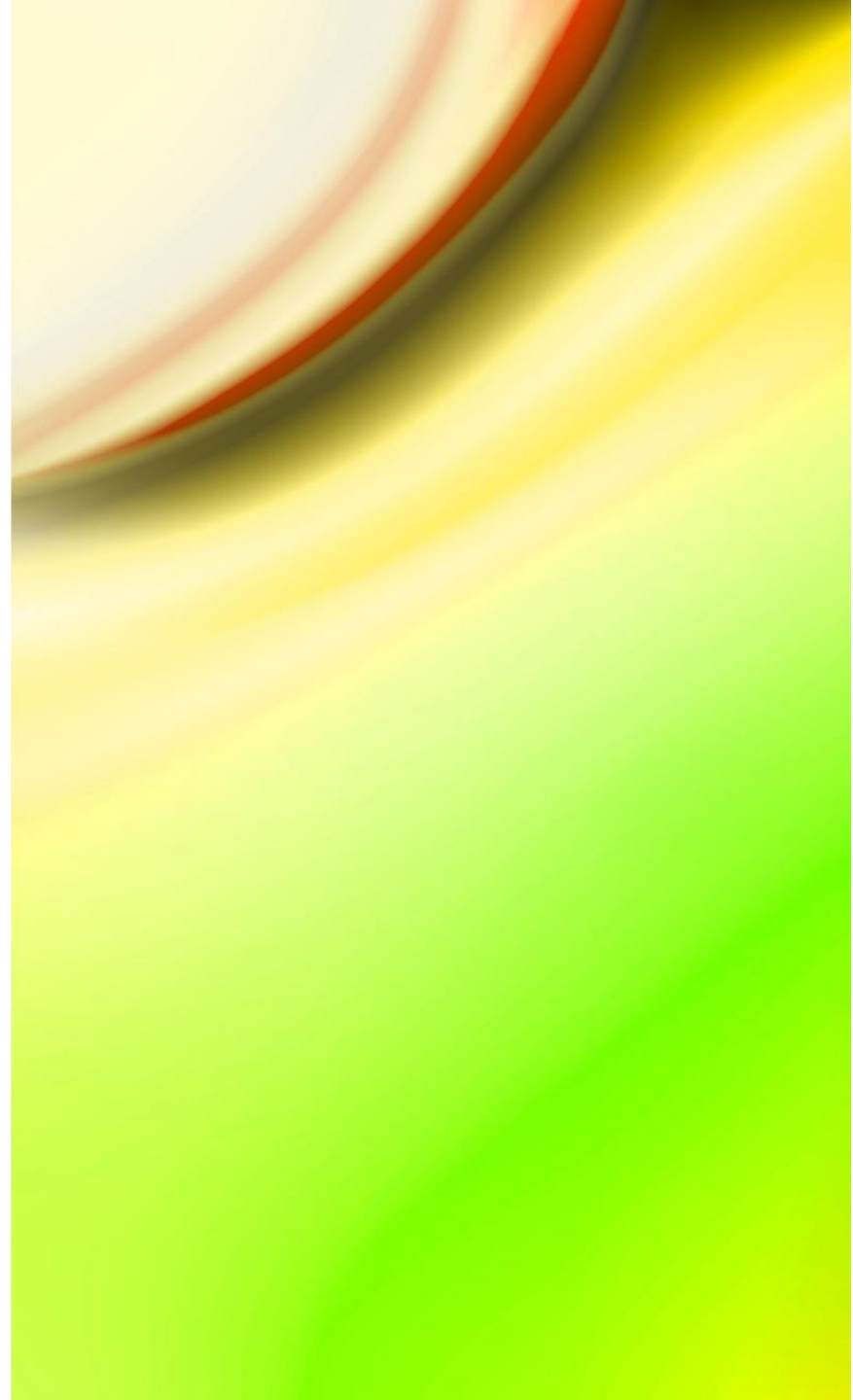
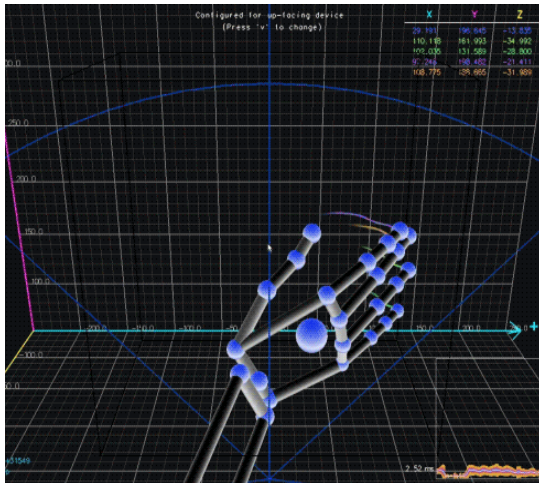


High Fidelity Prototype



Graphical User Interface

- Designing of GUI such that it reflects the requirements stated in low fidelity prototyping.

