Gesture Controlled Game

Theme :

We are trying to implement a interactive gesture recognition game through Image processing Techniques.

Procedure :

- We are planning to recognise hand gestures and use them in a interactive game. This can be achieved by either flex sensors gloves or image processing. But the flex sensors are fragile and way too costly. So, we are thinking to implement via image processing. This can achieved by using two different cameras, and giving the possibility to 3D - recognisation. One camera is usual 2D camera and other one is infra-red camera. The normal 2D camera gives a 2D image while the IR camera deals with depth of the image. We can use softwares like OpenCV to recognise them.
- Now, we are going to make a game which is compatible with the above gesture recognisation.

Estimated Cost :

- 2D camera - 950rs (logitech web camera)
- IR camera - 2200rs
- Flex sensors - 850rs for 2.2inch (*4)
         600s for 1.1 inch (*1)
Gloves - 400s

Team : (IMPERTINANT)

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