gestures from a video and use the same for mouse controls. It uses coloured gloves to detect specific region of hand easily. By using this method, The occlusion problem due to colour can be treated easily. Hand gestures are recognized by tracing the RGB colours from the markers automatically from the proposed method. There are other methods in recognizing the hand gestures like using IPA (Infrared Proximity Array) and TOF (Time of Flight) Cameras. The proposed device is much economical as it doesn’t need any additional hardware to implement. By this method both user’s hands and markers are used as the input device to control the pointers and can play the games using the same.

References

- Niesink, L. Adding A Third Dimension To Multi-Touch Table Top Display Interaction, 2010
Gesture Recognition using a Touch less Feeler Machine


- T-less: A novel touchless human-machine interface based on infrared proximity sensing, Dongseok Ryu, Dugan Um, Tanofsky, P.; Do Hyong Koh; Young Sam Ryu; Sungchul Kang; Texas A&M Univ., Corpus Christi, TX, USA Intelligent Robots and Systems (IROS), 2010 IEEE/RSJ International Conference on 2010

**Index Terms**

Computer Science  
Signal Processing

**Keywords**

Touch less  
Gesture  
sign language  
web camera