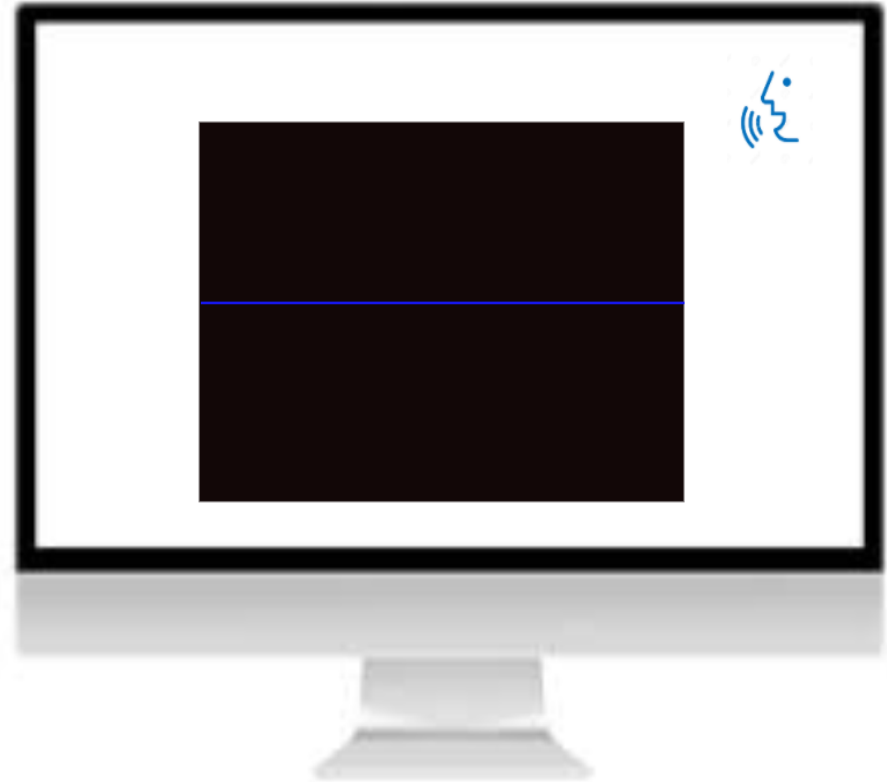


GUI

Functionalities

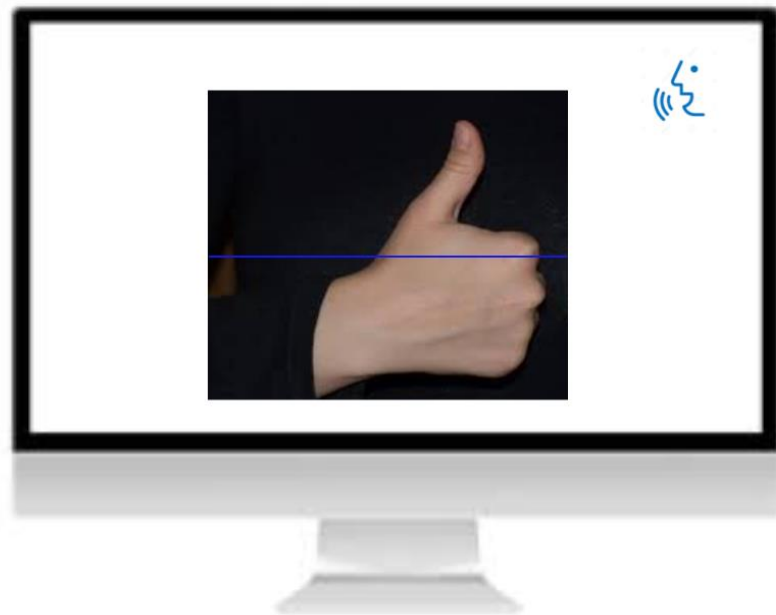
- This application starts with voice instruction by the system.
- It will ask the user to start by scanning and detecting a particular hand gesture.
- After detecting the start signal, this application starts working.
- The hand gestures are detected by the model by converting RGB to grayscale image. And then image processing to be done.
- When the application is in working state, it keeps on detecting and giving response in the form of voice instruction.
- This voice form of response helps the visually impaired persons to proceed in the task.
- After the start signal, if any undesirable events lead to an error and if successful then leads to a success message in the form of voice.
- Final stop signal ends the task.

