REAL - TIME AIR DRAWING AND CAPTIONS FOR ONLINE LEARNING USING COMPUTER VISION

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CERTIFICATE

This is to certify that the Mini Project Report on ***"REAL-TIME DRAWING AND CAPTIONS FOR ONLINE LEARNING USING COMPUTER VISION"*** submitted by **Jayasimha Reddy V, Jarikot Rajendhar, Ramavath Deepika, Kondaveeti Nikhil** bearing the Hall ticket Nos. **215U1A6643, 215U1A6642, 225U5A6606, 215U1A6660** in partial fulfillment of the requirements for the award of degree of **Bachelor of Technology** in **CSE (AI & ML)** from Jawaharlal Nehru Technological University, Kukatpally, Hyderabad for the year 2024 – 25 is a record of Bonafide work carried out by them under our guidance and supervision.

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ABSTRACT

In today's evolving educational landscape, virtual classrooms demand innovative tools to enhance engagement and inclusivity. This project introduces a novel approach by integrating air-based drawing and live captioning to create a more interactive and accessible learning environment. Using Computer Vision for precise gesture recognition and hand tracking, supported by Mediapipe, the system enables instructors to draw in mid-air, with their movements captured and rendered in real-time onto a virtual canvas. Additionally, speech-to-text technology converts spoken content into live captions, ensuring inclusivity for individuals with hearing impairments or language barriers. By seamlessly combining visual and textual elements, this project enhances the clarity and effectiveness of online teaching, catering to diverse learning styles. Its versatile application extends beyond classrooms to collaborative learning environments and interactive e-learning platforms, paving the way for future innovations in digital education.

Keywords:– Virtual Canvas, Live Captions, Computer Vision, Hand Gesture Recognition, Speech – to – text technology.

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CHAPTER 1
INTRODUCTION

1.1 Introduction

There is a rapid development in the technology sector leading to several advancements in many areas. E-learning is an essential ingredient of the education arena, which continues to revolutionize it. On the other hand, although highly implemented, interactive tools are typically absent from learning management systems designed for e-learning, leading students to remain mostly passive and unmoving. As far as classroom instruction is concerned, a board with whiteboard writing or the static presentation through slides cannot arouse students in such a modern virtual setting. To address this challenge, our project combines two of the most cutting-edge technologies: an air-drawing application and real-time captions for e-learning. The air-drawing application lets educators draw, erase, and move content around on a virtual canvas using hand gestures, giving them an intuitive, interactive teaching experience. Simultaneously, real-time captions enhance accessibility by converting spoken words into text, ensuring all learners, including those with hearing impairments or language barriers, can fully engage with the content.

Gesture-based technology has emerged as a transformative innovation across multiple domains, offering natural and intuitive ways to interact with digital systems. Our air-drawing application utilizes OpenCV and Mediapipe for effective hand tracking and gesture recognition. Users can use the virtual whiteboard without needing any physical tools. Teachers can easily change modes like draw, erase, and move, giving them the freedom to visually depict difficult concepts to the students in a manner that the students understand better.

Real-time captions increase the utility of this project in meeting the different needs of the modern classroom. With speech-to-text, the voice content is converted into text instantly, and students with difficulty hearing or in understanding the instruction language would have an additional layer of accessibility. Therefore, e-learning will become more inclusive by breaking barriers that may hinder understanding or participation. Together, the air-drawing application and real-time captioning function, creating a comprehensive virtual classroom solution. It highlights not only the technological innovation but also its practical application in education, which finally redefines the way knowledge is shared and consumed in the digital age.

1.2 Motivation

The emergence of online and blended learning environments emphasized the need to create tools to make virtual learning more engaging and effective. Standard e-learning technologies, however, commonly lack dynamic forms of visualizations to help a teacher explain various concepts, especially in the traditional slides or having to use ancillary tools outside of the delivery platform. This limitation inspired us to create an air-drawing application that would enable instructors to draw, erase, and interact with a virtual canvas using intuitive hand gestures. With this tool, we hope to make lessons more engaging and visually impactful by filling the gap between traditional teaching methods and digital education.

Accessibility is another critical challenge in e-learning, especially for students with hearing impairments or language barriers. Real-time captions solve this problem by transcribing the spoken content into text, thus allowing all students to follow regardless of their challenges. This feature is inclusive and allows virtual classrooms to reach a wider audience. Our motivation is to combine innovation and practicality in creating a tool that enhances the interactivity and accessibility of online learning, thus setting a new standard for virtual education.

1.3 Objective

The project aims to create an intuitive drawing application that allows educators to interact with virtual canvases using hand gestures. Leveraging OpenCV and Mediapipe technologies, it enables users to draw and erase in real time without physical tools, offering a dynamic and engaging teaching experience akin to traditional whiteboards but with interactive and futuristic functionality. The project also integrates real-time captioning using speech-to-text technology, ensuring accessibility for students with hearing impairments or language barriers. This innovative solution seeks to create an inclusive e-learning platform that supports all learners effectively. The key features of the application include:

- Air-Drawing Functionality: Allows educators to draw and erase on a virtual canvas using hand gestures, creating an interactive teaching experience.
- Real-Time Captioning: Transcribes spoken content into text for students with hearing impairments or language barriers, ensuring inclusivity.
- Seamless Accessibility: Removes the need for physical tools, making virtual teaching more convenient and efficient.
- Dynamic Visual Support: Enhances comprehension by enabling educators to illustrate complex ideas interactively in virtual classrooms.

1.4 Scope

This project scope extends to changing virtual classrooms to include gesture-based interaction and real-time accessibility features. The air-drawing application allows instructors to provide an intuitive, visual way to represent ideas; it supports functionalities such as drawing, erasing, and saving in real time. This feature replicates but adds more dynamics and excitement to traditional teaching tools used in a digital environment. The real-time captioning system also ensures inclusivity, as it transcribes spoken content into text for students with hearing impairments or language barriers. Beyond education, the system can be adapted for use in professional presentations, training programs, and other interactive scenarios, offering a practical, scalable, and innovative solution for modern communication and teaching needs.

1.5 Outline

This project seeks to create an air-drawing application and a real-time captioning system that improves the virtual learning experience. This air-drawing application, developed with gesture recognition technologies such as OpenCV and Mediapipe, allows the instructor to draw, erase, and interact through intuitive hand gestures with a virtual canvas. This feature does not require the use of physical tools; instead, it offers a dynamic and interactive teaching method that mimics and improves upon traditional whiteboard use. Various modes, including drawing, eraser, moving, and saving modes, allow for flexibility in switching functionality during lessons for ease of use in real time. The real-time captioning system is the second most important component of the application. This system transcribes all speech-based content into text in real time using speech-to-text technology. This addresses some of the accessibility issues that students with a hearing impairment or language barriers might face, because it allows them to fully understand the content provided.

In sum, air-drawing and captioning together constitute a versatile, inclusive, modern educational tool applicable for both out-of-classroom applications such as professional presentations and interactive training programs. Scalable and adaptive, the project presents novel solutions to achieve the standards for virtual communication and teaching technologies.

CHAPTER 2

LITERATURE SURVEY

2.1 Literature Review

The advancements in hand gesture recognition and air-based interaction systems have paved the way for innovative applications in education, accessibility, and user interfaces. This literature review explores recent research in these areas, focusing on gesture-based virtual canvas creation, dense video captioning, and gesture recognition systems. The review examines six notable studies, highlighting their methods, contributions, and limitations.

The research titled "Virtual Canvas for Interactive Learning using OpenCV" introduces a digital canvas system designed for interactive learning and creativity. The system uses color detection and object tracking to enable users to draw virtually without the need for physical drawing tools. By implementing OpenCV, the canvas allows users to toggle between different modes, such as drawing and erasing, and select colors through keyboard shortcuts. This innovation is especially significant in education, where it can enhance classroom engagement and provide a platform for teachers and students to visualize concepts interactively. Despite its potential, the system is highly dependent on camera quality, which can lead to performance issues in environments with poor lighting or cluttered backgrounds. Another drawback is its limited interaction modes, which lack advanced gesture recognition capabilities. The paper highlights the cost-effectiveness of the system and provides a foundation for further improvements, such as integrating more robust tracking algorithms or expanding its functionality to include features like real-time collaboration.

The paper "On-Air Hand-Drawn Doodles for IoT Devices Authentication During COVID-19" presents a hygienic, contactless authentication method using air-drawn gestures, specifically designed for IoT devices. This innovation was developed in response to the increased hygiene requirements during the COVID-19 pandemic. The system employs Convolutional Neural Networks (CNNs) to recognize user-drawn doodles, combined with Kalman filters and background subtraction for precise hand tracking. By offering an alternative to PINs and passwords, the system finds applications in healthcare facilities and other shared environments. Although highly promising, the method faces challenges, such as difficulty in recognizing consistent doodles under low-light conditions or with erratic hand movements. Furthermore, the interface could benefit from more user-friendly controls for toggling between drawing and erasing. Despite these challenges, this research opens the door to more secure, touchless authentication systems and provides a blueprint for future advancements in gesture-based technologies.

The study "Study on Hand Gesture Recognition using Machine Learning" explores the application of machine learning techniques for hand gesture recognition, with potential uses in smart homes and robotics. By utilizing glove-based signal processing, the system captures hand movement data and applies algorithms such as k-Nearest Neighbors (K-NN) and Support Vector Machines (SVM) for classification. The system demonstrates its ability to accurately recognize predefined gestures, which can be used to control devices or interact with virtual environments. However, the high computational requirements of these algorithms pose challenges for real-time applications, and the system's reliance on a predefined gesture set limits its adaptability. The research emphasizes the importance of further optimization and expansion to include dynamic gesture recognition, setting the stage for more advanced human-computer interaction systems.

Another paper "Step by Step: A Gradual Approach for Dense Video Captioning" proposes an innovative method to generate captions for multiple events within a video. The approach focuses on segmenting videos into events and creating accurate and context-aware captions for each segment. By employing a video encoder to extract features and a temporal event encoder to identify sequential actions, the system effectively maps video segments to descriptive captions. This method has wide-ranging applications, including video editing, accessibility enhancements, and educational content creation. However, the system relies heavily on accurate event segmentation, which can impact the quality of the captions. Moreover, the approach requires substantial computational resources, which can hinder its scalability. Despite these limitations, the research provides valuable insights into dense video captioning and lays the groundwork for more efficient and scalable systems

The paper "Design and Implementation of User Interface through Hand Movement Tracking and Gesture Recognition" presents a system for creating gesture-based user interfaces for applications such as gaming, smart environments, and presentations. Using sensor-based data collection, the system tracks hand movements and applies feature extraction methods to interpret gestures. The Random Forest algorithm is used to classify gestures, enabling intuitive and touch-free interaction with devices. While the system shows promise in applications like controlling smart home devices or navigating slideshows, it faces limitations such as computational delays and sensitivity to environmental factors like lighting and background clutter. Additionally, the system supports only a limited set of predefined gestures, requiring further work to enable dynamic or customizable inputs. Despite these challenges, the paper demonstrates the potential of gesture-based interfaces and inspires further research into real-time optimization and advanced gesture recognition techniques.

The study "AirScript – Creating Documents in Air" explores a novel approach to writing documents using hand gestures in a virtual environment. This system employs Myo-armband sensors to capture motion data, which is processed using Gated Recurrent Unit (GRU) networks for sequential gesture interpretation. By integrating the 2-DifViz algorithm, the system enables real-time visualization of hand-drawn inputs on a virtual canvas. This innovation is especially beneficial for creative fields and individuals with physical disabilities, offering a hands-free method to interact with digital platforms. However, the system has limitations, such as the need for reference surfaces to stabilize gestures and the lack of diversity in its training datasets, which affects its adaptability to different user needs. Additionally, while effective for basic tasks, the system struggles with intricate or prolonged inputs. Despite these issues, AirScript showcases the potential of air-based interaction systems and provides a starting point for future research in gesture-driven technologies.

2.2 Overview of Survey Methods

A survey was conducted to assess the challenges faced by both educators and students during the transition to online teaching and learning. Approximately 75% of teachers reported struggling with the absence of physical classroom tools like blackboards, which impacted their ability to effectively teach. Teachers found themselves relying on digital devices such as tablets or stylus pens to explain complex concepts, especially in subjects like mathematics, where drawing diagrams or solving equations is essential. However, many schools and colleges could not provide these devices due to budget constraints, leaving educators to make do with shared documents, slides, or pre-recorded content. This led to a lack of direct engagement and interactivity, which in turn caused a drop in student enthusiasm and motivation to learn. Furthermore, teachers also cited technical difficulties, such as poor internet connectivity and a lack of training in digital tools, as additional barriers to effective online instruction. These challenges collectively hindered their ability to replicate the traditional classroom experience in a virtual setting.

A separate survey conducted among students revealed mixed feelings about online learning, with many students reporting that they felt disconnected from their peers and teachers. One recurring theme was the increasing amount of homework and assignments, as teachers struggled to fit interactive, hands-on learning into the remote environment. Students also expressed frustration with the lack of personalized feedback, as teachers found it challenging to address individual concerns in a virtual setting. This disconnect was further amplified by the limited opportunities for collaborative group activities, which are often crucial for developing teamwork and communication skills. Many students also highlighted the struggle to stay focused during online classes, attributing it to distractions at home and the monotony of non-interactive teaching methods. Combined with the stress of managing multiple platforms for assignments and communication, these factors led to a decline in the overall quality of the learning experience.

2.3 Existing Technologies

The existing technologies for gesture-based systems and virtual classroom tools remain limited, with only a few practical applications currently available. Solutions like Mediapipe and OpenCV offer gesture recognition for tasks such as air drawing and virtual blackboards, but their usability is constrained for non-technical users. Speech-to-text systems, such as Google Speech-to-Text API, assist with live captioning but often struggle with accuracy under diverse conditions. Additionally, platforms like Zoom and Microsoft Teams include basic collaborative features like whiteboards but lack the advanced interactivity and customization required for immersive teaching experiences. While emerging technologies like augmented reality (AR) and artificial intelligence (AI) offer promise, they remain inaccessible to many due to high costs and technical barriers. The main technologies existing is:

- Gesture recognition technologies like Mediapipe and OpenCV are available but have usability limitations for educators.
- Speech-to-text solutions, such as Google and Microsoft APIs, face challenges in accuracy and adaptability.
- Collaborative platforms like Zoom and Microsoft Teams lack advanced interactivity and personalization for teaching.
- Advanced technologies like AR and AI are promising but are not widely adopted due to cost and complexity.

2.4 Identified Gaps and Key Challenges

Many of the e-learning and gesture-based interfaces currently existing fail to perform quite a few constraints, such as poor real-time performance, low accuracy, and interfacing difficulties across various systems. Though tools such as virtual whiteboards and screen sharing are easily found in virtual classrooms, the interaction is generally very low on such platforms as far as such subjects requiring practical demonstration or personal participation are considered. Gesture-based controls can be innovative, but they rarely capture subtle movements effectively, which will frustrate a user. Further, real-time captioning often fails to yield accuracy, produces lag, and suffers from speaker identification. Our proposed project, by integrating air-based drawing and live captions, provides an interactive, smooth, and error-free experience both for instructors and students. Pain points our proposed project will resolve:

- Incorrect gesture recognition: We utilize advanced Mediapipe and OpenCV integration to better track hands for more accuracy.
- Non-interactive experience: The air-draw allows real-time interaction, so the teaching experience is much more hands-on in nature.
- Low-quality captioning in real-time: Using the high-end speech-to-text technology, we ensure high-quality captions in real time.
- Integration of systems: Our project combines drawing, control of gestures, and captions to a single combined system.
- Slow performance: Optimization techniques ensure smoother real-time rendering and faster response times.

- Engagement issues: The ability for instructors to physically demonstrate concepts in mid-air improves student engagement and comprehension.

The identified challenges across these innovative gesture-based and air-drawing systems primarily stem from environmental dependencies, such as lighting, background noise, and camera quality, which affect accuracy and performance. High computational requirements for real-time processing limit scalability and accessibility for low-resource systems. The reliance on predefined gesture sets or datasets reduces flexibility and adaptability to dynamic user interactions. Complex gestures or erratic movements often lead to recognition inconsistencies, undermining usability. Furthermore, user-friendly interfaces and intuitive controls are lacking in many implementations, making them less practical for everyday use. Addressing these challenges through advanced algorithms, robust hardware integration, and user-centric design can pave the way for more efficient and reliable systems.

