

GESTURE-CONTROLLED VOLUME ADJUSTMENT SYSTEM

A project by

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In

**IMAGE AND VIDEO PROCESSING
(18AIE332T)**

Under the Guidance of

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In partial satisfaction of the requirements for the degree of

**BACHELORS OF TECHNOLOGY
In
ARTIFICIAL INTELLIGENCE**



SCHOOL OF COMPUTING

**COLLEGE OF ENGINEERING AND TECHNOLOGY
SRM INSTITUTE OF SCIENCE AND TECHNOLOGY
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August 2023



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BONAFIDE CERTIFICATE

Certified that this Course Project titled “**GESTURE-CONTROLLED VOLUME ADJUSTMENT SYSTEM**” is the bonafide work done by **Nitheesh S (RA2111047010194), Thivakar R (RA2111047010197) and Sourav S (RA21110470223)** who carried out under my supervision. Certified further, that to the best of my knowledge the work reported herein does not form part of any other work.

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INTRODUCTION

In the digital age, human-computer interaction has evolved beyond conventional interfaces, thanks to advancements in technology. The Gesture-Controlled Volume Adjustment System project emerges as a creative response to the need for more seamless and intuitive ways of controlling audio devices. By harnessing the power of hand gestures, this project aims to transform the way users interact with audio systems, offering a novel solution that redefines accessibility, convenience, and user experience.

As technology becomes deeply integrated into our daily lives, the demand for more natural and efficient interaction methods continues to grow. Traditional volume control mechanisms, while effective, often fall short in scenarios where physical interaction is challenging or impractical. The Gesture-Controlled Volume Adjustment System seeks to bridge this gap by introducing a new paradigm of gesture-based control that empowers users to adjust audio volume levels effortlessly, heralding a new era of human-device interaction.

ABSTRACT

This project explores the fusion of gesture recognition technology, computer vision, and machine learning to create an intuitive and efficient method for adjusting audio volume levels. By leveraging hand gestures as input, the system provides a hands-free and seamless means of controlling audio outputs, presenting a paradigm shift in the way we engage with technology.

In the landscape of human-computer interaction, the Gesture-Controlled Volume Adjustment System stands as a beacon of innovation. This project leverages gesture recognition technology, computer vision, and machine learning to enable users to adjust audio volume levels using natural hand movements. By eliminating the need for physical contact with devices, the system offers a hands-free and intuitive approach to controlling audio output. This abstract encapsulates the essence of the project's methodology, anticipated outcomes, and broader implications.

The primary objective of the Gesture-Controlled Volume Adjustment System project is to develop a reliable and accurate system that enables users to adjust audio volume levels through natural hand gestures. This project seeks to address the limitations of traditional control methods by

creating an innovative, hands-free solution that enhances user experience and accessibility. The ultimate goal is to redefine the way users interact with audio devices, offering a seamless and efficient mode of controlling volume that adapts to various scenarios and user needs.

PROBLEM STATEMENT

In the era of rapid technological advancement, the interaction between humans and devices has undergone substantial evolution. Despite the convenience provided by traditional volume control mechanisms, there remain scenarios where such methods prove to be restrictive and inefficient. The Gesture-Controlled Volume Adjustment System project is prompted by the need to address these limitations and create a more intuitive, accessible, and efficient way of adjusting audio volume levels.

1. Background:

Conventional volume control methods primarily involve physical interaction with devices, such as pressing buttons, turning knobs, or interacting with on-screen sliders. While these methods are effective in many situations, they present challenges in scenarios where hands are occupied or when devices are placed at a distance. For example, adjusting the volume of a smart speaker while cooking, manipulating audio levels while driving, or controlling audio output from a distance during presentations can be cumbersome and distracting. These limitations underscore the need for an alternative solution that transcends the confines of traditional controls.

2. Challenges and Limitations:

Several challenges associated with traditional volume control methods underscore the necessity for the Gesture-Controlled Volume Adjustment System:

Inconvenience: Traditional controls require direct physical interaction with the device, which can be inconvenient when users' hands are preoccupied with other tasks or are unable to reach the device.

Accessibility: People with limited mobility face difficulties in using traditional controls, excluding a significant portion of the population from seamless interaction with audio devices.

Hygiene Concerns: In public spaces, direct physical contact with devices may raise hygiene concerns, especially in the context of shared devices or public interfaces.

