

UNIVERSIDAD CARLOS III DE MADRID

SYSTEMS OF PERCEPTION

GECKO

Gesture Recognition

Authors:

David Estévez Fernández, 100282441

Irene Sanz Nieto, 100282826

Teacher:

ABDULLA HUSSEIN ABDULRAHM

AL KAFF

December 12, 2013

Contents

1	Introduction	2
1.1	Motivation	2
1.2	First Steps	2
1.3	Final Solution	2
2	User Guide	2
2.1	Compile the software [UBUNTU]	2
2.2	Use the software	2
3	Software Documentation	2

1 Introduction

In this document a gesture recognition software named GECKO is presented. This software will allow the user to interact with a computer using just hand gestures.

1.1 Motivation

1.2 First Steps

1.3 Final Solution

2 User Guide

This code was developed using the following libraries:

- OpenCV (v2.4.6.1).
- X11 (linux native libraries that allows the control of the windows and mouse).

The software was compiled using CMAKE (minimum version 2.8).

2.1 Compile the software [UBUNTU]

In order to compile the code,

2.2 Use the software

Once the code is compiled and started, a first window will appear with the information about the software. After pressing enter to continue, this menu will pop up:

Press ESC o 'q' to exit

Menu

Press 1 to use the theoretical skin values

Press 2 to take custom values

3 Software Documentation