CHAPTER 3

PROPOSED SYSTEM

The proposed system is an innovative e-learning solution that integrates gesture-controlled air-drawing with real-time live captioning, providing a more interactive and engaging learning experience. The system leverages advanced technologies such as Mediapipe for hand gesture recognition, OpenCV for real-time visual rendering, and speech-to-text for accurate captioning. Instructors can use hand gestures to draw, erase, or highlight content in mid-air, which is immediately reflected on a virtual canvas. This eliminates the need for physical objects, making the system more versatile and intuitive for both teachers and students. The real-time captions will be displayed as speech is transcribed, ensuring accessibility for students with hearing impairments or those who prefer reading along.

3.1 Existing System and Its Limitations

Existing systems in e-learning often rely on static virtual whiteboards or screen-sharing tools for visual communication, limiting the interactive capabilities of online classes. Some systems also incorporate gesture-based technologies, such as motion sensors or hand tracking, but these technologies often suffer from inaccuracies in recognizing subtle hand movements or gestures. In addition, real-time captioning systems are typically rudimentary, with issues in accuracy, lag, and speaker differentiation, which leads to an inconsistent user experience. Traditional e-learning platforms also lack seamless integration of these features, making it challenging for instructors to switch between different tools (e.g., drawing, controlling slides, and offering captions) without interruptions in the flow of the class. The main limitations of these existing systems include:

- Limited interaction and engagement: Conventional systems lack real-time, hands-on interactivity, making learning passive rather than engaging.
- Gesture recognition inaccuracies: Many systems struggle with accurately interpreting hand gestures or movements, leading to frustration for users.
- Inaccurate live captions: Current systems often fail to provide reliable and timely captions, especially in noisy environments or when speakers have different accents.

- System integration issues: Many systems operate in silos, requiring manual switching between different tools (e.g., drawing software, presentation software, captioning tools).
- Performance lags: Some existing systems have slow response times, especially when processing complex gestures or handling large-scale virtual classrooms.
- Lack of accessibility: Existing solutions may not be fully accessible for students with disabilities, especially in terms of visual or auditory content.

3.2 Functional Requirements

Functional requirements define the core features and capabilities that the system must provide to meet the needs of its users. These include gesture recognition for drawing and controlling slides, real-time captioning for speech-to-text transcription, and an intuitive user interface. The system must allow users to interact with the platform seamlessly through hand gestures, select ink colors for drawing, and save their drawings for later use. Additionally, real-time slide control must be implemented to enable instructors to navigate through their presentation without the need for physical input devices. The functional requirements can be listed as below:

- Gesture Recognition: The system should accurately recognize hand gestures for drawing, erasing, and controlling the presentation.
- Real-Time Drawing: Instructors should be able to draw in mid-air using gestures, with the drawings immediately reflected on a virtual canvas.
- Real-Time Captioning: The system must transcribe spoken words into live captions displayed on the screen with minimal delay and high accuracy.
- User Interface: A user-friendly interface for both instructors and students to interact with the system, including clear options for switching between different modes (drawing, erasing, presentation control).
- Multi-Device Support: The system should be compatible with multiple devices such as desktops, laptops, and tablets.
- Ink Color Selection: The system should allow instructors to select different ink colors for drawing or highlighting content.
- Save Drawings: Instructors should be able to save their drawings to a file format (e.g., PNG, JPG) by pressing a designated key (e.g., ‘S’ key).

3.3 Non – Functional Requirements

Non-functional requirements specify the overall performance, usability, and reliability expectations for the system. These include low-latency performance, ensuring that actions like drawing and captioning are reflected in real time with minimal delay. The system must also maintain a high level of accuracy, scalability, and compatibility across different platforms and devices. Additionally, non-functional requirements address the importance of security, user accessibility, and maintainability, ensuring that the system is both secure and easy to update. The non – functional requirements are as follows:

- Performance: The system should have minimal latency, with real-time drawing and captioning features operating with less than 1-second delay.
- Accuracy: Gesture recognition and captioning must have high accuracy, with over 90% reliability in transcribing speech and detecting gestures.
- Scalability: The system should support multiple users (instructors and students) in a classroom without performance degradation.
- Compatibility: The system should work across multiple operating systems (Windows, macOS, Linux) and browsers (Chrome, Firefox, Edge).
- Usability: The system should be easy to use, with a clear and intuitive interface that requires minimal training for users.

3.4 Proposed System

The recommended system is an air-drawing application allowing users with the help of a webcam to draw, erase and interact with a digital canvas using hand gestures. It also includes gesture recognition integration, speech recognition and transcription technology for instant captions and offers an ergonomic user interface with color and eraser tools. The system allows users to draw without using their hands and provides over the draw interaction, able to save and clear images drawn. It is useful in situations such virtual presentations and artistic moments when the use of regular input devices is not convenient.

This flowchart illustrates the working of a system that combines webcam and microphone input to perform tasks such as gesture recognition and speech recognition by turning it into text.

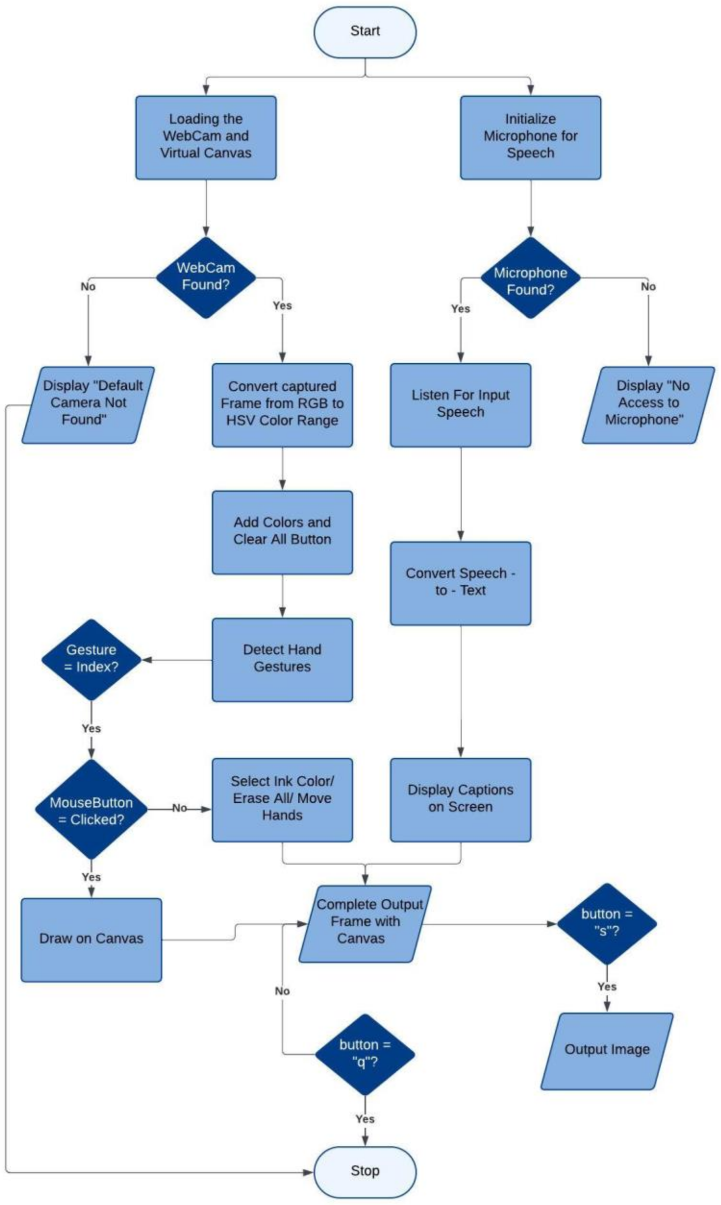

Start
Loading the WebCam and Virtual Canvas
Initialize Microphone for Speech
WebCam Found?
No
Yes
Microphone Found?
Yes
No
Display "Default Camera Not Found"
Convert captured Frame from RGB to HSV Color Range
Listen For Input Speech
Display "No Access to Microphone"
Add Colors and Clear All Button
Convert Speech - to - Text
Gesture = Index?
Detect Hand Gestures
Yes
MouseButton = Clicked?
No
Select Ink Color/ Erase All/ Move Hands
Display Captions on Screen
Yes
Draw on Canvas
Complete Output Frame with Canvas
button = "s"?
Yes
No
button = "q"?
Output Image
Yes
Stop

Fig 3.1 Flowchart of the Application

The system starts by trying to load the webcam and the virtual canvas and at the same time tries to initialize the microphone. If a webcam is not found then a ‘Default Camera Not Found’ message appears on the screen; otherwise captured frame is changed from RGB to HSV color space for further progress. Hand gestures are detected, and when a finger gesture (for example, the index finger) is perceived together with a mouse click, the system enables the user to draw on the canvas. Other functionalities include buttons that contribute to the construction of specific colors, clearing the canvas, selecting color or ink, or deletion completely, and hand gestures movement.

When it comes to the microphone if there is a restriction to access the microphone the system communicates that with a warning saying “There is no Access to Microphone”. However, if the microphone is located the system will wait for a verbal command, translate this into a textual format and display it as captions on the screen. Both the gestures and speech are registered by the system and then it refreshes the canvas for the user who can either store the output image using key ‘s’ or close the application using key ‘q’. The applied operation is in effect until the user presses the ‘q’ button to end the application.

3.4.1 Hand Gesture Detection and Tracking

Mediapipe Hands comes in addition to the system and is one of the hand landmarks detections and tracking machine learning model. This model has been developed with a minimum hand detection threshold of 0.7 and a minimum hand tracking threshold of 0.7 for reliable and robust hand detection across various environments. The model takes the webcam input stream and processes its feed on real time by finding out the critical points of the user’s hands. Such landmarks include fingers' and hand's tips and joints and these are useful for tracking the hands position along with their gestures empowering better interaction with canvas.

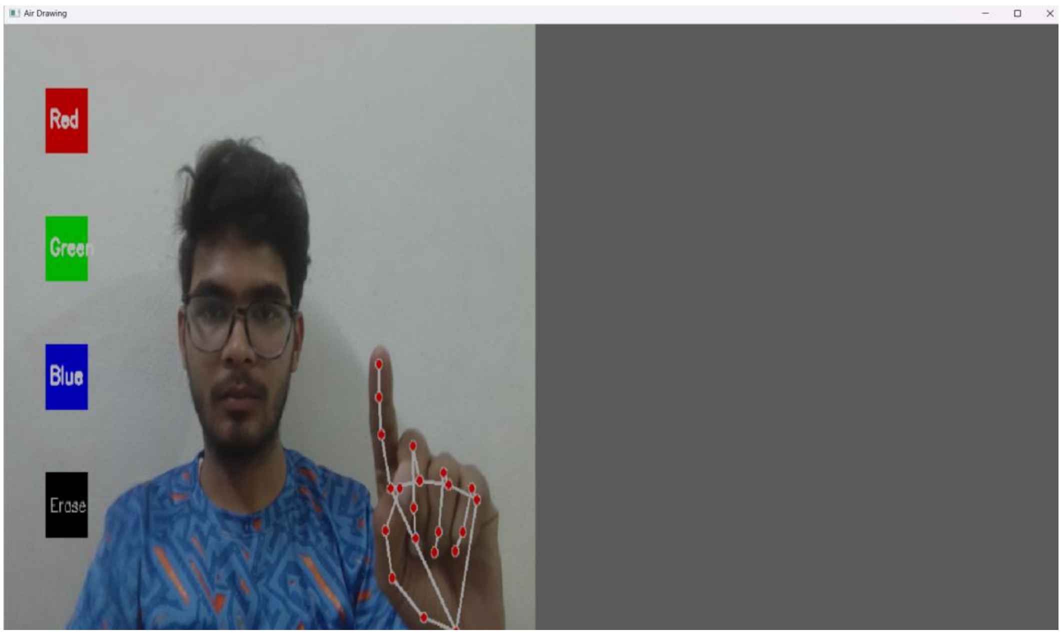


Fig. 3.2 Index Finger Hand Gesture for Draw Mode

In this system, the application focuses on identifying basic hand and finger actions which are drawing, eraser, and colour chooser. The system first analyses the hand of the user and then determines the location of the tip of the user’s index finger and uses this tip as the base point to draw lines on the drawing surface. The fist gesture is also applied for invoking the eraser, whereby complete occlusion of the fist props up the signal for erasing part of the drawing. To make the lines smooth and continuous, it is the inner one that addresses the problem of erasing parts of the drawing ideas, there were So, the system applies the use of a deque (double-ended queue) which keeps hand coordinates for interpolation of the points between every hand target detection point so as to provide real-time effective drawing.

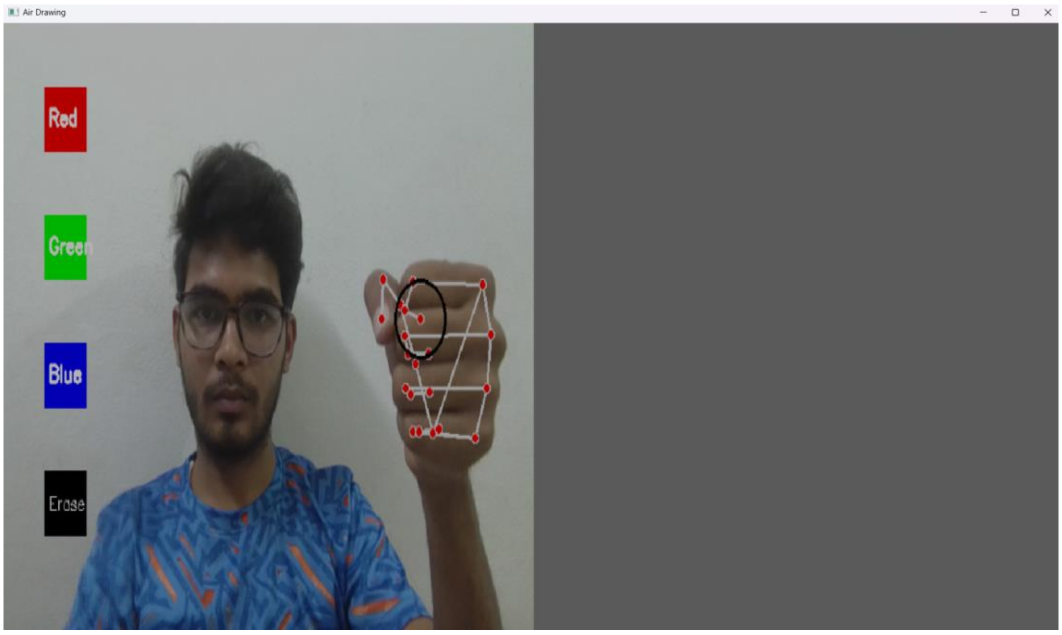


Fig. 3.3 Fist Hand Gesture for Erase Canvas Mode

3.4.2 User Interaction and Drawing

The project has user friendly interface as it has colour selection buttons and also an erase button. The colour buttons are located on specific locations on the screen and represent basic colours such as red, green, and blue. Whenever the user points to any of these buttons, the drawing colour is changed to the colour pointed by the user. Another button also exists, which is called erase button and whenever the user's hand touches this button, the whole drawing canvas is cleaned, making it a reusable area. The users send requests programmatically through mouse clicks meaning that when the user wants to make a drawing, they first have to press the left button of the mouse and hold it momentarily, and when they want to stop drawing, they release the button. This mouse function is critical for the start and end of the drawing of the user, it is managed by OpenCV's: cv2.setMouseCallback.

The application features an intuitive erasing mechanism triggered by a closed fist gesture, which is detected using Mediapipe's hand tracking capabilities. When the user closes their fist, the system recognizes this gesture and switches to the erase mode, allowing them to remove specific portions of the drawing by moving their hand over the desired area. This feature provides a natural and efficient way to correct or modify the artwork without needing traditional tools like an eraser or additional hardware. The closed fist gesture value, identified by the absence of extended fingers in Mediapipe's landmark tracking, serves as a key parameter for enabling this mode. This functionality ensures a seamless user experience, empowering users to refine their drawings in real time with precision and ease.