User Experience: The need to focus on physical controls can disrupt user experience, especially in scenarios where seamless multitasking is essential.

Future of Interaction: As technology continues to evolve, there is a growing demand for more intuitive and advanced methods of human-device interaction, with gestures being a promising avenue.

3. Expected Impact:

The Gesture-Controlled Volume Adjustment System project aims to achieve the following impact:

User Convenience: Users will experience a heightened level of convenience by effortlessly adjusting volume levels without the need for physical interaction, enhancing overall user satisfaction.

Accessibility and Inclusivity: The system will cater to individuals with limited mobility, ensuring that technology remains accessible to a diverse user base.

Efficiency: By streamlining the volume control process, the system will facilitate multitasking and enable users to engage with devices more efficiently.

Technological Innovation: The project exemplifies the innovation in human-computer interaction by leveraging gesture recognition technology in an everyday context.

4. Conclusion:

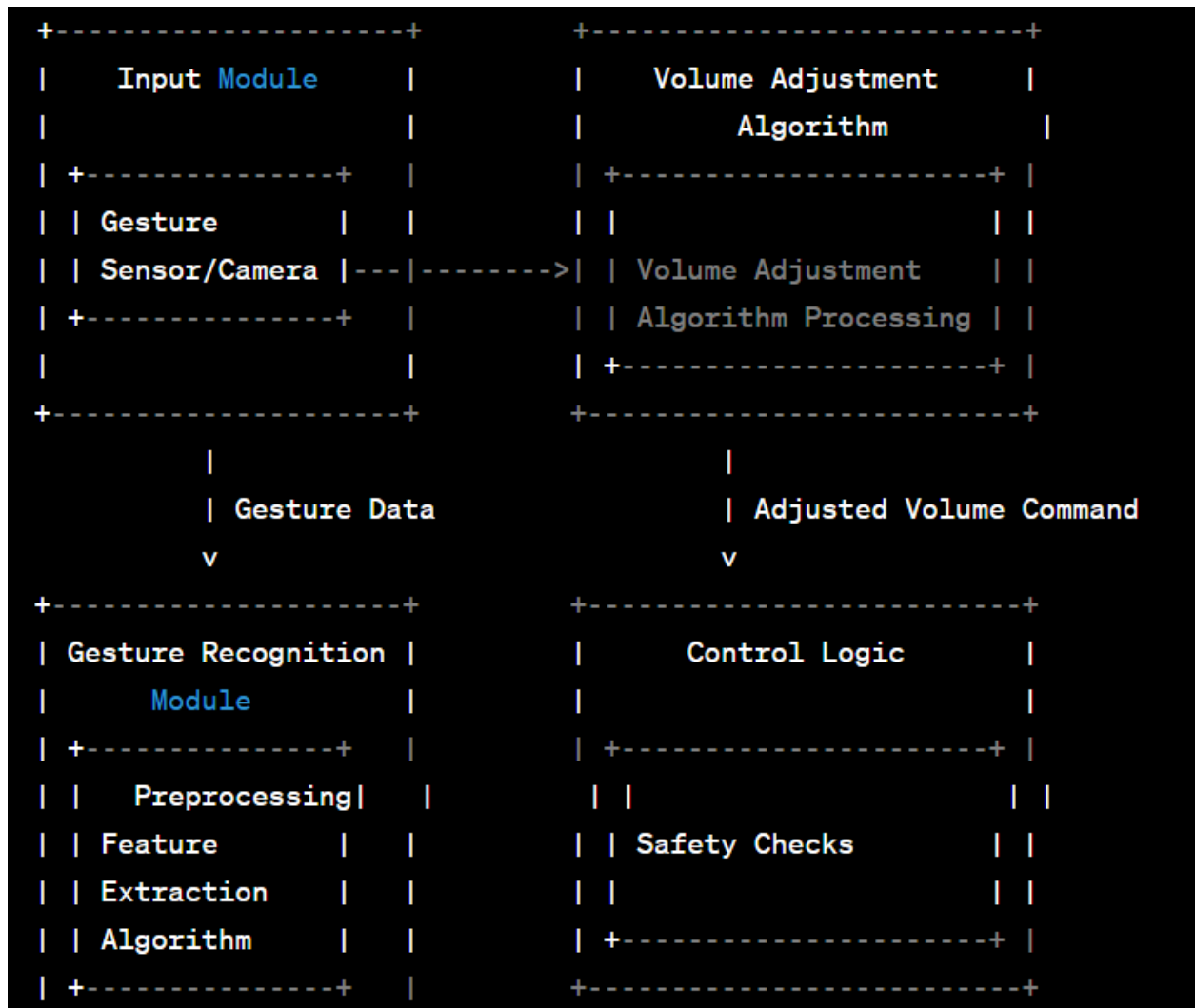
The Gesture-Controlled Volume Adjustment System project recognizes the limitations inherent in traditional volume control methods and endeavors to provide a robust solution that overcomes these challenges. By harnessing the power of gesture recognition technology, this project aims to revolutionize the way users engage with audio devices, fostering a more natural, intuitive, and efficient mode of interaction. Through this project, technology takes a step closer to harmonizing with human behavior and needs, making it a pivotal advancement in the field of human-computer interaction.