Basic GUI after login



- Start Signal

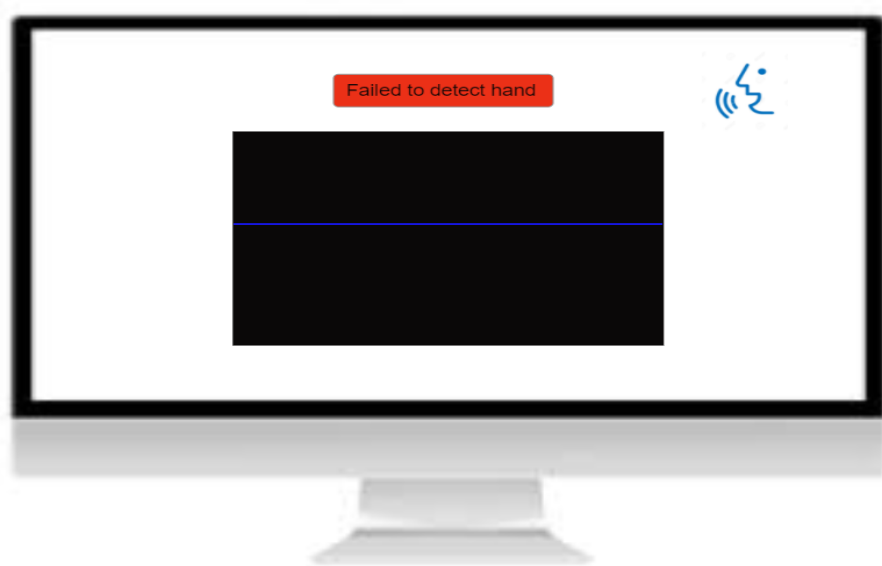
-



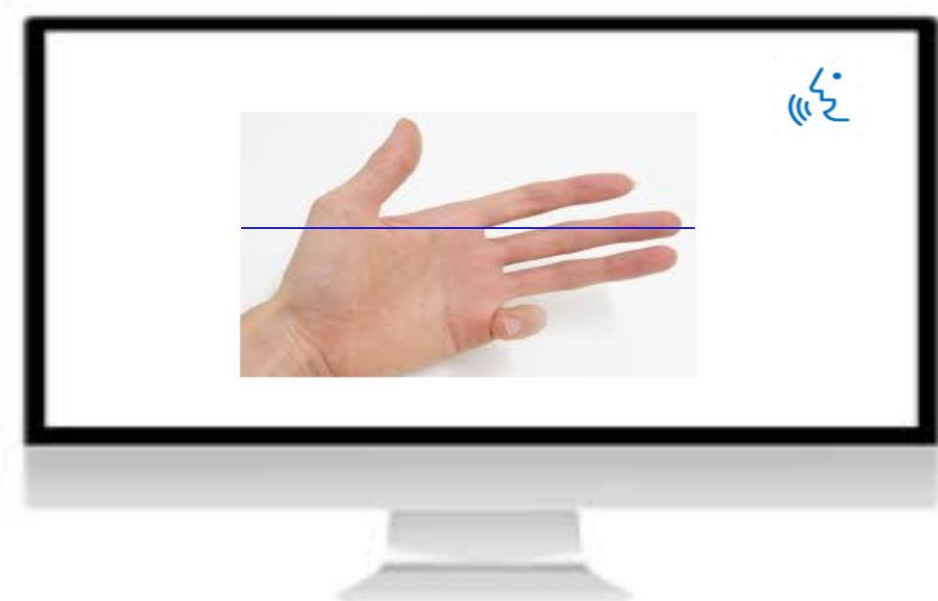
- Hand Gesture Detection



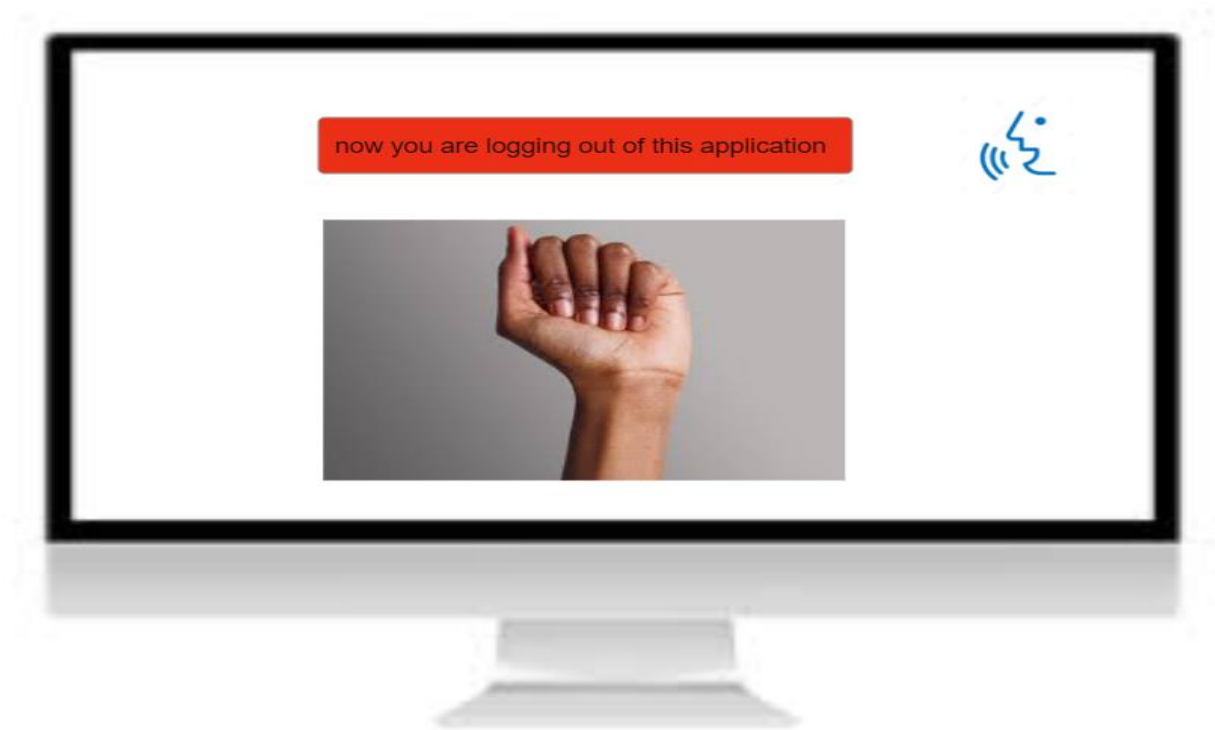
- Failed to detect



- Orientation detection



Stop signal



Processing:

The following UI designs describe the methods to detect the hand gesture.

RGB image

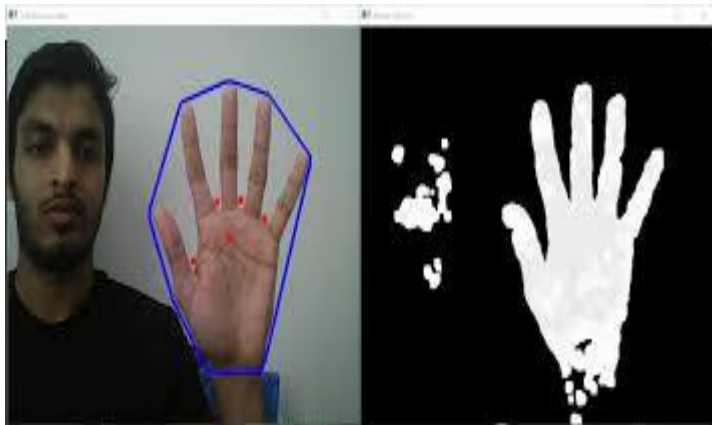


Gray Scale Image



Hand detection and segmentation

(a. RGB b. Grey scale c. Segmented image)



(a)

(b)

(c)

Thank You