3.4.3 Canvas Creation

The canvas creation in this project plays a central role in enabling a seamless drawing experience. The application uses a blank virtual canvas that dynamically displays the user's hand gestures in real time. This canvas is a separate screen overlay where the drawings are rendered, while another screen simultaneously shows the camera feed to provide visual feedback for precise gesture control. The canvas supports various functionalities, such as freehand drawing with selected ink colours, erasing portions of the drawing using a closed fist gesture, and saving the final artwork by pressing the 's' key. This dual-screen setup enhances usability by offering both live interaction and a focused drawing environment. The canvas also allows the user to switch between different ink colors for diverse drawing effects, ensuring a customizable and creative experience. Additionally, the real-time rendering of hand gestures on the canvas ensures smooth and responsive interaction, making the application intuitive for users of all skill levels.

3.4.4 Speech Recognition and Captioning

To enhance the user experience, the system integrates speech recognition for real-time voice captions. This is achieved using the SpeechRecognition library, which listens to the user’s voice through a microphone and converts the speech into text. The speech is processed in a separate thread, allowing the application to handle speech input concurrently with other tasks. The converted text is then displayed as a caption at the bottom of the screen. The captions are displayed on a black background and remain on the screen for a short duration (1.5 seconds), giving the user clear, real-time feedback on the recognized speech. The caption display is managed by a simple timer system that controls how long the caption remains visible. This provides an intuitive means of incorporating voice commands or context while drawing on the canvas.

3.5 Software Requirement Specifications

The air-drawing application is an innovative system that allows users to create digital drawings using hand gestures, without the need for physical tools. It leverages a webcam to capture real-time hand movements, which are processed to draw on a virtual canvas. The application includes features such as color selection, erase mode, and the ability to save drawings. By combining gesture recognition with intuitive design, it provides a seamless and interactive user experience. This project demonstrates the potential of computer vision and human-computer interaction in creative and educational applications.

SL NO	CATEGORY	REQUIREMENT
1	Functional	The system should recognize hand gestures using a webcam.
2	Functional	The system should allow drawing on a virtual canvas in real-time and select ink colors.
3	Functional	The application should provide an erase mode to remove specific parts of the drawing.
4	Functional	The system should save the drawing to a file when the user presses the 's' key.
5	Non - Functional	Gesture recognition and captioning must have high accuracy, with over 90% reliability.
6	Non - Functional	The application should respond to gestures with minimal latency to ensure smooth interaction.
7	Software	Python 3.x, OpenCV, Mediapipe, and necessary libraries for GUI and image processing.
8	Hardware	A computer with at least 4GB RAM, a webcam, and a mid-range processor (e.g., Intel i3 or better).
9	Usability	The application should provide clear visual feedback for selected modes (e.g., draw, erase).

Table 3.1 Software Requirement Specifications

The proposed air-drawing application enhances interactive learning by enabling users to draw and erase in mid-air using hand gestures. It incorporates gesture recognition through OpenCV and Mediapipe, offering a seamless, hands-free experience. The application allows users to select ink colors, save drawings, and control the interface via keyboard inputs. The dual-screen setup displays the camera feed alongside the drawing canvas, ensuring user comfort. It aims to revolutionize presentations and teaching by providing an intuitive, engaging tool. Ultimately, the system offers a novel approach to digital drawing and presentation control, supporting both creativity and functionality.

CHAPTER 4

SYSTEM DESIGN

4.1 Importance of Design

In the air-drawing application project, design is fundamental to creating an intuitive and effective user experience. The system design ensures that all components, from hand gesture recognition to drawing rendering, function cohesively. By laying out a clear structure for the interaction between the camera feed, gesture recognition, and drawing canvas, the design allows for seamless integration of each feature. It helps in anticipating user actions and defining how the system should respond, ultimately resulting in an application that is easy to use and enjoyable. A well-structured design not only supports the technical functionality of the application but also improves its performance, ensuring the gestures are detected accurately and the drawing experience is fluid and responsive.

Moreover, the design is essential in making the system adaptable and scalable. As the project progresses and new features are introduced, such as the ability to save drawings or select ink colours, the design provides a framework to integrate these updates without disrupting the existing functionality. A thoughtful design also enhances the system's usability, making it accessible to users with different levels of familiarity with gesture-based interfaces. In this way, the design contributes to the long-term success of the air-drawing application by providing both a strong technical foundation and a positive user experience.

4.2 System Architecture

This application leverages cutting-edge technologies like computer vision and speech recognition to provide a unique and interactive user experience. The system is designed to enable users to draw in mid-air using hand gestures, while simultaneously generating real-time captions of their spoken words. The application's core functionality is built upon a robust and modular architecture. It comprises two key components: the User Interface and the Control Layer. The User Interface presents the visual elements and interactive controls to the user, while the Control Layer handles the complex processing tasks behind the scenes. The system architecture is divided into two primary components: the User Interface and the Control Layer.

The User Interface presents the visual and interactive elements of the application. It includes:

- Camera Feed and Interactive Buttons: This component captures the user's real-time video feed and displays it on the screen. Interactive buttons allow the user to control various aspects of the application, such as starting/stopping the drawing mode, switching between drawing modes, clearing the canvas, and accessing settings.
- Black Virtual Drawing Canvas: This is where the user's air drawings are displayed. The canvas is black to provide a clear contrast for the user's drawings, making them more visible.
- Real-time Captions: This area displays the captions generated from the user's speech in real-time.

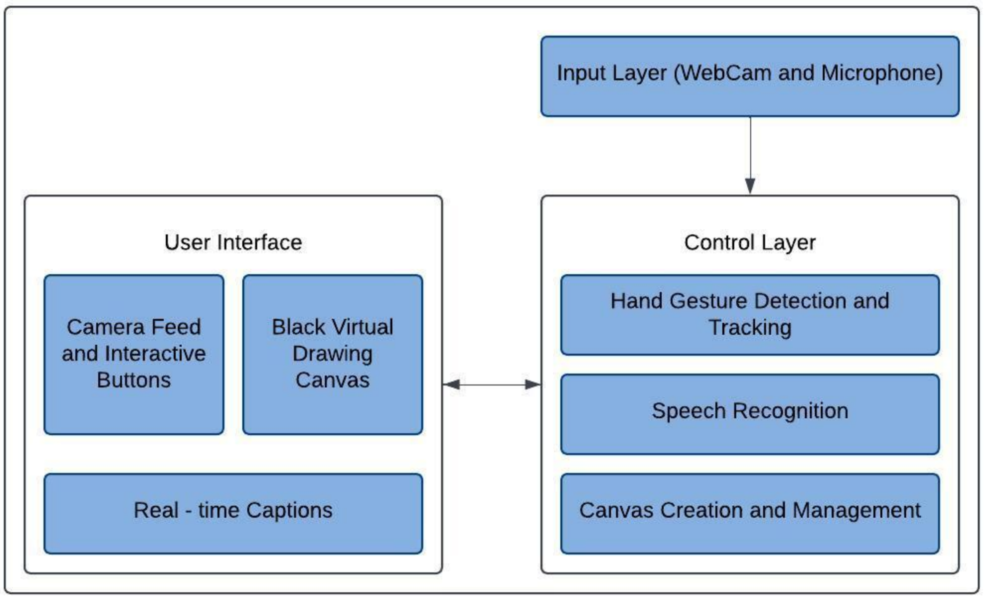

Input Layer (WebCam and Microphone)
User Interface
Camera Feed and Interactive Buttons
Black Virtual Drawing Canvas
Real - time Captions
Control Layer
Hand Gesture Detection and Tracking
Speech Recognition
Canvas Creation and Management

Fig. 4.1 System Architecture of Application

The Control Layer handles the processing and logic behind the application's functionality. It consists of:

- Hand Gesture Detection and Tracking: This module analyzes the video feed to detect and track the user's hand movements, interpreting them as drawing strokes.
- Speech Recognition: This module processes the user's speech input, converting it into text and generating corresponding captions.

- Canvas Creation and Management: This module manages the creation and modification of the virtual drawing canvas, ensuring that the user's drawings are accurately displayed and updated.

4.3 UML Diagrams

Unified Modeling Language (UML) diagrams are one of the critical parts of the air-drawing application project, as they provide clear and structured visualizations of the system architecture and its components. In this project, UML diagrams define the interaction between different modules such as hand gesture recognition, drawing rendering, and user input handling. These diagrams outline the processing of real-time video feeds into gesture recognition and drawing actions by the system, thereby enabling effective user interactivity. With respect to the components of the system and how they are related, UML diagrams help visualize the design, thus leading to better understanding of the system's functionality to communicate the same with stakeholders and the developers.

In the air-drawing application, several types of UML diagrams are used such as use case diagrams for capturing user interactions, class diagrams in order to describe the structure of the application, and sequence diagrams for depicting the flow of operations when detecting hand gestures and drawing. These diagrams not only help in the initial development stage, but they are also of utmost importance in later update versions and system maintenance. We incorporate UML diagrams into the project documentation so that the design is understood well and can be implemented and scaled up effectively, as new features, such as additional drawing tools or improved gesture recognition, are added to the application.

4.3.1 UML Usecase Diagram

The UML Usecase diagram illustrates the interactions between the user and the system, highlighting the various functionalities available.

User

- Select Color: The user can choose a color from a palette to use for drawing.
- Draw on Camera Feed Screen: The user can draw directly on the live camera feed displayed on the screen.
- Erase the Drawing: The user can erase the drawing they have created.

- Save the Drawing: The user can save the drawing they have created.
- Give Input Speech: The user can provide input speech to the system.

System

- Display Drawing in Canvas: The system displays the drawing in a dedicated canvas area.
- Display Live Captions on Screen: The system displays live captions of the user's speech on the screen.
- Display Drawing on Camera Feed: The system superimposes the drawing onto the live camera feed.

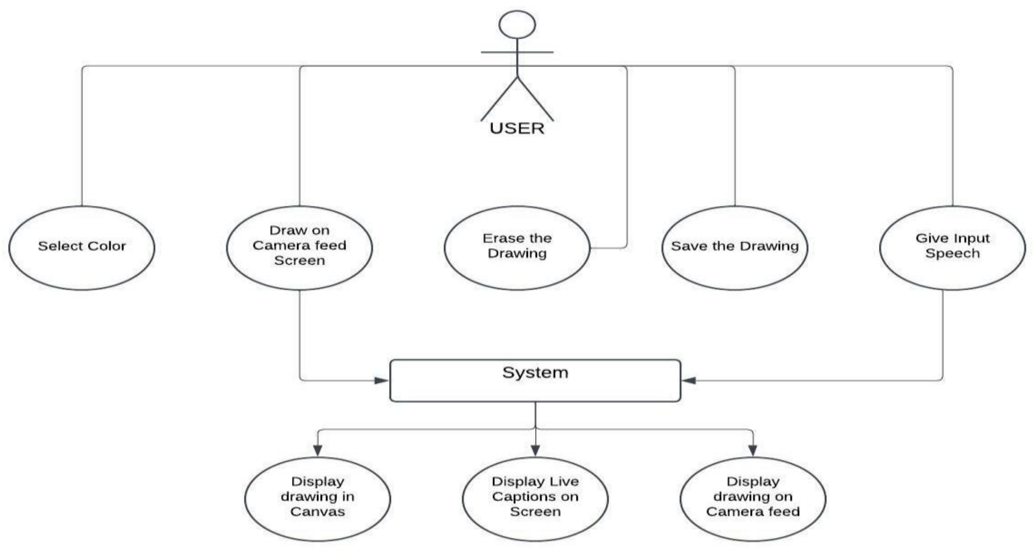

USER
Select Color
Draw on Camera feed Screen
Erase the Drawing
Save the Drawing
Give Input Speech
System
Display drawing in Canvas
Display Live Captions on Screen
Display drawing on Camera feed

Fig. 4.2 UML Usecase Diagram

Overall, this use case diagram provides a clear and concise overview of the user interactions and system functionalities, making it a valuable tool for understanding the project scope and requirements.

4.3.2 UML Class Diagram

It represents the classes in the air-drawing application, their attributes, methods, and the relationships between them. This diagram helps developers and stakeholders understand the design, functionality, and interactions within the system, enabling effective communication and streamlined development. The air-drawing application is designed with multiple interconnected classes, each responsible for specific tasks.

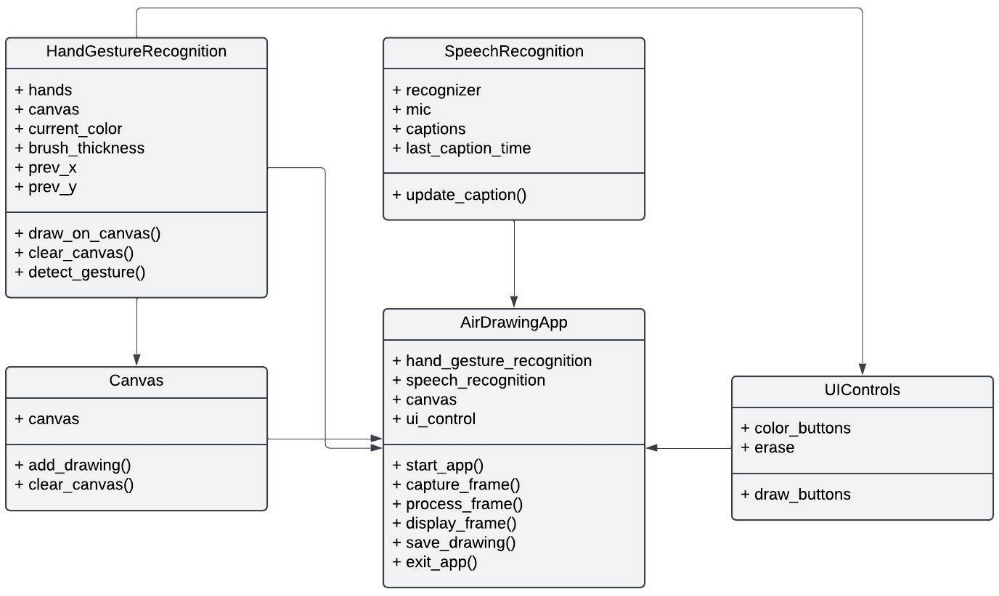


Fig. 4.3 UML Class Diagram

Below is the explanation of the UML Class Diagram as it relates to this project:

1. HandGestureRecognition Class: The HandGestureRecognition class handles gesture recognition using Mediapipe. It processes hand movements and facilitates drawing or erasing actions on the canvas. The attributes of this class include hands, current_color, brush_thickness, prev_x, and prev_y. Its methods, such as draw_on_canvas(), clear_canvas(), and detect_gesture(), enable the system to detect and respond to user gestures effectively.

2. SpeechRecognition Class: The SpeechRecognition class converts spoken words into text captions using a speech-to-text engine. It updates the live caption display on the screen. The attributes of this class include recognizer, mic, captions, and last_caption_time. Its methods, such as listen_for_caption() and update_caption(), provide real-time speech recognition and caption updates.

3. Canvas Class: The Canvas class manages the virtual drawing space, including adding drawings, erasing parts of the canvas, and saving the current state. It has a single attribute, canvas, representing the drawing area. Its methods, add_drawing() and clear_canvas(), ensure the canvas is interactive and user-friendly.

4. UIControls Class: The UIControls class manages the interface elements, such as color selection and erase buttons. It detects user interactions with these buttons and triggers the appropriate actions. This class includes attributes like color_buttons and

erase_button and methods like draw_buttons() and detect_button_click(), making the interface intuitive and responsive.

5. AirDrawingApp Class: The AirDrawingApp class serves as the central controller for the application. It integrates all other components, manages the workflow, processes frames from the webcam, and ensures the system functions as intended. Its attributes include hand_gesture_recognition, speech_recognition, canvas, and ui_controls. Methods such as start_app(), capture_frame(), process_frame(), display_frame(), save_drawing(), and exit_app() handle the core functionalities of the application.

4.3.3 UML Object Diagram

The object diagram illustrates the runtime relationships and interactions between objects in the air-drawing application. It provides a snapshot of how the various components, such as gesture recognition, speech recognition, canvas management, and UI controls, work together to deliver a seamless user experience. This diagram emphasizes the dynamic behavior of the system and the roles of individual objects.

1. HandGestureRecognition Object: The HandGestureRecognition object detects and interprets hand gestures using Mediapipe. It updates the canvas in real-time based on user input, enabling actions like drawing, erasing, and changing brush settings. This object interacts with other components, such as UIControls, to modify the drawing color and brush thickness.

2. Canvas Object: The Canvas object represents the drawing surface, displaying the output of user actions. It updates dynamically as the user draws or erases and reflects the modifications made by the HandGestureRecognition object. The canvas serves as the central space for all drawing interactions.