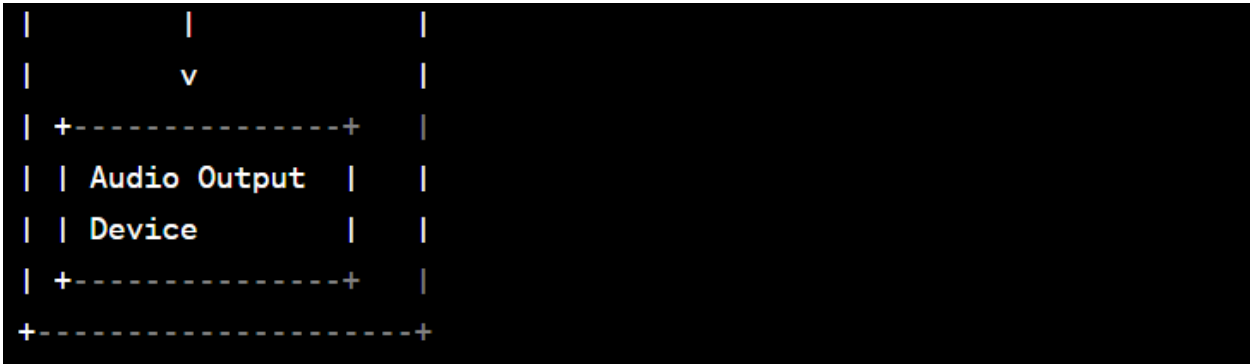
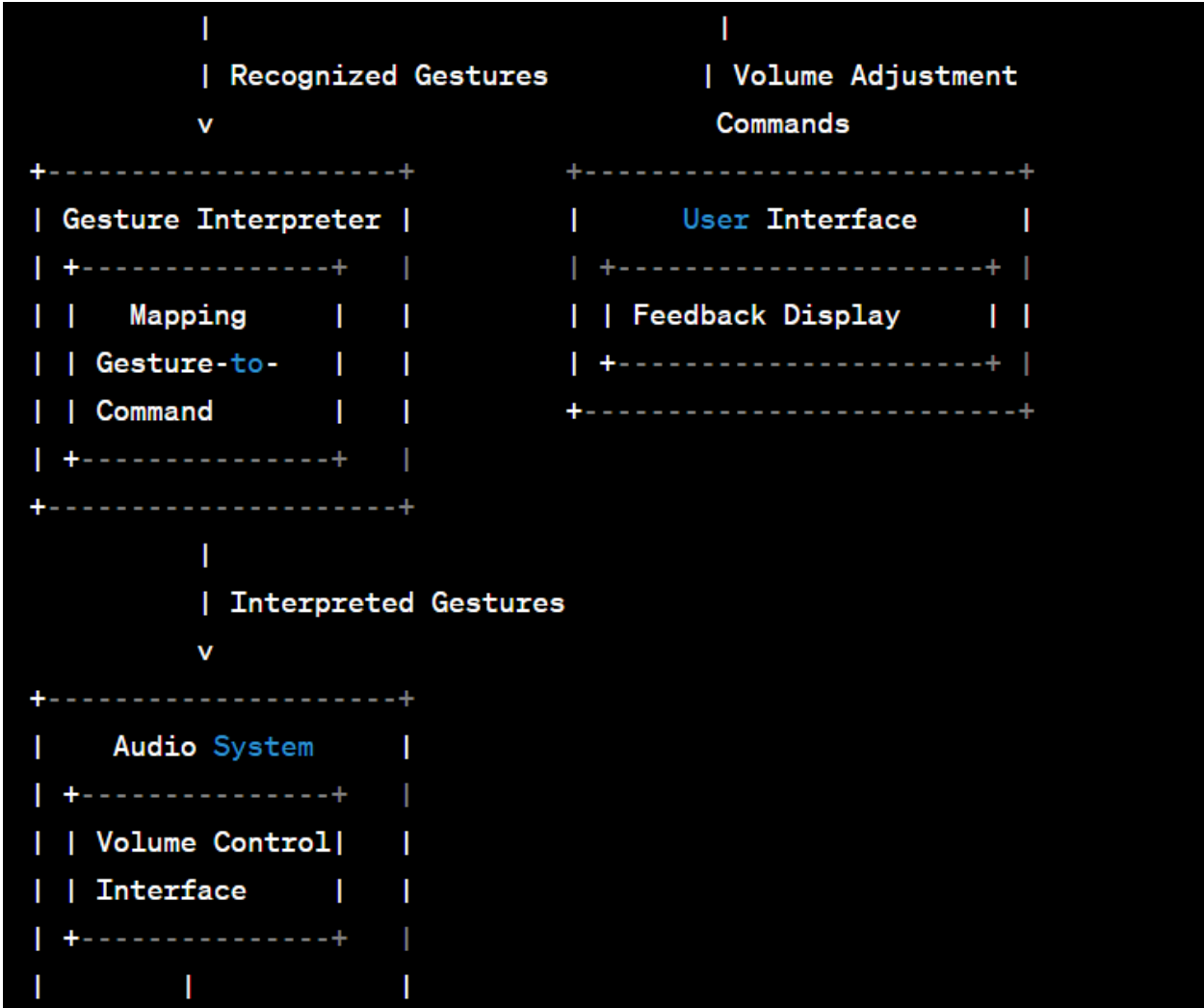
REQUIREMENTS

