

# Air Mouse

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TINKERING PROJECT

# About our project

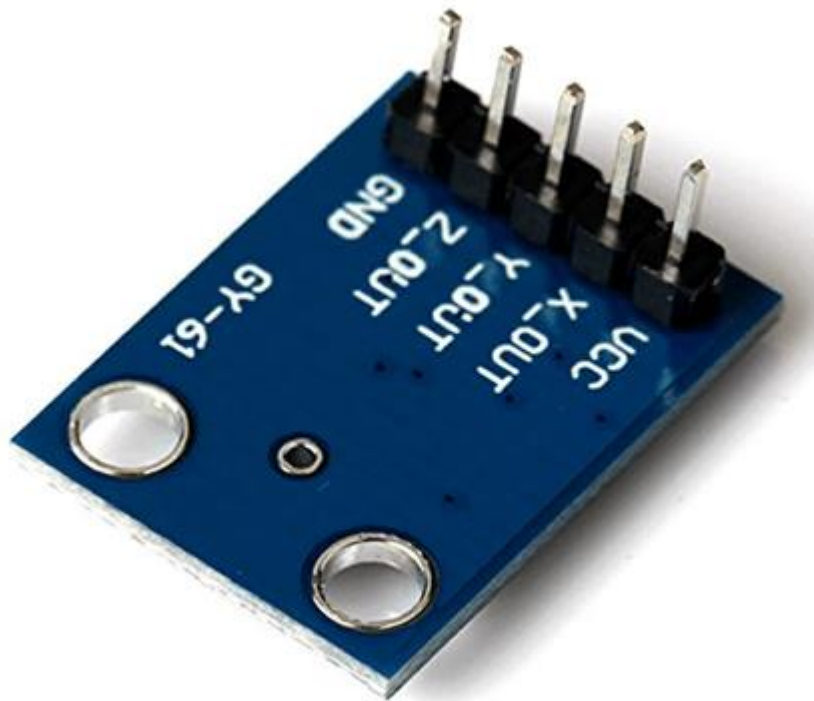
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- ❑ The Air Mouse is a wireless pointing device that allows users to control their computer or other compatible devices with hand gestures.
- ❑ It is designed to provide a more intuitive and natural way of interacting with technology, making it easier to navigate and control your devices.

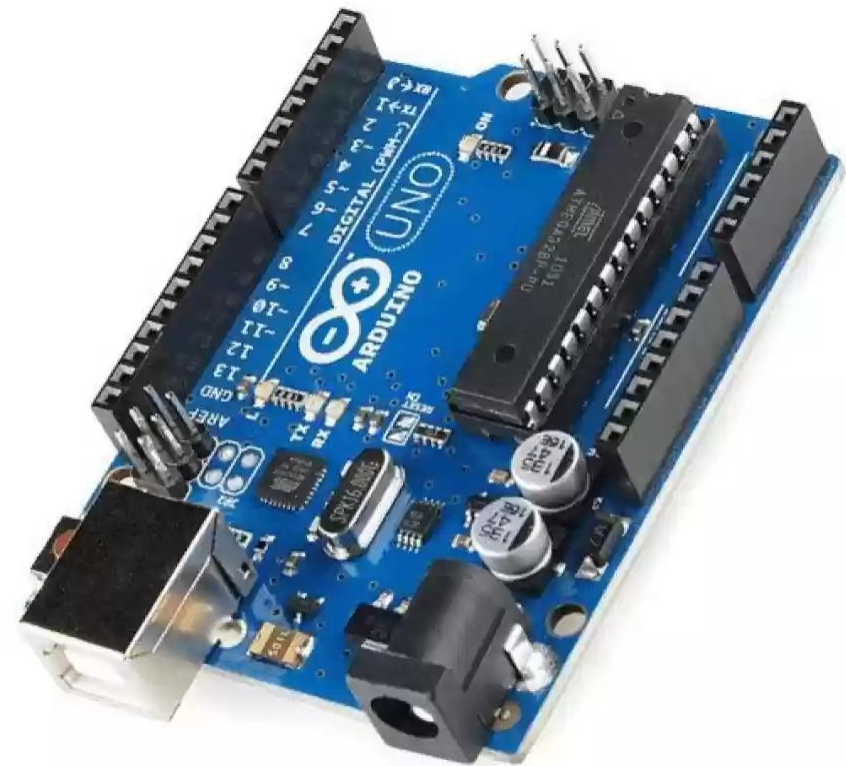
# Components used

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Accelometer



Arduino UNO



# Components used

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Push Buttons



LED



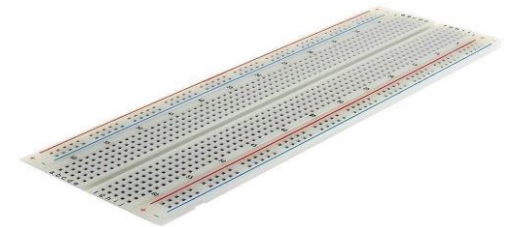
Resistor



Jumper Wires



Bread board



# About some Components

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## Accelometer

- ❑ An accelerometer is a device that measures the vibration, or acceleration of a motion of a structure.

## Push Buttons

- ❑ Pushbuttons are used here for left and right click, trigger and mode.

## Arduino UNO

- ❑ Arduino UNO is a microcontroller board based on the ATmega328P.

## LED

- ❑ LEDs were used to check if the push buttons are working as required.