3. UIControls Object: The UIControls object manages the on-screen buttons for color selection and erasing. When a user interacts with the buttons, this object communicates with the HandGestureRecognition object to update the drawing settings, ensuring a responsive and intuitive interface.

4. SpeechRecognition Object: The SpeechRecognition object listens for voice input and converts spoken words into text. The recognized text is sent to the application,

where it is displayed as captions on the screen. This object integrates seamlessly with the system to enhance accessibility.

5. AirDrawingApp Object: The AirDrawingApp object acts as the primary controller, coordinating the interactions between all other objects. It ensures smooth communication between components like HandGestureRecognition, Canvas, UIControls, and SpeechRecognition, while managing real-time updates and overall application flow.

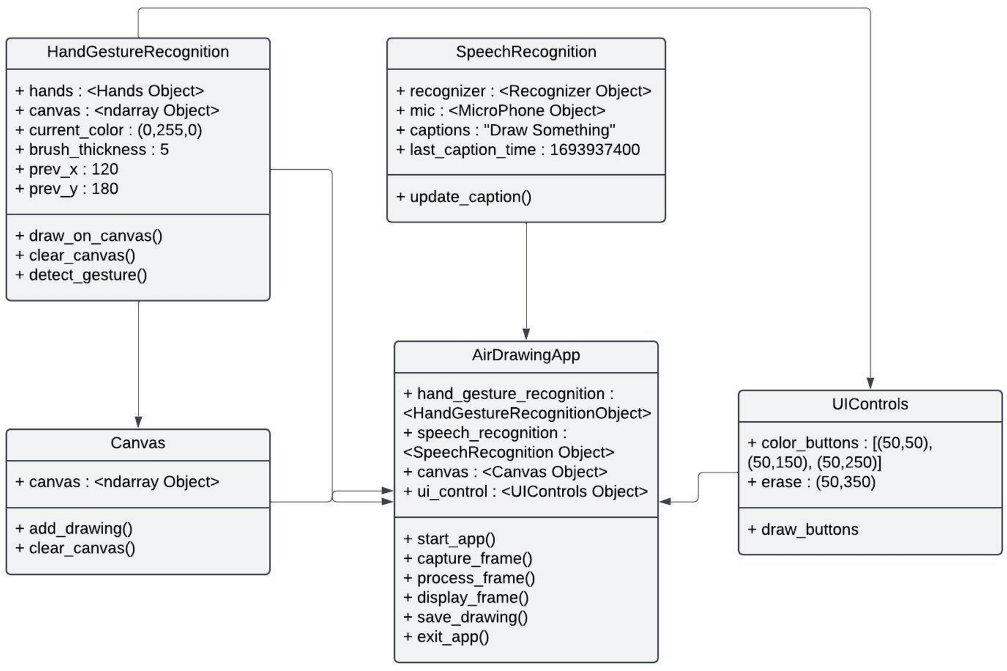

HandGestureRecognition
+ hands : <Hands Object>
+ canvas : <ndarray Object>
+ current_color : (0,255,0)
+ brush_thickness : 5
+ prev_x : 120
+ prev_y : 180
+ draw_on_canvas()
+ clear_canvas()
+ detect_gesture()
SpeechRecognition
+ recognizer : <Recognizer Object>
+ mic : <MicroPhone Object>
+ captions : "Draw Something"
+ last_caption_time : 1693937400
+ update_caption()
AirDrawingApp
+ hand_gesture_recognition : <HandGestureRecognitionObject>
+ speech_recognition : <SpeechRecognition Object>
+ canvas : <Canvas Object>
+ ui_control : <UIControls Object>
+ start_app()
+ capture_frame()
+ process_frame()
+ display_frame()
+ save_drawing()
+ exit_app()
Canvas
+ canvas : <ndarray Object>
+ add_drawing()
+ clear_canvas()
UIControls
+ color_buttons : [(50,50), (50,150), (50,250)]
+ erase : (50,350)
+ draw_buttons

Fig. 4.4 UML Object Diagram

This object diagram demonstrates the cohesive design and interactions within the air-drawing application, highlighting the roles and relationships of each object in achieving the system's functionality.

4.3.4 UML Activity Diagram

The UML Activity Diagram provides a graphical representation of the workflow or processes within a system. It highlights the sequence of operations, decision points, and flow of control from one activity to another. For the air-drawing application, the activity diagram showcases how the system initializes, processes gestures and speech, and enables user interactions like drawing, saving, or exiting. This diagram is crucial for understanding the functional flow and identifying any potential bottlenecks or improvements in the application's logic.

1. Initialize Application: The process begins with initializing the necessary libraries like Mediapipe for gesture recognition and setting up the canvas for drawing. This step ensures the system is ready to process user inputs and perform its core functionalities.
2. Display Camera Feed with Buttons: After initialization, the application displays the real-time camera feed with overlaid interactive buttons for selecting drawing colors or erasing. This user-friendly interface provides clear visual cues for interaction.
3. Hand Tracking & Gesture Recognition: The system continuously detects the presence of a hand and tracks its movements using Mediapipe. This enables real-time gesture recognition to interact with the canvas and other controls.
4. Check for Button Selection: If a button is selected, the system updates the current drawing mode, such as changing the brush color or enabling the eraser. If no button is selected, the user can move their hands freely to perform tasks like navigating the interface, choosing options, or resetting the drawing mode.
5. Drawing with Gestures: When a gesture is detected, the system allows the user to draw freehand on the canvas, mimicking the natural motion of hand movements for a smooth and intuitive drawing experience.

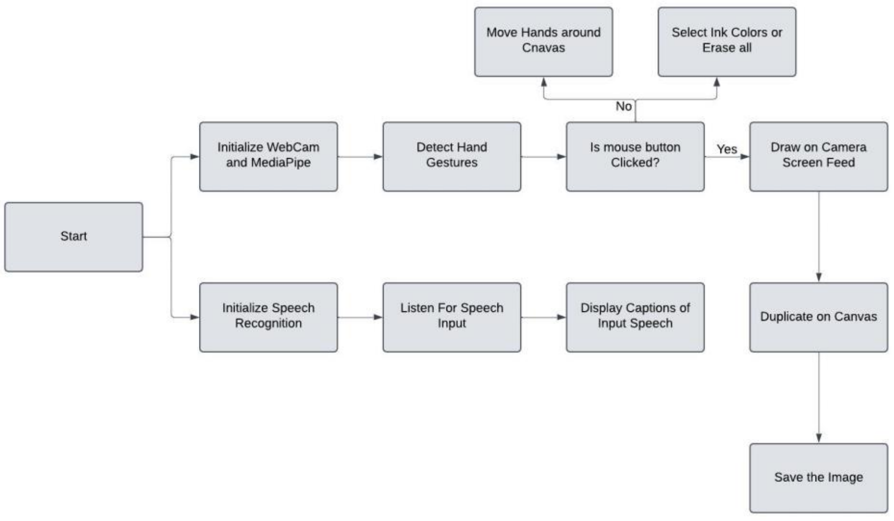

Move Hands around Cnavas
Select Ink Colors or Erase all
No
Start
Initialize WebCam and MediaPipe
Detect Hand Gestures
Is mouse button Clicked?
Yes
Draw on Camera Screen Feed
Initialize Speech Recognition
Listen For Speech Input
Display Captions of Input Speech
Duplicate on Canvas
Save the Image

Fig 4.5 UML Activity Diagram

6. Speech Recognition: The application captures speech input using the speech recognition engine. The spoken words are converted into text and displayed as captions in real-time, enhancing accessibility for presentations or teaching purposes.
7. Save Drawing: The user can save their current drawing by pressing the 's' key on the keyboard. This functionality ensures that users can preserve their work for later use or sharing.
8. Exit Application: The application ends gracefully when the user presses the 'q' key. This step ensures that all resources are released, and the system shuts down efficiently.

The activity diagram visually depicts these steps, making it easier to understand the application's flow and user interactions. This ensures clarity in the development process and helps maintain consistency in functionality. The design of the air-drawing application integrates multiple advanced technologies, such as hand gesture recognition, speech-to-text conversion, and interactive UI controls, to create a seamless and intuitive user experience. The modular design ensures scalability, with each component functioning independently while contributing to the overall system. The system's real-time processing capabilities allow for smooth and interactive drawing, while speech captions enhance accessibility. The integration of multiple input methods ensures flexibility in user interactions. Overall, the design balances user-friendly functionality with technical sophistication to meet the project's objectives effectively.

CHAPTER 5

IMPLEMENTATION

The air-drawing application is implemented with the focus on translating the system design into a functional, interactive tool. It integrates several technologies, including Mediapipe for hand gesture recognition, SpeechRecognition for real-time captions, and OpenCV for camera and canvas management. The application is structured to handle continuous user input, including hand gestures and voice commands, for a dynamic drawing experience. The integration of these components guarantees a smooth running of operations from the implementation process, where a user can draw and erase on this interface. This part of the documentation explains the primary steps and the technologies used to bring the design to life.

5.1 Modules Description

The air-drawing application is divided into multiple modules, each focusing on a specific functionality required for the smooth operation of the system. These modules interact with one another to provide an intuitive and seamless user experience. The system integrates hand gesture recognition, speech-to-text conversion, and canvas management to allow users to draw, erase, and control the application through gestures and voice commands. Each module has been designed to be independent and cohesive to provide real-time, efficient performance. Each of the modules described below is integral to the implementation process and plays a role within the system.

- HandGestureRecognition Module: This module detects hand gestures and translates them into actions on the canvas. It uses the Mediapipe library for hand tracking and gesture recognition. The module tracks finger positions and gestures, allowing users to draw or erase on the canvas based on their hand movements. The module also interacts with the UI controls to change the brush color and thickness as per the user's gestures.
- Canvas Module: The Canvas module controls the drawing surface and deals with drawing events. It continuously updates the canvas based on the user's input, so the drawing appears in real-time as gestures are made. It also allows functionality for clearing the canvas, saving the drawing, and changing the brush size and color

settings. This module works closely with the HandGestureRecognition and UIControls modules to ensure smooth drawing and user interaction.

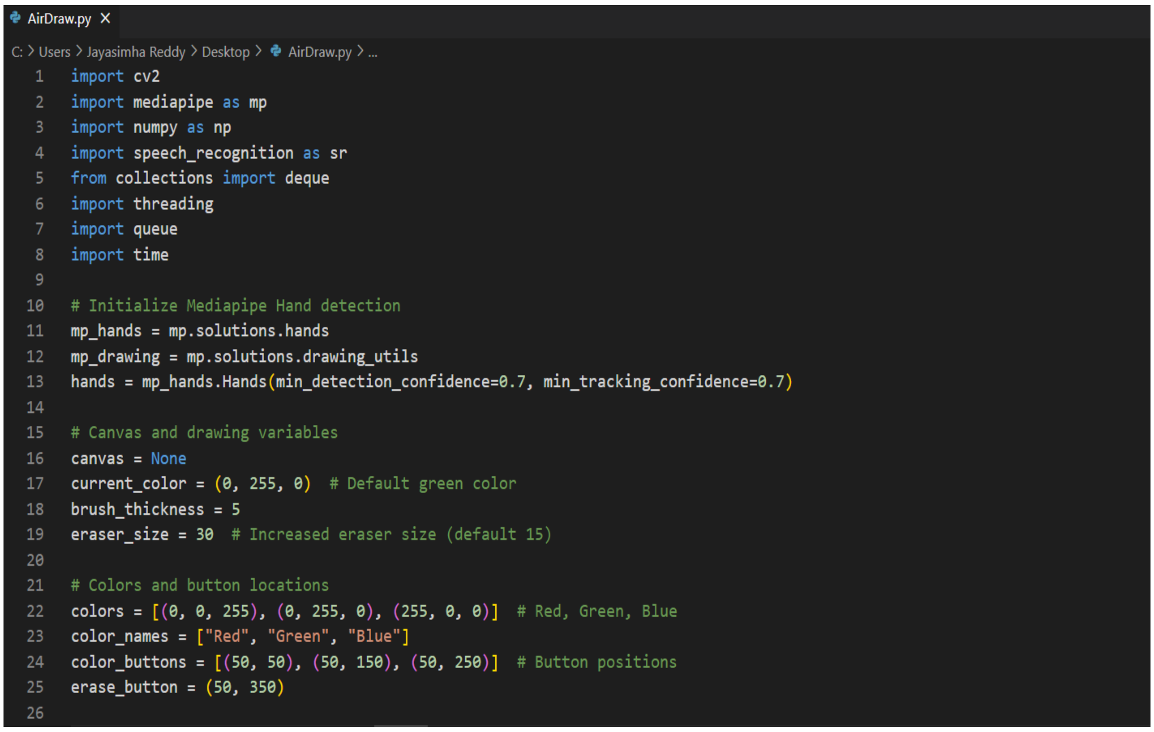
- UIControls Module: The UIControls module controls the user interface elements like color selection buttons, the eraser button, and other UI features. It detects the user gestures to interact with on-screen buttons that will trigger actions like changing the brush color, clearing the canvas, or enabling the eraser. This module ensures the user interface is intuitive and responsive to hand movements, making it easy for users to interact with the application.
- SpeechRecognition Module: The SpeechRecognition module captures voice input from the user and converts it into text by using the SpeechRecognition library. Then, the text recognized is shown as real-time captions on the screen. This module upgrades the functionality of the application by letting users add voice captions while they draw. It communicates with the main application flow to update the captions dynamically according to the detected speech.
- AirDrawingApp Module: The AirDrawingApp module is the central part of the application. It integrates all the other modules to ensure the proper working of the system. It captures webcam frames, processes gesture, updates the canvas, and manages hand gesture, speech input, and UI controls. It handles the start and stop functions of the application and ensures efficient processing of user input. This module also takes care of saving the drawing and exiting the application.

5.2 Sample Code Snippets

The air-drawing application leverages advanced technologies like Mediapipe, OpenCV, and PyAutoGUI to provide a seamless and intuitive user experience. The codebase is structured into distinct modules, each serving a specific purpose, to ensure the system's scalability and maintainability. The hand gesture recognition module forms the core of the application, utilizing Mediapipe Hands to detect and track finger movements in real time. This module processes live camera feed data to identify gestures like drawing, erasing, or switching modes, ensuring precise control over the application. Meanwhile, the canvas management module handles the graphical interface where users can visualize their creations. This module integrates with OpenCV to render drawings dynamically on a virtual canvas and facilitates additional features like color selection, shape erasing, and saving the drawings for future use. The application also includes real-time functionalities such as drawing on a split-screen view, with one screen displaying the camera feed and the other showcasing the canvas. These synchronized modules work together to deliver an immersive air-drawing experience.

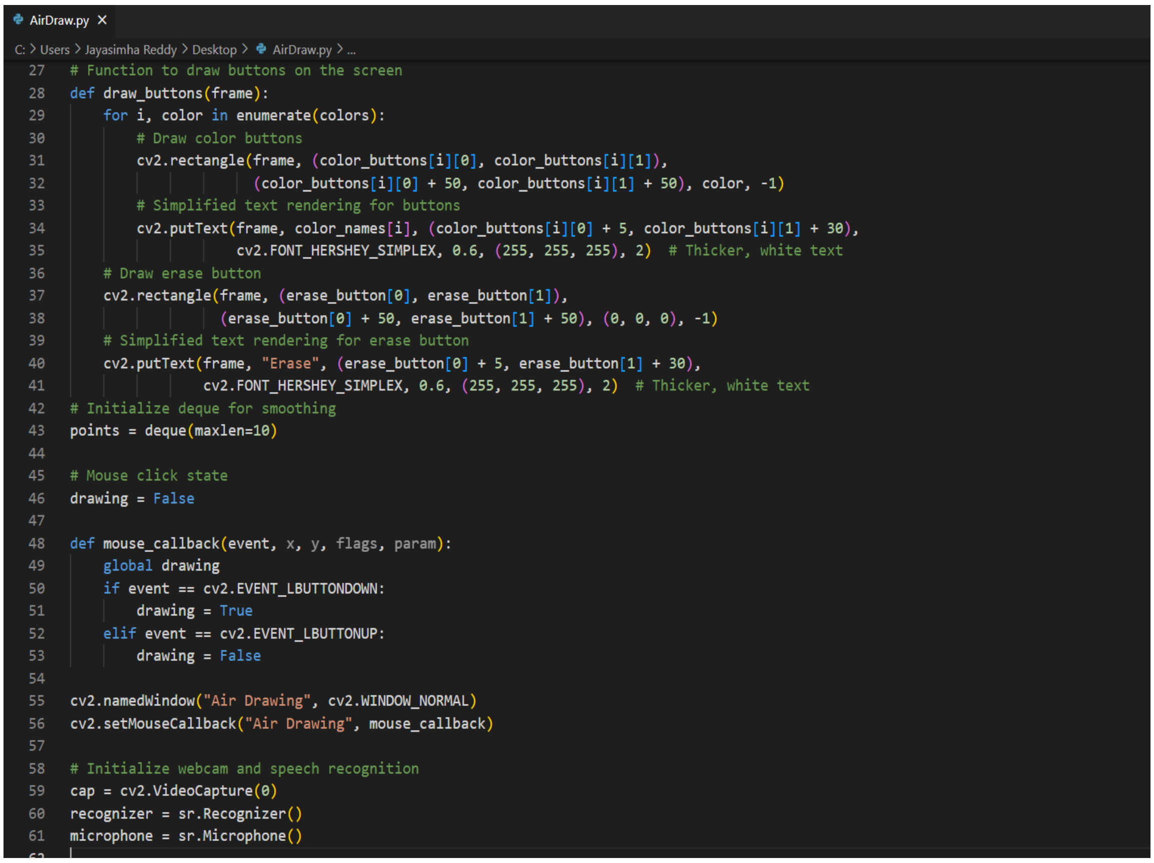
To enhance accessibility and interactivity, the application incorporates a speech-to-text conversion module that allows users to execute certain commands using voice inputs. This feature is designed for inclusivity, catering to individuals who may prefer voice commands over gestures. Complementing this is the UI controls module, which includes an on-screen exit button and other intuitive controls to navigate the system efficiently. The system is designed to process real-time inputs with minimal latency, ensuring a responsive user experience. The modular approach also allows for easy integration of additional features in the future, such as advanced gesture sets or enhanced voice command capabilities.