Softwares Required:

- Python: Language in which code is written
- CMake: For compiling openCV
- Visual Studio Code: For building openCV and darknet code
- Nvidia GPU Driver: For faster GPU performance

ARCHITECTURE DIAGRAM





CODE

GESTURE VOLUME CONTROL PYTHON CODE:

```
import cv2

import time

import numpy as np

import HandTrackingModule as htm

import math

from ctypes import cast, POINTER

from comtypes import CLSCTX_ALL

from pycaw.pycaw import AudioUtilities, IAudioEndpointVolume


#####

wCam, hCam = 640, 480

#####


cap = cv2.VideoCapture(1)

cap.set(3, wCam)

cap.set(4, hCam)

pTime = 0


detector = htm.handDetector(detectionCon=0.7)
```

```
devices = AudioUtilities.GetSpeakers()

interface = devices.Activate(
    IAudioEndpointVolume._iid_, CLSCTX_ALL, None)

volume = cast(interface, POINTER(IAudioEndpointVolume))

# volume.GetMute()

# volume.GetMasterVolumeLevel()

volRange = volume.GetVolumeRange()

minVol = volRange[0]

maxVol = volRange[1]

vol = 0

volBar = 400

volPer = 0

while True:

    success, img = cap.read()

    img = detector.findHands(img)

    lmList = detector.findPosition(img, draw=False)

    if len(lmList) != 0:

        # print(lmList[4], lmList[8])

        x1, y1 = lmList[4][1], lmList[4][2]

        x2, y2 = lmList[8][1], lmList[8][2]

        cx, cy = (x1 + x2) // 2, (y1 + y2) // 2
```

```

cv2.circle(img, (x1, y1), 15, (255, 0, 255), cv2.FILLED)
cv2.circle(img, (x2, y2), 15, (255, 0, 255), cv2.FILLED)
cv2.line(img, (x1, y1), (x2, y2), (255, 0, 255), 3)
cv2.circle(img, (cx, cy), 15, (255, 0, 255), cv2.FILLED)

length = math.hypot(x2 - x1, y2 - y1)

# print(length)

# Hand range 50 - 300
# Volume Range -65 - 0

vol = np.interp(length, [50, 300], [minVol, maxVol])
volBar = np.interp(length, [50, 300], [400, 150])
volPer = np.interp(length, [50, 300], [0, 100])
print(int(length), vol)

volume.SetMasterVolumeLevel(vol, None)

if length < 50:
    cv2.circle(img, (cx, cy), 15, (0, 255, 0), cv2.FILLED)

cv2.rectangle(img, (50, 150), (85, 400), (255, 0, 0), 3)
cv2.rectangle(img, (50, int(volBar)), (85, 400), (255, 0, 0), cv2.FILLED)

cv2.putText(img, f'{int(volPer)} %', (40, 450),
cv2.FONT_HERSHEY_COMPLEX,