# Working Principle

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- ❖ Unlike a normal mouse which scans a surface (Usually your desk) and detects motion that way, an Air Mouse detects motion through, you guessed it, the air!
- ❖ Using an accelerometer system that measures changes in angle, rotation and position an Air Mouse can transfer simple gestures into mouse movements.

# Hardware Implementation

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- ❖ Arduino uno reads out the accelerometer readings through analog pins.
- ❖ Accelerometer readings were used for calculating roll & pitch values.
- ❖ Push buttons were used for trigger, toggle, left click & right click.

# Software Implementation

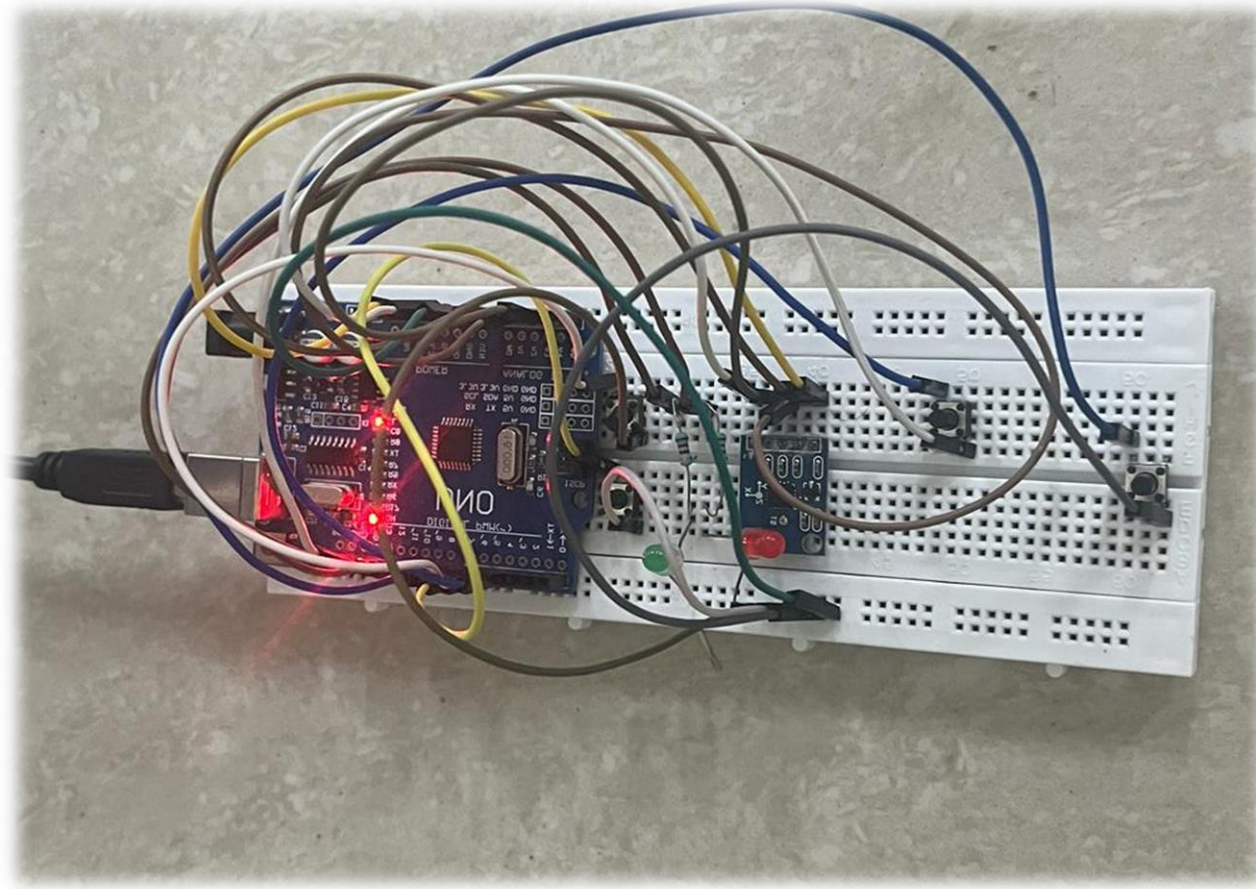
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- ❖ Arduino code appropriately maps the roll & pitch values to the cursor movements.
- ❖ Arduino code programs the push buttons to operate in different modes.
- ❖ Python driver script establishes the connection between Cursor & Arduino.
- ❖ Library Used:
  - ❑ Arduino – Math.h
  - ❑ Python – Serial, Pyautogui



# Circuit

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# Challenges Faced

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- ❖ The components used weren't the ideal one.
- ❖ Control & smooth motion of cursor.
- ❖ Software implementation.

# Solutions

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- ❖ We use roll & pitch values for optimal utilisation of given accelerometer.
- ❖ Adjusting the time interval between any two movements & mapping of optimal values.
- ❖ Uses of python driver script.

# What's Different !

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- ❖ Implementing the concept Roll & pitch.

- ❖ Toggle between different modes

  - Trigger mode

  - Drag mode

# Implementation on a Large Scale

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- ❖ Buttons can be improved
- ❖ Better packaging
- ❖ Reducing the production cost
  - ❖ Large scale manufacturing
  - ❖ Using PCB's for wiring

# Further Refinements

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- ❖ We can use a 6-axis accelerometer and a gyroscope for smooth movements.
- ❖ Using the concept of Quaternions.
- ❖ We can install a Bluetooth module to make it wireless.