The screenshots accompanying the documentation illustrate critical sections of the code, showcasing the implementation of these modules, including the initialization of Mediapipe Hands, the logic for gesture-based controls, and the methods for real-time canvas rendering.



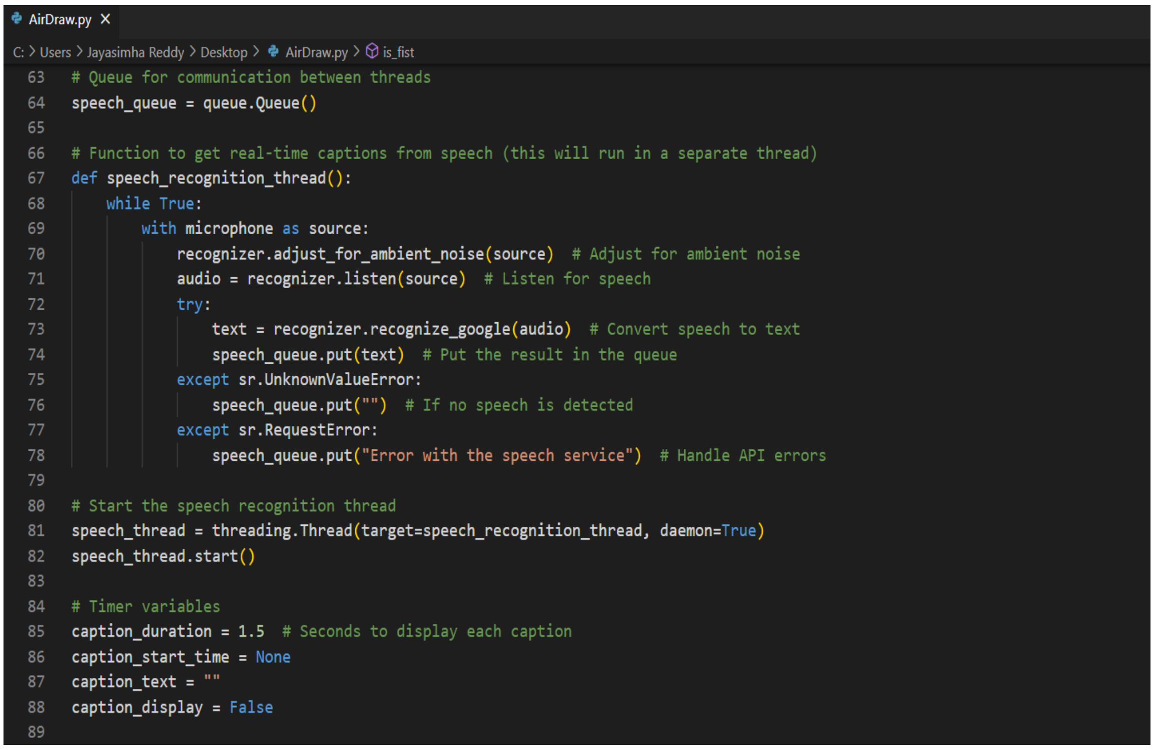
```python
import cv2
import mediapipe as mp
import numpy as np
import speech_recognition as sr
from collections import deque
import threading
import queue
import time

# Initialize Mediapipe Hand detection
mp_hands = mp.solutions.hands
mp_drawing = mp.solutions.drawing_utils
hands = mp_hands.Hands(min_detection_confidence=0.7, min_tracking_confidence=0.7)

# Canvas and drawing variables
canvas = None
current_color = (0, 255, 0)  # Default green color
brush_thickness = 5
eraser_size = 30  # Increased eraser size (default 15)

# Colors and button locations
colors = [(0, 0, 255), (0, 255, 0), (255, 0, 0)]  # Red, Green, Blue
color_names = ["Red", "Green", "Blue"]
color_buttons = [(50, 50), (50, 150), (50, 250)]  # Button positions
erase_button = (50, 350)

```

Fig. 5.1 Code Snippet for Importing Modules and Initialization



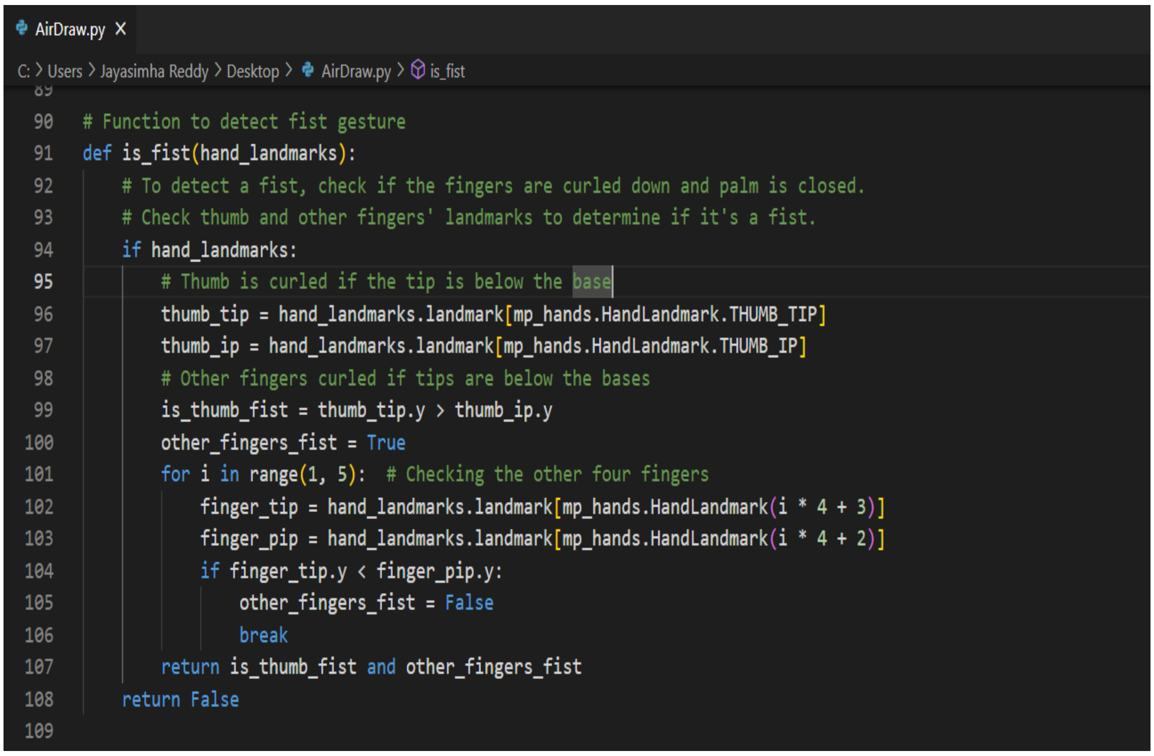
```python
# Function to draw buttons on the screen
def draw_buttons(frame):
    for i, color in enumerate(colors):
        # Draw color buttons
        cv2.rectangle(frame, (color_buttons[i][0], color_buttons[i][1]),
                      (color_buttons[i][0] + 50, color_buttons[i][1] + 50), color, -1)
        # Simplified text rendering for buttons
        cv2.putText(frame, color_names[i], (color_buttons[i][0] + 5, color_buttons[i][1] + 30),
                    cv2.FONT_HERSHEY_SIMPLEX, 0.6, (255, 255, 255), 2)  # Thicker, white text
    # Draw erase button
    cv2.rectangle(frame, (erase_button[0], erase_button[1]),
                  (erase_button[0] + 50, erase_button[1] + 50), (0, 0, 0), -1)
    # Simplified text rendering for erase button
    cv2.putText(frame, "Erase", (erase_button[0] + 5, erase_button[1] + 30),
                cv2.FONT_HERSHEY_SIMPLEX, 0.6, (255, 255, 255), 2)  # Thicker, white text
# Initialize deque for smoothing
points = deque(maxlen=10)

# Mouse click state
drawing = False

def mouse_callback(event, x, y, flags, param):
    global drawing
    if event == cv2.EVENT_LBUTTONDOWN:
        drawing = True
    elif event == cv2.EVENT_LBUTTONUP:
        drawing = False

cv2.namedWindow("Air Drawing", cv2.WINDOW_NORMAL)
cv2.setMouseCallback("Air Drawing", mouse_callback)

# Initialize webcam and speech recognition
cap = cv2.VideoCapture(0)
recognizer = sr.Recognizer()
microphone = sr.Microphone()
```

Fig. 5.2 Code Snippet for Drawing Buttons and Webcam Initialization


AirDraw.py
C: > Users > Jayasimha Reddy > Desktop > AirDraw.py > is_fist

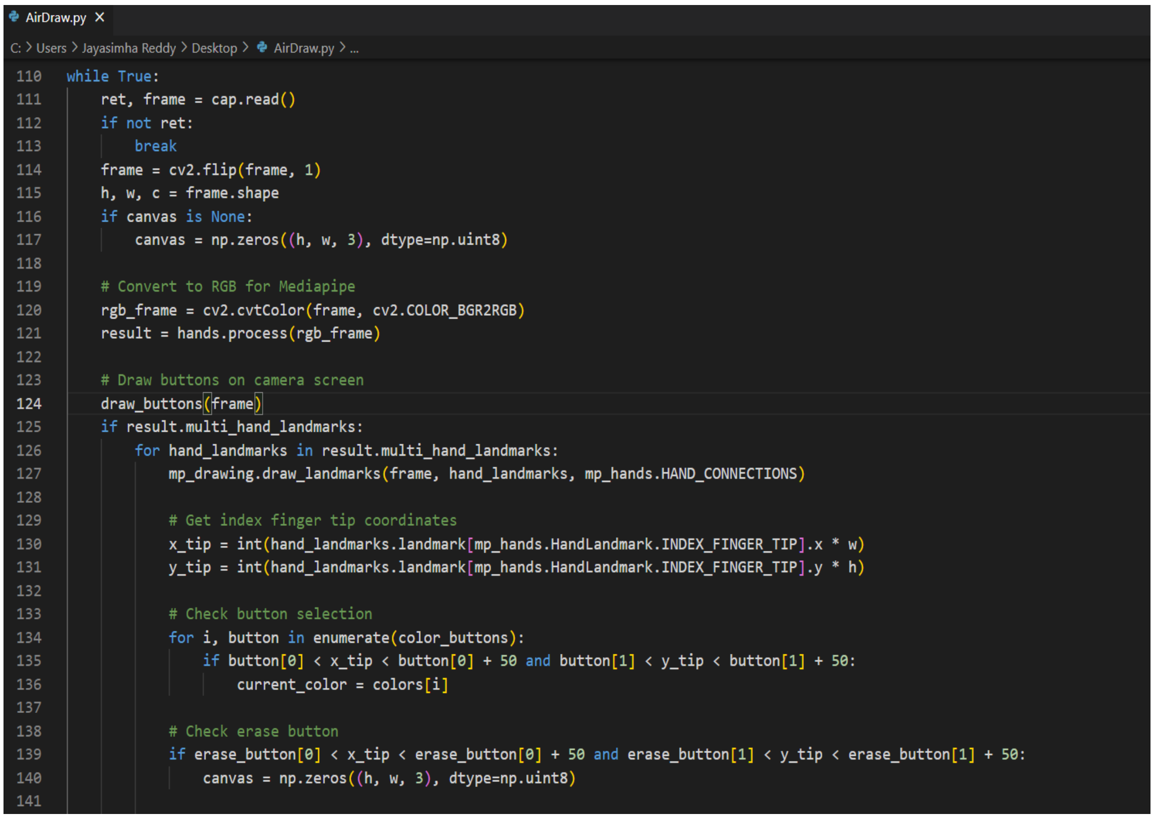
```python
# Queue for communication between threads
speech_queue = queue.Queue()

# Function to get real-time captions from speech (this will run in a separate thread)
def speech_recognition_thread():
    while True:
        with microphone as source:
            recognizer.adjust_for_ambient_noise(source)  # Adjust for ambient noise
            audio = recognizer.listen(source)  # Listen for speech
            try:
                text = recognizer.recognize_google(audio)  # Convert speech to text
                speech_queue.put(text)  # Put the result in the queue
            except sr.UnknownValueError:
                speech_queue.put("")  # If no speech is detected
            except sr.RequestError:
                speech_queue.put("Error with the speech service")  # Handle API errors

# Start the speech recognition thread
speech_thread = threading.Thread(target=speech_recognition_thread, daemon=True)
speech_thread.start()

# Timer variables
caption_duration = 1.5  # Seconds to display each caption
caption_start_time = None
caption_text = ""
caption_display = False
```

Fig. 5.3 Code Snippet for Speech – to – Text Conversion


AirDraw.py
C: > Users > Jayasimha Reddy > Desktop > AirDraw.py > is_fist

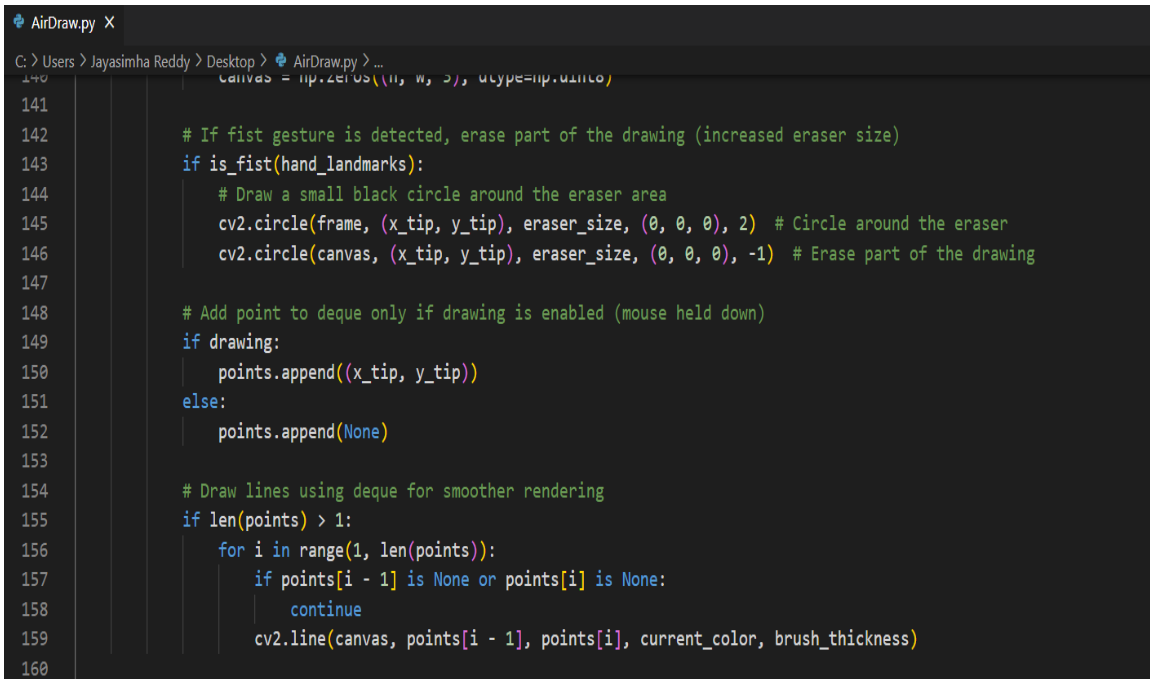
```python
# Function to detect fist gesture
def is_fist(hand_landmarks):
    # To detect a fist, check if the fingers are curled down and palm is closed.
    # Check thumb and other fingers' landmarks to determine if it's a fist.
    if hand_landmarks:
        # Thumb is curled if the tip is below the base
        thumb_tip = hand_landmarks.landmark[mp_hands.HandLandmark.THUMB_TIP]
        thumb_ip = hand_landmarks.landmark[mp_hands.HandLandmark.THUMB_IP]
        # Other fingers curled if tips are below the bases
        is_thumb_fist = thumb_tip.y > thumb_ip.y
        other_fingers_fist = True
        for i in range(1, 5):  # Checking the other four fingers
            finger_tip = hand_landmarks.landmark[mp_hands.HandLandmark(i * 4 + 3)]
            finger_pip = hand_landmarks.landmark[mp_hands.HandLandmark(i * 4 + 2)]
            if finger_tip.y < finger_pip.y:
                other_fingers_fist = False
                break
        return is_thumb_fist and other_fingers_fist
    return False
```

