3D MODEL SIMULATION USING HAND-GESTURE

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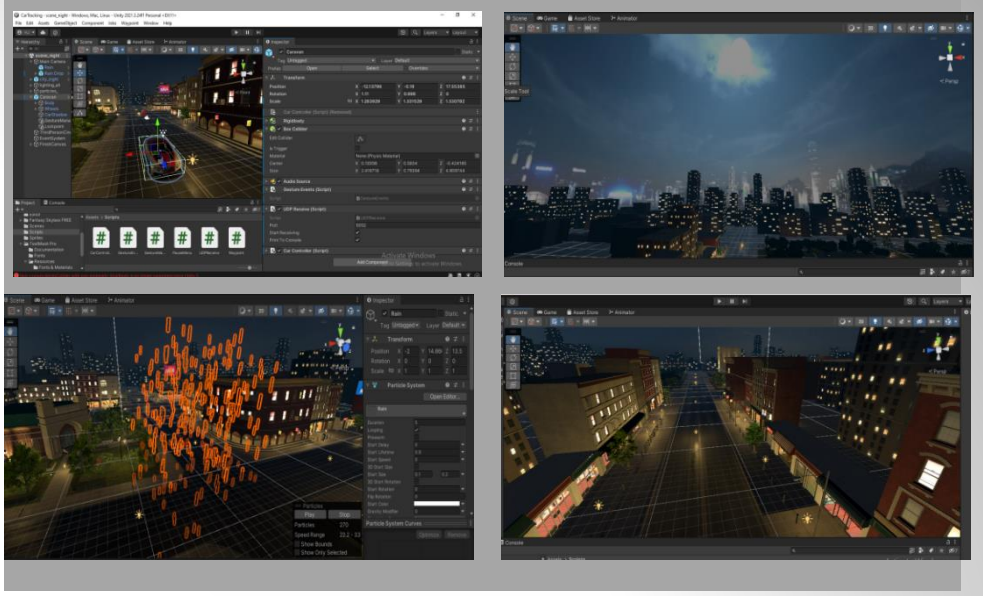
Objective

- Create or select a suitable 3D environment where users can interact with 3D models
- Implement algorithms for mapping detected hand gestures to specific actions within the 3D environment
- Design an intuitive and user-friendly interface that provides visual feedback to users
- Optimize the performance of the system to ensure smooth and seamless interaction with the 3D models,

Results



Abstract

Hand gesture tracking emerged as a great technique that allows computers to detect and track hand movements through computer vision. This new approach opens UP endless possibilities for human-computer interaction, especially in 3d modeling and simulation. 3d simulation applications cover many areas and aspects, from education and games to education and therapy. By combining these technologies and creating a relationship for users, we aim to create a project that provides knowledge and experience, where users can easily interact with 3d models in a virtual environment. Our project strives to create an interface that is both intuitive and user-friendly, allowing users to easily interact with 3d models through navigation, ultimately improving their experience and practicality.
We aim to inspire curiosity, power and endless creativity by putting control in the hands of the user, and we push us towards a future where technology seamlessly integrates with the richness of human expression.

References & Images…

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Methods / Materials / Mathematical

We used agile based methodology
- ❑Planning.
- ❑Designing.
- ❑Development.
- ❑Testing.
- ❑Deployment.

Acknowledgment / Contact info etc.

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