Abstract

This paper is an illustrative approach for developing a visual interface for an intuitive gesture recognition system using finger gestures and color markers. The objective is to develop a system by which one can communicate with any digital device more interactively and make these interactions more intuitive and cost effective at the same time. Although vision interfaces that work with finger gestures have been researched and developed for some time, this approach of developing the interface is unique in many aspects. The initial goal was to minimize hardware requirements and maximize configurability of the system. To serve the purpose, no external hardware other than an internal or external webcam is used. This makes it cost effective and easier to obtain. Predefined gestures are simple yet intuitive. And thus, using this framework a low cost yet effective gesture interpretation system is developed.

Index Terms

Computer Science
Pattern Recognition

Keywords
Vision interface vision framework gesture finger gesture mouse control.