Abstract

Touchless Feed is a gestural interface for future computing which aims at using computer from far. It allows us to interact with our PC easily with the help of hand gestures. Here basically the mouse pointer is controlled by movement of fingers which are covered by some color markers. The webcam captures the position of our fingers and as the position changes; the pointer of the mouse is moved accordingly. Various hand gestures are also recognized by the camera to
perform specific tasks. The objective is to interact with the computer through gestures. The Aforge.net library in C# contains the various libraries which help in motion detection, pattern recognition, & hence taking suitable actions to interact with the computer.

References

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Index Terms

Computer Science Pattern Recognition

Keywords
Touchless Feed Gesture Aforge Blobs.