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|  | **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:** | **PROJECT TEAM - 7**  **Student Details:**  1.JAGADEESWARAN VP (21AI016)  **Mentor:**  Mrs. SENTHAMARAI .M,M.E., ASSISTANT PROFESSOR,  DEPT OF ARTIFICIAL INTELLIGENCE AND DATA SCIENCE,  NANDHA ENGINEERING COLLEGE, ERODE. | |
| * **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. |

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