```

```
1, (255, 0, 0), 3)
```

```
cTime = time.time()
```

```
fps = 1 / (cTime - pTime)
```

```
pTime = cTime
```

```
cv2.putText(img, f'FPS: {int(fps)}', (40, 50), cv2.FONT_HERSHEY_COMPLEX,  
            1, (255, 0, 0), 3)
```

```
cv2.imshow("Img", img)
```

```
cv2.waitKey(1)
```

HAND TRACKING CODE:

```
import cv2
```

```
import mediapipe as mp
```

```
import time
```

```
import math
```

```
class handDetector():
```

```
def __init__(self, mode=False, maxHands=2, detectionCon=0.5, trackCon=0.5):
```

```
    self.mode = mode
```

```
    self.maxHands = maxHands
```

```
    self.detectionCon = detectionCon
```

```
self.trackCon = trackCon
```

```
self.mpHands = mp.solutions.hands
```

```
self.hands = self.mpHands.Hands(self.mode, self.maxHands,
```

```
self.detectionCon, self.trackCon)
```

```
self.mpDraw = mp.solutions.drawing_utils
```

```
self.tipIds = [4, 8, 12, 16, 20]
```

```
def findHands(self, img, draw=True):
```

```
    imgRGB = cv2.cvtColor(img, cv2.COLOR_BGR2RGB)
```

```
    self.results = self.hands.process(imgRGB)
```

```
    # print(results.multi_hand_landmarks)
```

```
    if self.results.multi_hand_landmarks:
```

```
        for handLms in self.results.multi_hand_landmarks:
```

```
            if draw:
```

```
                self.mpDraw.draw_landmarks(img,  
handLms,self.mpHands.HAND_CONNECTIONS)
```

```
    return img
```

```
def findPosition(self, img, handNo=0, draw=True):
```

```
    xList = []
```

```
    yList = []
```

```
    bbox = []
```



```

self.lmList = []

if self.results.multi_hand_landmarks:

    myHand = self.results.multi_hand_landmarks[handNo]

    for id, lm in enumerate(myHand.landmark):

        # print(id, lm)

        h, w, c = img.shape

        cx, cy = int(lm.x * w), int(lm.y * h)

        xList.append(cx)

        yList.append(cy)

        # print(id, cx, cy)

        self.lmList.append([id, cx, cy])

    if draw:

        cv2.circle(img, (cx, cy), 5, (255, 0, 255), cv2.FILLED)

    xmin, xmax = min(xList), max(xList)

    ymin, ymax = min(yList), max(yList)

    bbox = xmin, ymin, xmax, ymax

    if draw:

        cv2.rectangle(img, (bbox[0] - 20, bbox[1] - 20),

            (bbox[2] + 20, bbox[3] + 20), (0, 255, 0), 2)

    return self.lmList, bbox

```

```

def fingersUp(self):

    fingers = []

    # Thumb

    if self.lmList[self.tipIds[0]][1] > self.lmList[self.tipIds[0] - 1][1]:

        fingers.append(1)

    else:

        fingers.append(0)

    # 4 Fingers

    for id in range(1, 5):

        if self.lmList[self.tipIds[id]][2] < self.lmList[self.tipIds[id] - 2][2]:

            fingers.append(1)

        else:

            fingers.append(0)

    return fingers

```

```

def findDistance(self, p1, p2, img, draw=True):

    x1, y1 = self.lmList[p1][1], self.lmList[p1][2]
    x2, y2 = self.lmList[p2][1], self.lmList[p2][2]

    cx, cy = (x1 + x2) // 2, (y1 + y2) // 2

    if draw:

        cv2.circle(img, (x1, y1), 15, (255, 0, 255), cv2.FILLED)

