Abstract

Motion gaming and hand or body gestured controlled systems (Augmented Reality) is the future ahead, where the movement of hands or movement of pivot-object is used for exerting the controls, eliminating the need of joysticks and control pads.
In this paper we propose Outcode-Nonatree (OCNT), as a new methodology of identifying the motion of pivot-object in vicinity of camera. A live image of pivot-object is captured via camera; it is divided into 9 partitions (Nona-tree Partitions), labeled, using outcode. Then, recursively these partitions are scanned for appearance of pivot-object, till the partitioning fits approximately to the object size. This partition then defines the current position of the pivot-object, used to take the motion decisions.

The proposed methodology is applied for learning, memorizing and then identifying the position of the pivot-object.

Reference

Key words

Outcode
Nonatree
Neural Networks

Motion Gaming
Augmented Reality