



NANDHA ENGINEERING COLLEGE

(An Autonomous Institution), ERODE-638 052

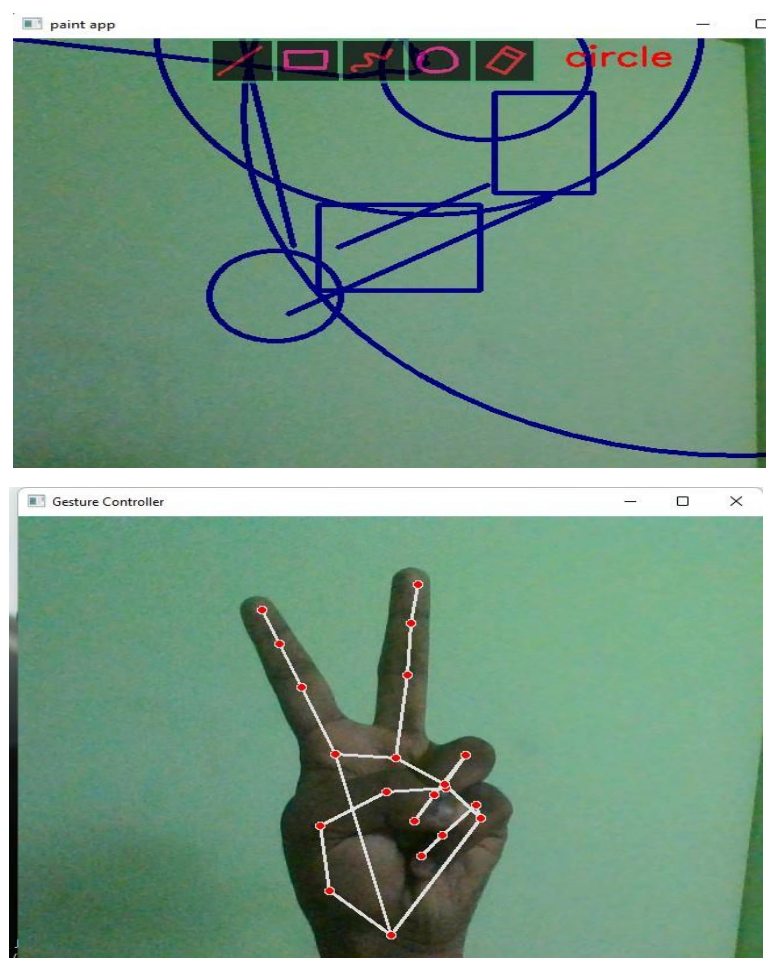


DEPARTMENT OF B. TECH – ARTIFICIAL INTELLIGENCE AND DATA SCIENCE

[NEAI007] - VIRTUAL MOUSE AND DRAWING SYSTEM USING HAND GESTURES

Brief Description

Virtual mouse and drawing system using hand gestures leverage computer vision and gesture recognition to enable users to control a virtual mouse cursor and create digital paintings through hand movements. By employing a camera or sensor to capture and interpret predefined hand gestures in real-time, the system allows users to manipulate a virtual cursor on the screen, mimicking mouse functions. This technology enhances user interaction with digital environments, finding applications in digital art creation, design, and computer-aided modeling, offering a more intuitive and immersive experience for tasks traditionally performed with physical input devices.



Real time application:

- **Intuitive Computer Control:** Users can control the computer cursor with hand movements, eliminating the need for a physical mouse.
- **Digital Drawing:** Basic drawing tasks can be performed in digital environments using simple hand gestures, making it accessible for creative activities.
- **Interactive Learning:** In educational settings, students can engage with digital content in real-time, improving participation and understanding through hands-on interaction.
- **User-Friendly Presentations:** During presentations, speakers can navigate slides using gestures, adding a user-friendly and dynamic element to the delivery.
- **Accessible for All:** This technology provides an accessible interface, particularly helpful for individuals who may find traditional input devices challenging to use.

PROJECT TEAM - 7

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