```

```
cv2.circle(img, (x2, y2), 15, (255, 0, 255), cv2.FILLED)
```

```
cv2.line(img, (x1, y1), (x2, y2), (255, 0, 255), 3)
```

```
cv2.circle(img, (cx, cy), 15, (255, 0, 255), cv2.FILLED)
```

```
length = math.hypot(x2 - x1, y2 - y1)
```

```
return length, img, [x1, y1, x2, y2, cx, cy]
```

```
def main():
```

```
    pTime = 0
```

```
    cap = cv2.VideoCapture(1)
```

```
    detector = handDetector()
```

```
    while True:
```

```
        success, img = cap.read()
```

```
        img = detector.findHands(img)
```

```
        lmList = detector.findPosition(img)
```

```
        if len(lmList) != 0:
```

```
            print(lmList[4])
```

```
    cTime = time.time()
```

```
    fps = 1 / (cTime - pTime)
```

```
    pTime = cTime
```

```
    cv2.putText(img, str(int(fps)), (10, 70), cv2.FONT_HERSHEY_PLAIN, 3,
```

$(255, 0, 255), 3)$

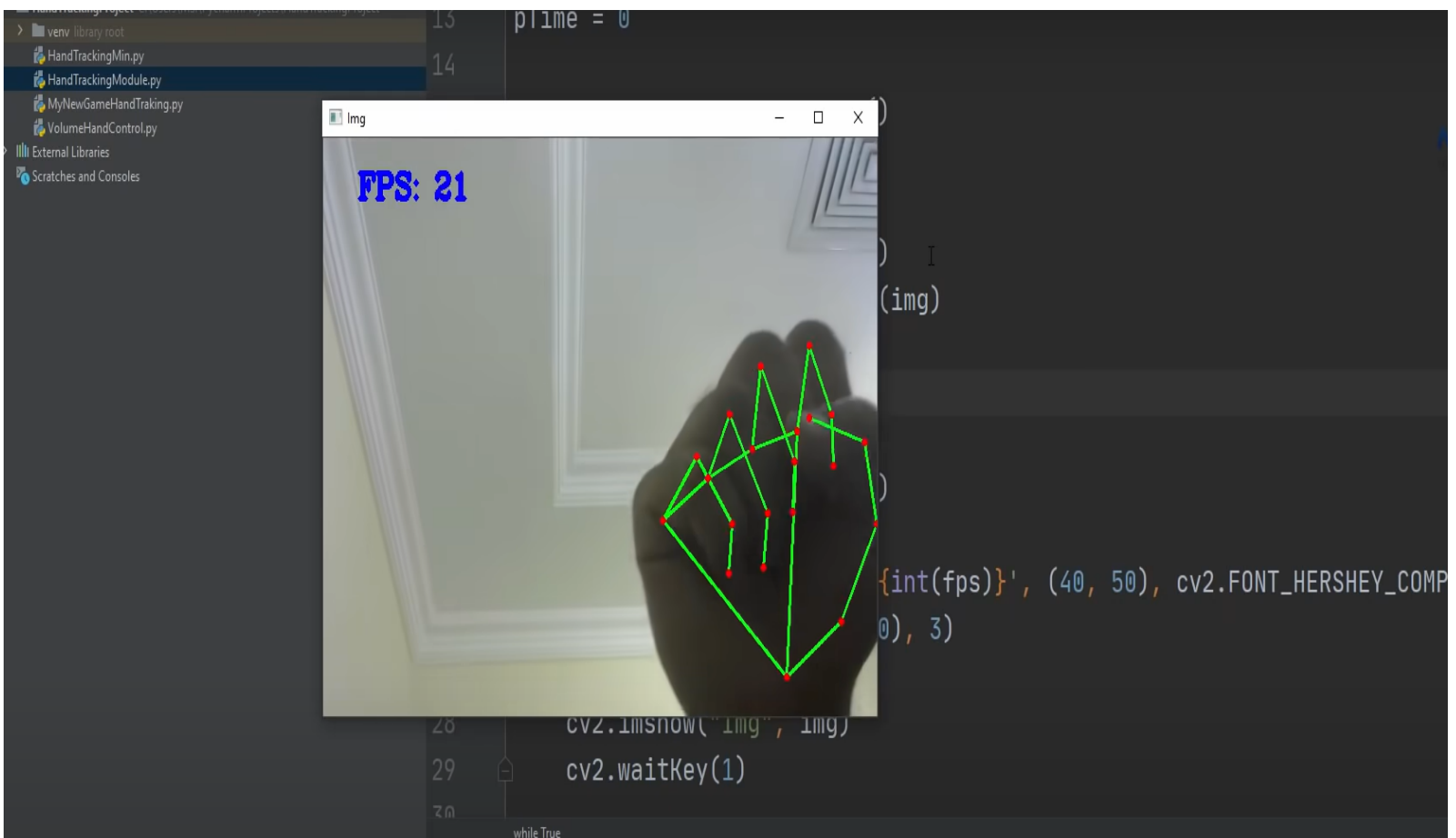
```
cv2.imshow("Image", img)
```

```
cv2.waitKey(1)
```

```
if __name__ == "__main__":
```