Fig. 5.4 Code Snippet to detect Fist Hand Gesture for Erase Mode



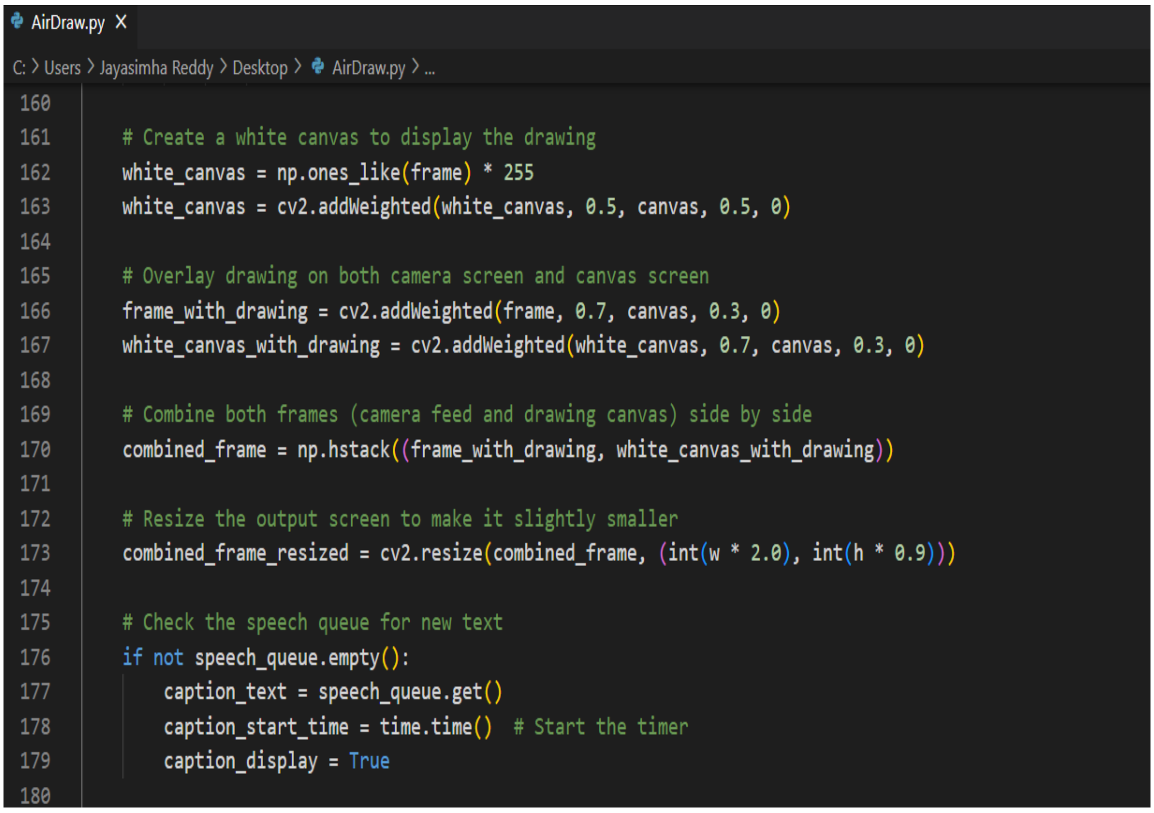
```python
while True:
    ret, frame = cap.read()
    if not ret:
        break
    frame = cv2.flip(frame, 1)
    h, w, c = frame.shape
    if canvas is None:
        canvas = np.zeros((h, w, 3), dtype=np.uint8)

    # Convert to RGB for Mediapipe
    rgb_frame = cv2.cvtColor(frame, cv2.COLOR_BGR2RGB)
    result = hands.process(rgb_frame)

    # Draw buttons on camera screen
    draw_buttons(frame)
    if result.multi_hand_landmarks:
        for hand_landmarks in result.multi_hand_landmarks:
            mp_drawing.draw_landmarks(frame, hand_landmarks, mp_hands.HAND_CONNECTIONS)

            # Get index finger tip coordinates
            x_tip = int(hand_landmarks.landmark[mp_hands.HandLandmark.INDEX_FINGER_TIP].x * w)
            y_tip = int(hand_landmarks.landmark[mp_hands.HandLandmark.INDEX_FINGER_TIP].y * h)

            # Check button selection
            for i, button in enumerate(color_buttons):
                if button[0] < x_tip < button[0] + 50 and button[1] < y_tip < button[1] + 50:
                    current_color = colors[i]

            # Check erase button
            if erase_button[0] < x_tip < erase_button[0] + 50 and erase_button[1] < y_tip < erase_button[1] + 50:
                canvas = np.zeros((h, w, 3), dtype=np.uint8)
```

Fig. 5.5 Code Snippet for Gesture Recognition



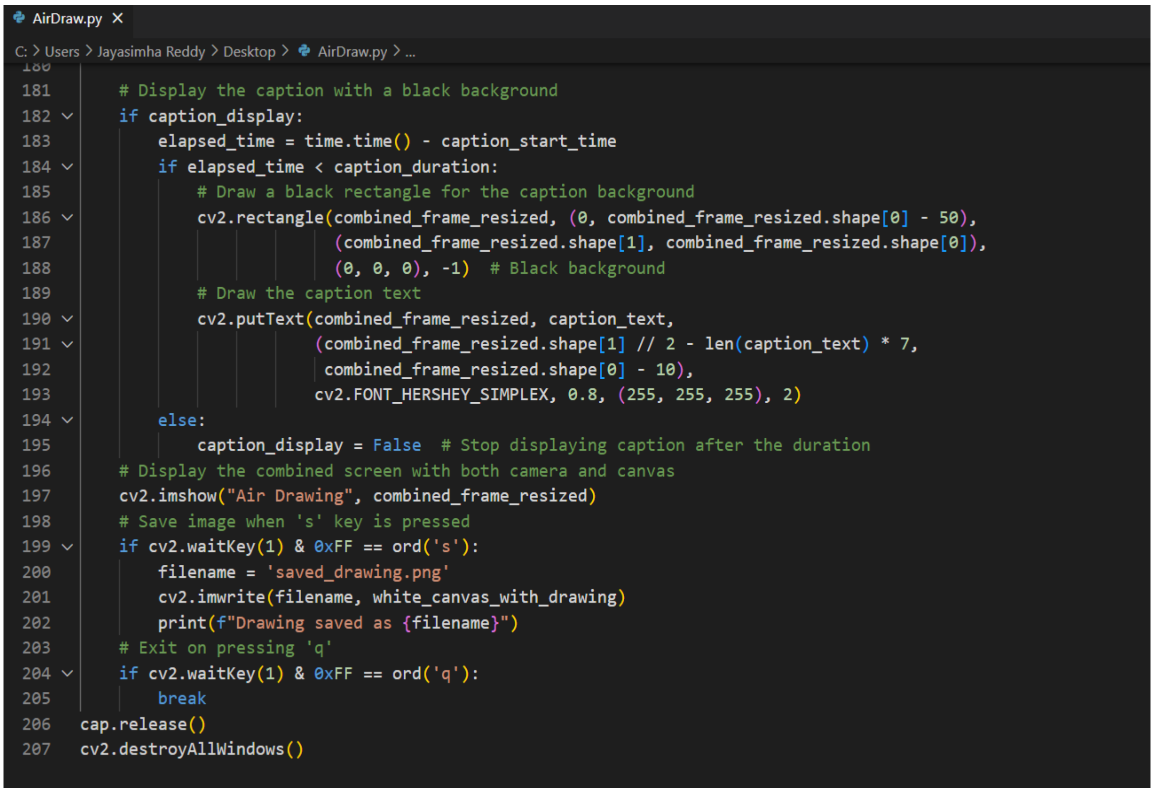
```python
                canvas = np.zeros((h, w, 3), dtype=np.uint8)

            # If fist gesture is detected, erase part of the drawing (increased eraser size)
            if is_fist(hand_landmarks):
                # Draw a small black circle around the eraser area
                cv2.circle(frame, (x_tip, y_tip), eraser_size, (0, 0, 0), 2)  # Circle around the eraser
                cv2.circle(canvas, (x_tip, y_tip), eraser_size, (0, 0, 0), -1)  # Erase part of the drawing

            # Add point to deque only if drawing is enabled (mouse held down)
            if drawing:
                points.append((x_tip, y_tip))
            else:
                points.append(None)

            # Draw lines using deque for smoother rendering
            if len(points) > 1:
                for i in range(1, len(points)):
                    if points[i - 1] is None or points[i] is None:
                        continue
                    cv2.line(canvas, points[i - 1], points[i], current_color, brush_thickness)

```

Fig. 5.6 Code Snippet for Canvas Drawing



```python

        # Create a white canvas to display the drawing
        white_canvas = np.ones_like(frame) * 255
        white_canvas = cv2.addWeighted(white_canvas, 0.5, canvas, 0.5, 0)

        # Overlay drawing on both camera screen and canvas screen
        frame_with_drawing = cv2.addWeighted(frame, 0.7, canvas, 0.3, 0)
        white_canvas_with_drawing = cv2.addWeighted(white_canvas, 0.7, canvas, 0.3, 0)

        # Combine both frames (camera feed and drawing canvas) side by side
        combined_frame = np.hstack((frame_with_drawing, white_canvas_with_drawing))

        # Resize the output screen to make it slightly smaller
        combined_frame_resized = cv2.resize(combined_frame, (int(w * 2.0), int(h * 0.9)))

        # Check the speech queue for new text
        if not speech_queue.empty():
            caption_text = speech_queue.get()
            caption_start_time = time.time()  # Start the timer
            caption_display = True

```

Fig. 5.7 Code Snippet for Canvas Creation



```python
    # Display the caption with a black background
    if caption_display:
        elapsed_time = time.time() - caption_start_time
        if elapsed_time < caption_duration:
            # Draw a black rectangle for the caption background
            cv2.rectangle(combined_frame_resized, (0, combined_frame_resized.shape[0] - 50),
                          (combined_frame_resized.shape[1], combined_frame_resized.shape[0]),
                          (0, 0, 0), -1)  # Black background
            # Draw the caption text
            cv2.putText(combined_frame_resized, caption_text,
                        (combined_frame_resized.shape[1] // 2 - len(caption_text) * 7,
                         combined_frame_resized.shape[0] - 10),
                        cv2.FONT_HERSHEY_SIMPLEX, 0.8, (255, 255, 255), 2)
        else:
            caption_display = False  # Stop displaying caption after the duration
    # Display the combined screen with both camera and canvas
    cv2.imshow("Air Drawing", combined_frame_resized)
    # Save image when 's' key is pressed
    if cv2.waitKey(1) & 0xFF == ord('s'):
        filename = 'saved_drawing.png'
        cv2.imwrite(filename, white_canvas_with_drawing)
        print(f"Drawing saved as {filename}")
    # Exit on pressing 'q'
    if cv2.waitKey(1) & 0xFF == ord('q'):
        break
cap.release()
cv2.destroyAllWindows()
```

Fig. 5.8 Code Snippet for Saving the Drawing and Exiting the Application

CHAPTER 6

TESTING

The experiments for this project were conducted to evaluate the accuracy, responsiveness, and usability of the air-drawing application. Various hand gestures, including fist-based erasing and index finger tracking for drawing, were tested under different lighting conditions and backgrounds. The system achieved consistent performance with a detection confidence of 0.7, ensuring reliable hand tracking. The user experience was assessed by testing brush thickness, eraser size, and captioning features, with adjustments made to improve precision and readability.

6.1 Importance of Testing

Testing plays a critical role in ensuring that the air-drawing application meets the desired functionality, reliability, and performance standards. Given the complexity of this system, which integrates hand gesture recognition, speech-to-text conversion, and real-time drawing on a canvas, thorough testing is indispensable to verify that all components work as intended and the system functions seamlessly as a whole. Without proper testing, errors and performance issues could hinder the application's ability to deliver a smooth and efficient user experience.

Unit testing focuses on testing individual components or units of the application in isolation. In the case of the air-drawing application, unit tests have been conducted to assess each core feature: the hand gesture recognition system, speech-to-text engine, drawing functionality, and the user interface. By testing each unit independently, we can ensure that hand gestures are accurately detected and translated into corresponding actions on the canvas, speech-to-text conversion is reliable and accurately transcribes the user's voice into text for live captions, and user interface elements, including buttons, color selections, and the canvas, work smoothly without unexpected crashes or behavior. This testing helps to identify and resolve any bugs or malfunctions at an early stage, making the overall system more stable and manageable. Integration testing ensures that the different components of the air-drawing application interact correctly with each other. Since the system includes both real-time gesture tracking and speech-to-text features, it's crucial to test the interaction between the hand gesture detection system and the drawing canvas, ensuring gestures accurately translate to actions such as drawing or erasing. Additionally, testing the speech-to-text system and captioning system is essential to ensure that spoken words are quickly and accurately converted into captions and displayed in sync with the ongoing drawing. Furthermore, the user interface and gesture recognition systems must be tested to verify that changes in the canvas and UI happen seamlessly in response to user actions, with no delays or glitches. Integration testing helps identify communication issues between components and ensures that the application functions smoothly when all systems work together. User Acceptance Testing (UAT) is crucial for ensuring that the application meets the needs and expectations of the end-users.

Testing was conducted with potential users to evaluate the usability, accessibility, and overall user experience of the application. Key areas tested during UAT include gesture recognition sensitivity, ensuring that the system can detect gestures accurately, even in varying conditions such as different lighting or hand positions. Speech-to-text accuracy was also tested to ensure the speech recognition system transcribes speech accurately, even with varying accents, background noise, or speech speed. Additionally, the system's ability to process user inputs with minimal delays, ensuring real-time response, was evaluated. Through UAT, the application was fine-tuned to meet the real-world needs of users, enhancing its effectiveness and usability.

Testing during this project has been vital in ensuring the smooth responsiveness of the user interface and the drawing actions. The functionality of the application has been effective, as it recognizes voice input to text with minimal errors, contributing to a smoother operation. The accuracy of gesture detection and the responsiveness of the drawing tools make the application intuitive and reliable. These rigorous testing phases have not only resolved potential issues but also validated the real-time capabilities of the system, ensuring gestures are accurately tracked and speech is transcribed without delay. Ultimately, thorough testing has paved the way for a stable and efficient application that is ready for deployment.

6.2 Testing Details

The air-drawing system was tested under various conditions to assess its robustness and performance. For indoor testing, three different camera setups were used: a standard 720p camera, a 1080p camera, and a high-definition (HD) camera with 1440p resolution. Each camera was tested with varying lighting conditions including high brightness (intensity 80%), medium brightness (intensity 50%), and low brightness (intensity 20%).

