

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. This can achieved by using two different cameras, and giving the possibility to 3D – recognition . 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 recognition. *If we could not make it out by IP, we will complete it by flex sensors.*

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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