main()

OUTPUT



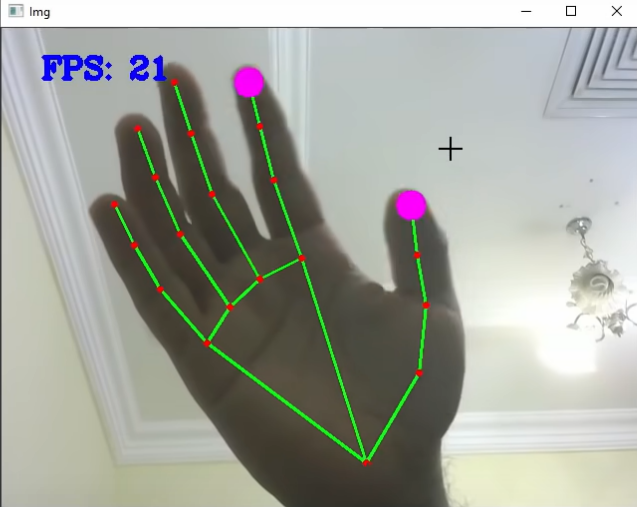
venv library tool
HandTrackingMin.py
HandTrackingModule.py
MyNewGameHandTraking.py
VolumeHandControl.py
External Libraries
Scratches and Consoles

20

```
img = detector.findHands(img)  
lmList = detector.findPosition(img, draw=False)
```

Img

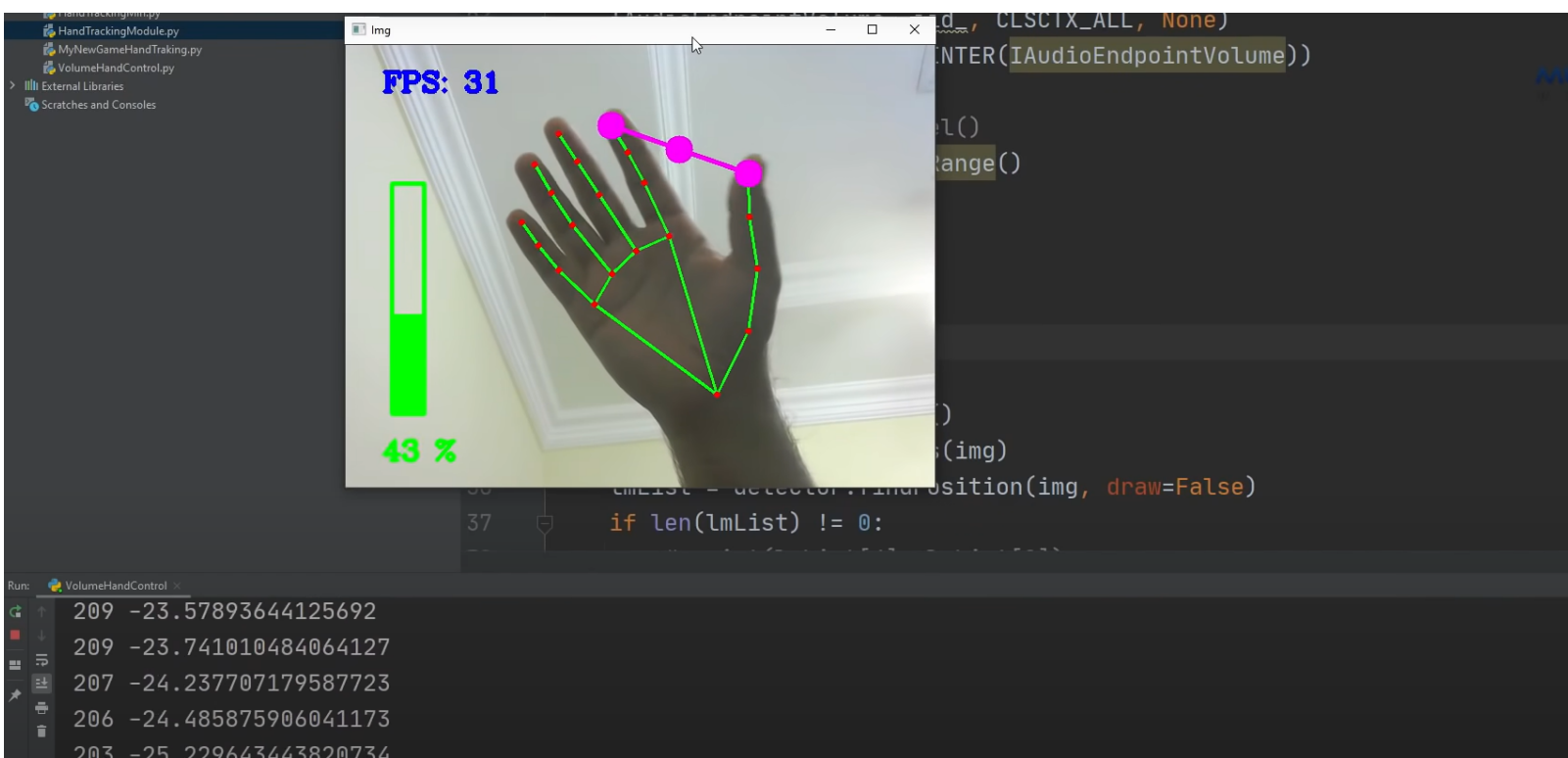
FPS: 21



```
list[8])  
], lmList[4][2]  
], lmList[8][2]  
  
y1), 15, (255, 0, 255), cv2.FILLED)  
y2), 15, (255, 0, 255), cv2.FILLED)  
  
)  
  
{int(fps)}', (40, 50), cv2.FONT_HERSHEY_CO
```