Each environment was tested for 10 minutes, incorporating various system functions like drawing, erasing, and color switching. For outdoor testing, the system was evaluated in an urban street environment with dynamic movement, as well as a quiet park with minimal distractions. The speech-to-text functionality was tested under various ambient noise conditions to evaluate its performance in generating accurate captions. The system was exposed to quiet environments, where the accuracy was nearly perfect, with text generated from spoken words being almost identical. In more challenging scenarios with background noise, such as a bustling office or outdoor settings with traffic sounds, the system showed a decrease in accuracy, but the captions remained legible. The speech captions were displayed for a set duration of 1.5 seconds, ensuring that users had enough time to read them without unnecessary delays.

Test No.	**Testing Conditions**		
	Webcam Quality	***Lighting***	***Accuracy (%)***
1	1440p	Bright	94%
2	1440p	Normal	98%
3	1440p	Dark	92%
4	1080p	Bright	92%
5	1080p	Normal	97%
6	1080p	Dark	90%
7	720p	Bright	90%
8	720p	Normal	94%
9	720p	Dark	84%

Table 6.1 Test Accuracy rates For Drawing Module

Test No.	**Testing Conditions**		
	Environment	***Noise levels***	***Accuracy (%)***
1	Indoor	Quiet	92%
2	Indoor	Normal	88%
3	Indoor	High	82%
4	Outdoor	Quiet	86%
5	Outdoor	Normal	80%
6	Outdoor	High	75%

Table 6.2 Test Accuracy rates for Captions Module

The air-drawing system performed effectively across all test scenarios, with the HD camera (1440p) offering the best gesture recognition and tracking accuracy, followed by the 1080p and 720p cameras. In indoor environments, the system showed stable performance in both plain and cluttered backgrounds under normal and bright lighting conditions, with minor performance degradation in low light. In outdoor settings, the system was able to track hand movements accurately in both busy and calm environments, although the accuracy slightly decreased in high-motion areas, especially with the lower-resolution cameras.

In the results of speech captions testing, the system demonstrated an impressive ability to generate captions in real-time, with an accuracy rate of 90% in quiet environments and 75% in noisy settings. Despite occasional misinterpretations in noisy scenarios, the speech-to-text feature remained functional and beneficial, especially in controlled or quieter settings. Overall, the speech captioning feature was found to be a valuable addition to the system, significantly enhancing the accessibility and user-friendliness of the gesture-controlled drawing application.

6.3 Test cases

Testing is an essential part of the development process, ensuring that all features work as intended and meet the project requirements. The test cases listed above represent the core functionality of the air-drawing application, covering different aspects such as gesture recognition, UI interaction, speech-to-text conversion, and performance. These test cases help identify issues early on and provide a clear understanding of how each feature should behave under various conditions.

Each test case is designed to simulate real-world user interactions, validating the responsiveness of the system and its ability to handle different input types. By systematically executing these test cases, the development team can ensure that the application is reliable, stable, and ready for deployment. Additionally, testing helps optimize performance by identifying potential bottlenecks, ensuring smooth user experiences across different devices and conditions. Thorough testing also validates the system's functionality, performance, and accuracy, making it ready for deployment and use in real-world scenarios.

The following table outlines the test cases for the air-drawing application, detailing the various scenarios to validate the functionality and performance of each component. These test cases cover the key features of the application, including gesture recognition, drawing, speech recognition, and UI interactions.

Test Case ID	Test Case Description	Expected Outcome	Result Status
TC01	Test Hand Gesture Recognition for Drawing	System should recognize hand gestures and allow drawing	Pass
TC02	Test Hand Gesture Recognition for Erasing	System should recognize hand gestures and erase drawing	Pass
TC03	Test Color Selection Button	Clicking on a color button should change the drawing color	Pass
TC04	Test Speech-to-Text Conversion	Speech input should be accurately converted to text and displayed as captions	Pass
TC05	Test Canvas Clear Button	Clicking the clear button should erase all drawings from the canvas	Pass
TC06	Test Save Functionality	Pressing the 's' key should save the drawing as an image	Pass
TC07	Test Exit Functionality	Pressing the 'q' key should exit the application	Pass
TC08	Test Multiple Gesture Recognition	The system should accurately recognize multiple simultaneous hand gestures	Fail

Table 6.3 List of Test cases and Results for Air Drawing Application

The following test cases evaluate the functionality of a gesture-controlled drawing application. The system is designed to recognize hand gestures for drawing, erasing, and other interactive features such as color selection, speech-to-text conversion, canvas clearing, saving drawings, and exiting the application. These test cases ensure that each feature operates as expected, providing users with a seamless and intuitive experience. The results of the tests indicate which functionalities are working correctly and highlight areas that need improvement, such as multiple gesture recognition.

- TC01 - Test Hand Gesture Recognition for Drawing: This test verifies whether the system can accurately recognize hand gestures and enable the user to draw on the canvas. A successful test ensures that the application correctly interprets the drawing gesture and renders the expected output on the screen. The test passed, indicating that the system functions as intended for this feature.
- TC02 - Test Hand Gesture Recognition for Erasing: This test case checks if the system can detect hand gestures meant for erasing and remove drawings accordingly. A proper implementation should allow the user to erase parts of the drawing using predefined gestures. Since the test passed, it confirms that the application effectively recognizes and executes the erase function.
- TC03 - Test Color Selection Button: This test validates whether clicking on a color button changes the drawing color as expected. The system should allow users to switch between different colors smoothly without any glitches. The test result indicates a pass, confirming that the functionality works as required.
- TC04 - Test Speech-to-Text Conversion: This test ensures that speech input is accurately converted into text and displayed as captions. It is crucial for users who rely on voice commands for interaction. The system passed this test, meaning it successfully recognizes spoken words and transcribes them correctly.
- TC05 - Test Canvas Clear Button: The purpose of this test is to check if clicking the clear button removes all drawings from the canvas. Users should be able to reset the drawing area instantly. Since this test passed, it confirms that the clear functionality operates correctly without leaving any residual marks.
- TC06 - Test Save Functionality: This test case evaluates whether pressing the 's' key correctly saves the drawing as an image file. A successful implementation ensures that users can store their drawings for future use. The test passed, indicating that the system efficiently saves the artwork without errors.
- TC07 - Test Exit Functionality: This test verifies that pressing the 'q' key successfully exits the application. The expected behavior is that the program should close immediately upon receiving the input. The test passed, proving that the exit functionality is working as intended.

- TC08 - Test Multiple Gesture Recognition: This test checks whether the system can simultaneously recognize multiple hand gestures. It is essential for advanced interactions where users might perform more than one gesture at a time. The test failed, meaning the system struggled to detect and interpret multiple gestures correctly, requiring further improvement.

The test case results demonstrate that the air-drawing application successfully fulfills its core functionalities, such as gesture recognition for drawing and erasing, speech-to-text conversion, color selection, canvas clearing, saving drawings, and exiting the application. These outcomes indicate that the application is well-designed and robust in meeting user expectations for essential features. However, the failure in recognizing multiple simultaneous gestures highlights a significant area for improvement, as it limits the application’s capability to handle complex interactions. Addressing this limitation would enhance the system’s flexibility and usability for a broader range of tasks. Overall, the application's successful test cases validate its core design principles, while the identified failure provides a clear direction for future development efforts. This emphasizes the importance of iterative testing to refine the system and ensure comprehensive functionality.

In conclusion, testing is vital to ensure that the air-drawing application performs as expected under various conditions. It helps identify and resolve potential issues early in the development process, ensuring a smooth and reliable user experience.

CHAPTER 7

OUTPUT SCREENSHOTS

This section presents the output screenshots of the air-drawing application, demonstrating its functionality and user interface. The screenshots capture key moments of user interaction, including hand gesture recognition, drawing on the canvas, and speech-to-text conversion for captions. Additionally, they serve as evidence of the system's interaction with real-time user inputs and demonstrate its usability. The screenshots also highlight the application’s user interface, ensuring clarity in understanding the workflow. This section plays a critical role in bridging the gap between theoretical implementation and practical outcomes by illustrating how the application performs under various test scenarios.

These visuals offer a glimpse into the real-time performance and usability of the application. By showcasing these outputs, we highlight the successful integration of gestures, speech recognition, and drawing capabilities.

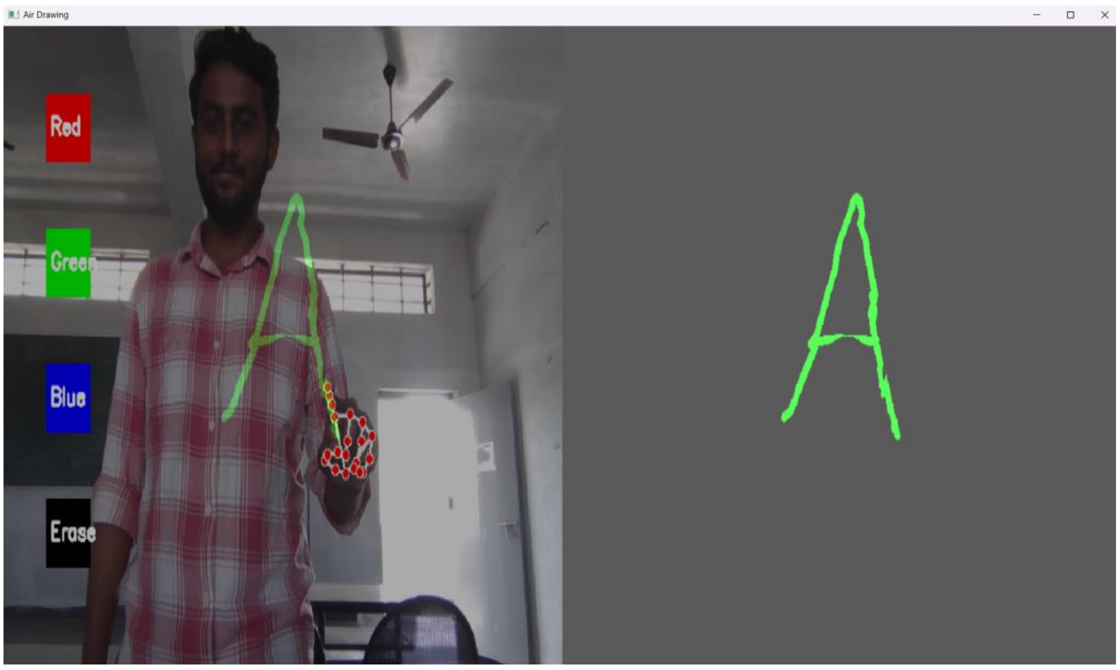


Fig. 7.1 Output Image for Test case TC01 (Male)

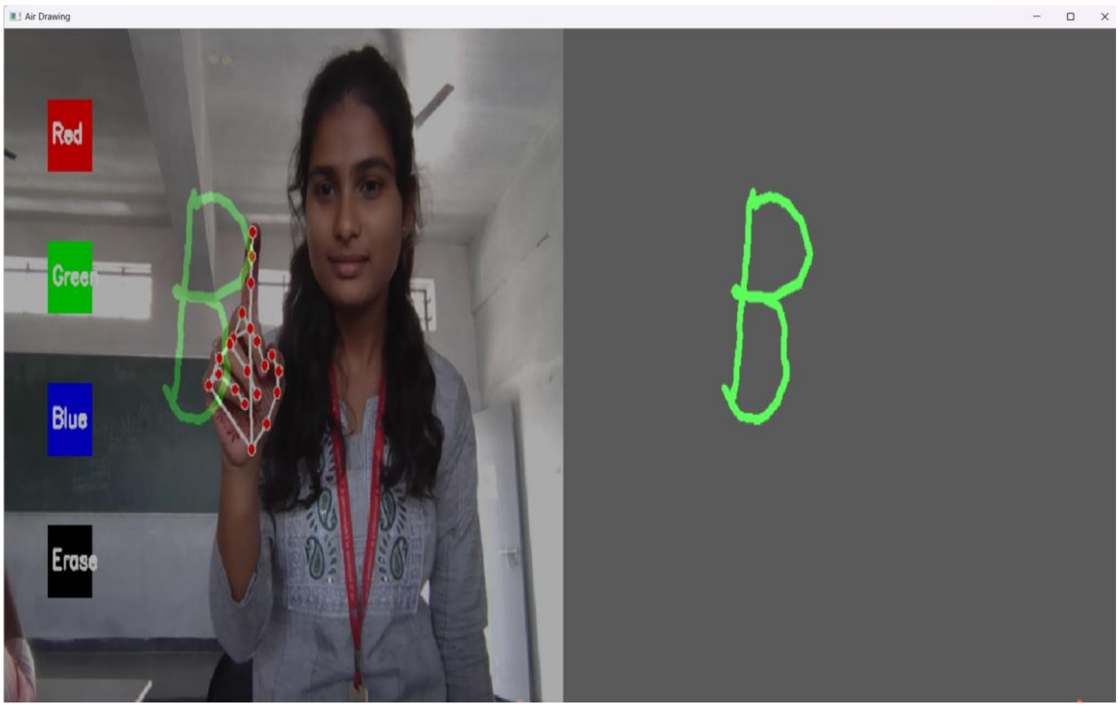


Fig. 7.2 Output Image for Test case TC01 (Female)