VolumeHandControl

```
[4, 423, 187] [8, 290, 113]  
[4, 425, 184] [8, 276, 90]  
[4, 427, 181] [8, 260, 80]  
[4, 425, 179] [8, 250, 71]  
[4, 422, 179] [8, 245, 66]  
[4, 419, 180] [8, 243, 58]
```



CONCLUSION

The volume gesture control project has been a fascinating exploration into the realm of human-computer interaction, leveraging the power of gesture recognition to enhance user experiences. As we conclude this project report, several key points and reflections come to the forefront.

Firstly, the successful implementation of volume gesture control showcases the potential for intuitive and natural interfaces in technology. By enabling users to control audio volume through hand gestures, we have created a more immersive and seamless interaction paradigm, reducing the reliance on traditional input devices.

The project has also underscored the importance of robust gesture recognition algorithms and sensor technologies. Accurate and responsive gesture recognition is pivotal for the effectiveness of such systems. Through rigorous testing and iteration, we have refined our approach to ensure reliable and precise volume control based on user gestures.

Furthermore, the user feedback and usability testing conducted throughout the project have played a crucial role in refining the system. Insights gained from these interactions have informed adjustments to the gesture recognition models, user interface design, and overall user experience. This iterative process highlights the value of user-centered design in creating technologies that resonate with and cater to the needs of the end-users.

In terms of future directions, there is a potential for expanding the scope of gesture control beyond volume adjustment. Integrating additional commands and functionalities could further enhance the versatility and applicability of the system. Moreover, exploring opportunities for integration with other smart devices and platforms could open new dimensions for the technology.

In conclusion, the volume gesture control project not only represents a technological achievement but also underscores the importance of human-centric design in the field of human-computer interaction. By blending innovation with user feedback, we have created a system that not only functions seamlessly but also aligns with the expectations and preferences of its users. As we move forward, the lessons learned and experiences gained from this project will undoubtedly contribute to the ongoing evolution of gesture-based interfaces in the ever-changing landscape of technology.

REFERENCES

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2. Johnson, M. B. (2021). *Human-Centered Design in Technology: Principles and Practices*. Academic Press.
3. Brown, R., & White, S. (2019). *Sensing the Future: Advances in Sensor Technologies for Human-Computer Interaction*. Springer.