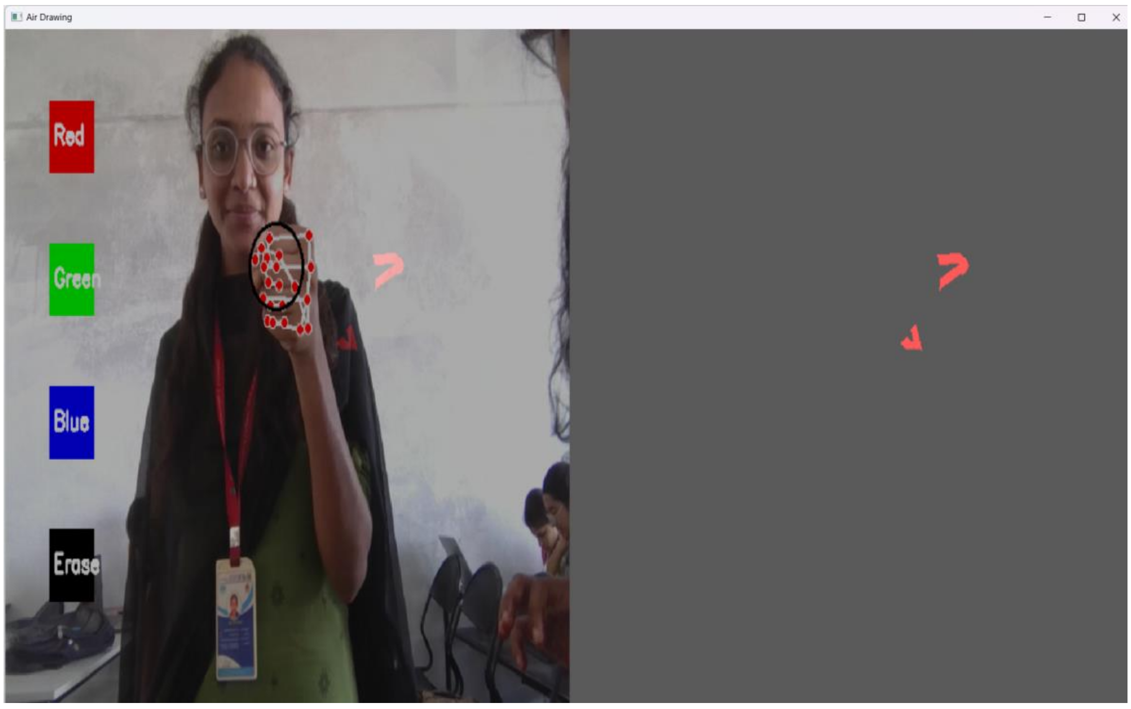


Fig. 7.3 Output Image for Test case TC02

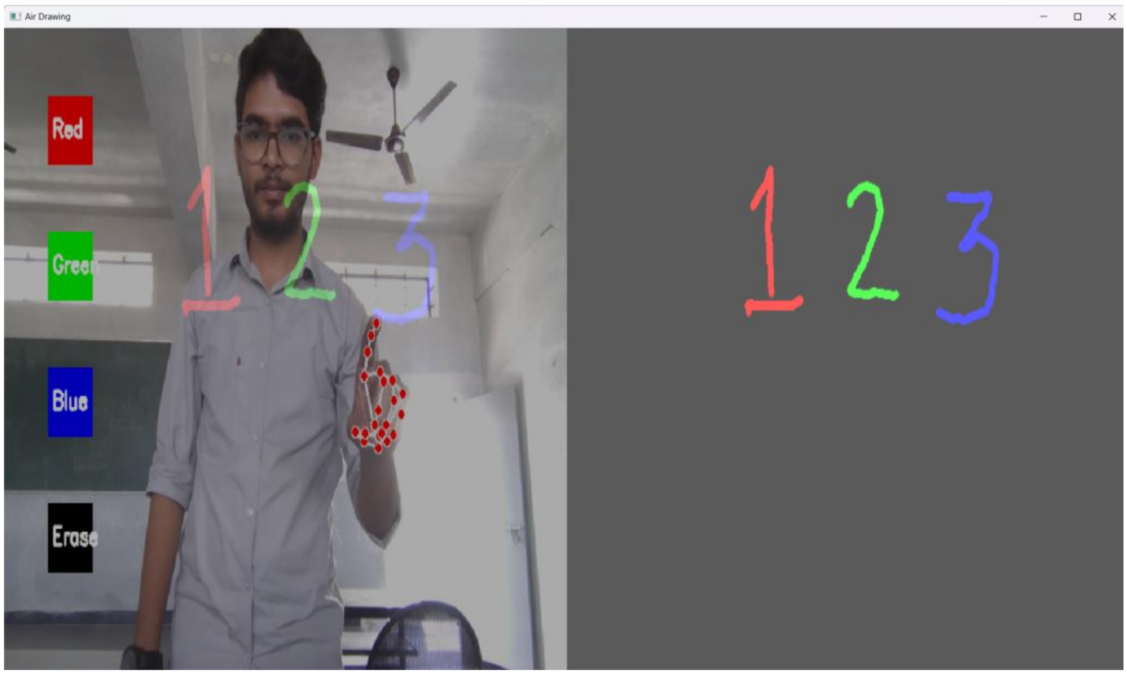
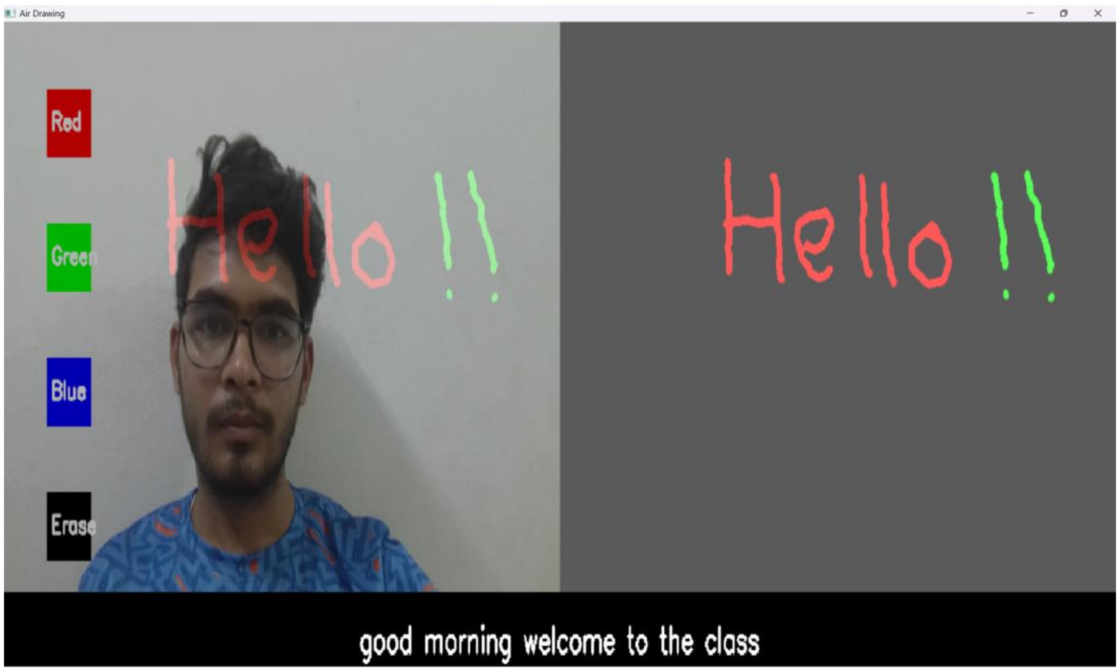
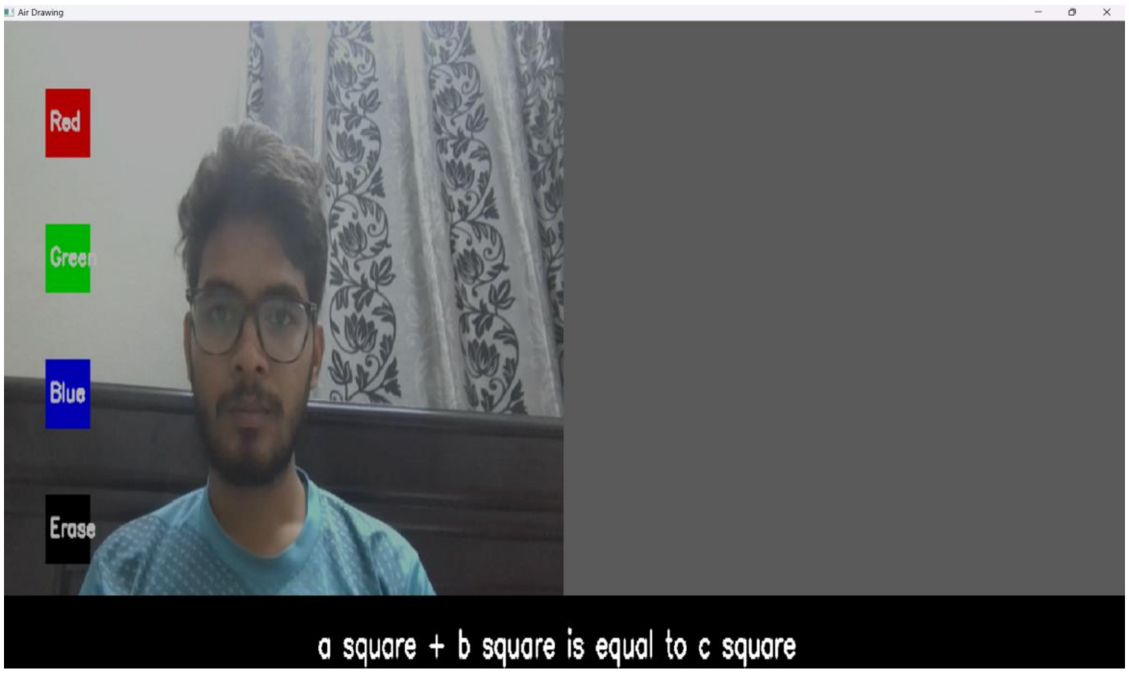


Fig. 7.4 Output Image for Test case TC03



good morning welcome to the class

Fig. 7.5 Output Image for Test case TC04



a square + b square is equal to c square

Fig. 7.6 Output Image 2 for Test case TC04

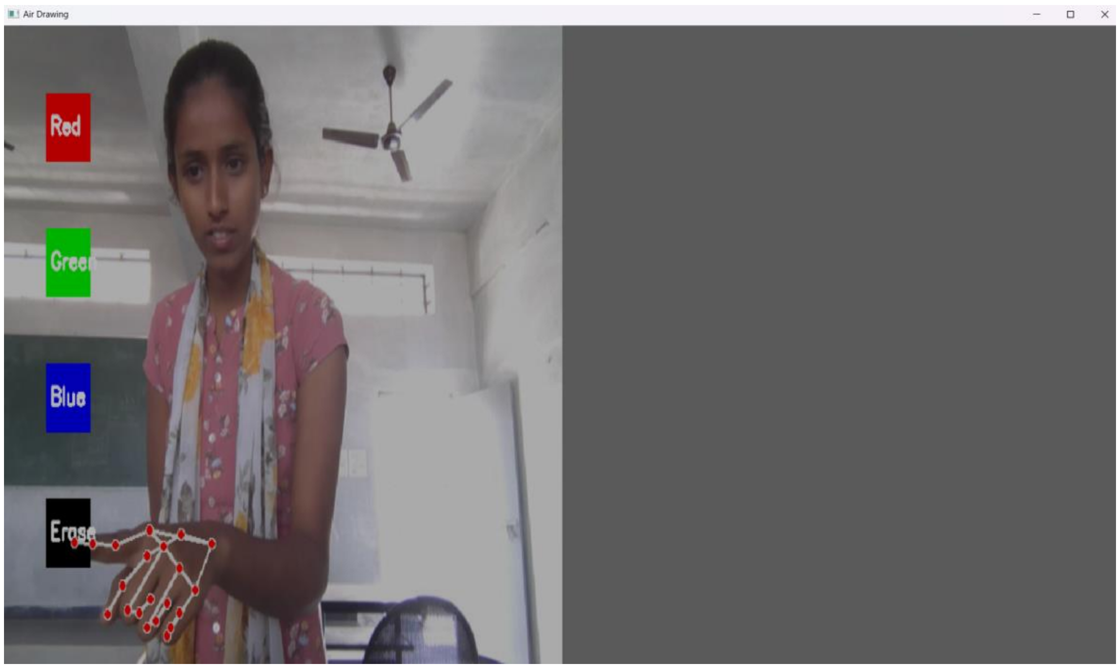


Fig. 7.7 Output Image for Test case TC05

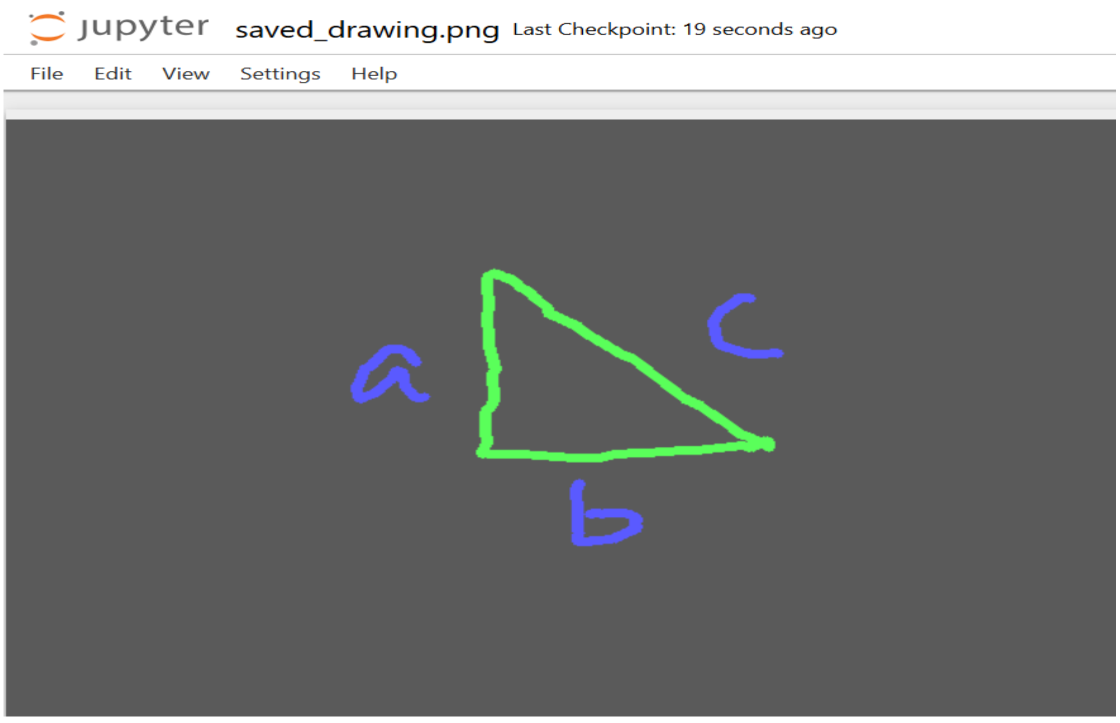

jupyter
saved_drawing.png Last Checkpoint: 19 seconds ago
File Edit View Settings Help
a
b
c

Fig. 7.8 Output Image for Test case TC06

CHAPTER 8

CONCLUSION AND FUTURE WORK

Conclusion

In conclusion, this air-drawing application integrates a hand gesture recognizer, speech-to-text converter, and drawing canvas to provide users with a truly unique and engaging experience. A user can input drawings in real-time using hand gestures while, at the same time, capturing captions based on voice inputs. The application provides an innovative solution for interactive presentations, online education, creative design, and other use cases requiring hands-free drawing and captioning. Its intuitive interface and smooth performance make it accessible to users with varying technical expertise, enhancing its versatility and scope.

Testing and user feedback confirm the system's effectiveness and readiness for real-world applications. The integration of gesture recognition with speech-to-text technology highlights the potential for developing applications that blend multiple input modalities to cater to diverse user needs. By creating an accessible, hands-free system, this project demonstrates its ability to improve productivity, inclusivity, and creativity in various fields. Moreover, the modular design of the system allows for easy integration of additional features, such as multi-gesture recognition, enhanced gesture accuracy, or compatibility with virtual and augmented reality platforms, making it adaptable for future advancements. With further refinements, this application can be expanded to support collaborative environments, advanced artistic tools, and even assistive technologies for individuals with disabilities.

Furthermore, the modular design of the system provides flexibility for future enhancements, such as multi-gesture recognition, advanced customization options, increased gesture accuracy, or compatibility with virtual and augmented reality platforms. It also has the potential to incorporate collaborative features, enabling multiple users to interact with the system simultaneously, and to serve as an assistive tool for individuals with disabilities. Overall, the project not only meets its initial objectives but also lays a solid foundation for future developments. It opens new avenues for research and innovation in interactive systems, presenting a powerful example of how emerging technologies can be harnessed to create meaningful and practical solutions in both personal and professional domains.

By seamlessly combining visual and textual elements, this project enhances the clarity and effectiveness of online teaching, catering to diverse learning styles. Its versatile application extends beyond classrooms to collaborative learning environments and interactive e-learning platforms, paving the way for future innovations in digital education.

Future Work

Future improvements to the air-drawing application may include refining the accuracy of gesture recognition under varying lighting and environmental conditions. By incorporating advanced image processing techniques and adaptive algorithms, the system can become more robust in recognizing gestures in diverse scenarios, such as low-light environments or backgrounds with high visual noise. Additionally, using infrared sensors or depth cameras could further enhance gesture recognition by adding depth perception and reducing reliance on ambient lighting. These improvements would make the application more reliable and effective in real-world settings, ensuring a seamless user experience.

Expanding the application's capabilities to support multiple users simultaneously would be a significant advancement. Collaborative drawing features could enable multiple individuals to interact with the canvas in real-time, making the application ideal for team-based creative tasks, online workshops, and collaborative learning environments. This could be achieved by implementing multi-hand tracking and differentiation algorithms, allowing the system to assign unique identifiers to each user. By enabling group interactions, the application could foster creativity, communication, and teamwork in virtual settings, further enhancing its usability across various domains. The speech-to-text functionality of the application could be enhanced to accommodate multiple languages and dialects, making it accessible to a broader audience worldwide. Integrating natural language processing (NLP) models trained on diverse datasets would ensure accurate and contextual transcription, regardless of the user's linguistic background. This feature would make the application particularly valuable in multilingual educational and professional environments, breaking language barriers and promoting inclusivity. Furthermore, adding voice command capabilities for system controls, such as switching modes or saving drawings, would provide an even more hands-free and intuitive experience.

Another potential area for enhancement is integrating more advanced machine learning models for gesture prediction and hand tracking. Neural networks and deep learning algorithms could be employed to predict the user's intended actions based on subtle hand movements, enabling smoother and more responsive interactions. Such improvements would also pave the way for implementing additional features like object recognition, allowing users to interact with predefined shapes, tools, or templates. Introducing interactive UI elements, such as virtual buttons and menus that respond to gestures, would create a richer and more dynamic experience, expanding the application's versatility and appeal. Optimizing the application for various hardware setups would ensure its compatibility with a wide range of devices, from low-power laptops to high-end workstations. This could involve developing lightweight versions of the software that utilize fewer resources while maintaining core functionalities. Additionally, implementing cloud-based storage solutions for saving and sharing drawings would add significant value, allowing users to access their work from any device with an internet connection. Combined with real-time collaboration tools and integration with virtual reality (VR) or augmented reality (AR) platforms, these enhancements could transform the application into a comprehensive tool for virtual learning, design, and creative collaboration, meeting the evolving needs of users in an increasingly connected and digital world.

CHAPTER 9

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