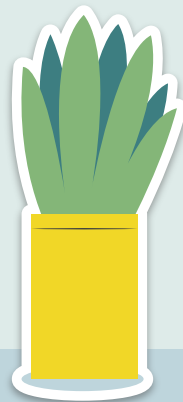


# Gesture Control

Thomaz Moon

Video Edition to show the start of possibilities





# TABLE OF CONTENTS

01

## INTRODUCTION

The background of what  
I'm doing and why.

02

## PROCESS

Steps I went through,  
and problems faced.

03

## RESULTS

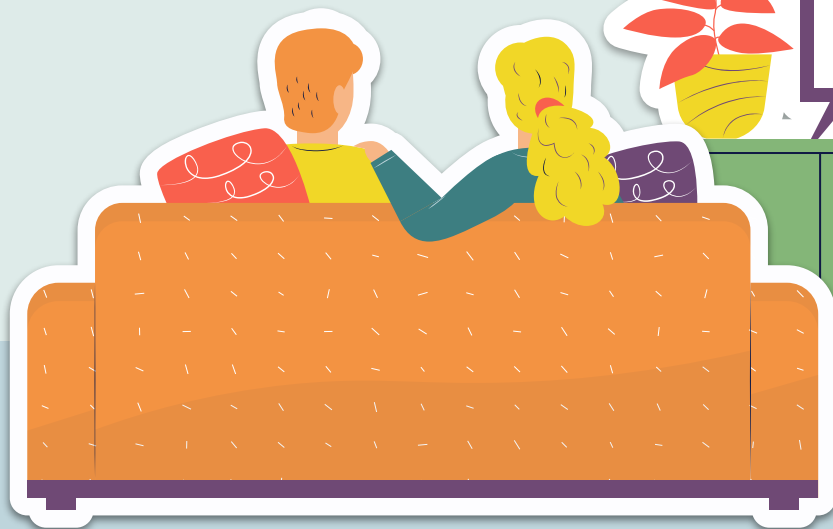
Seeing the final product  
in action.

04

## FUTURE PLANS

Possible steps for the  
future





This is a hypothetical  
situation, I do not work for  
**Google**

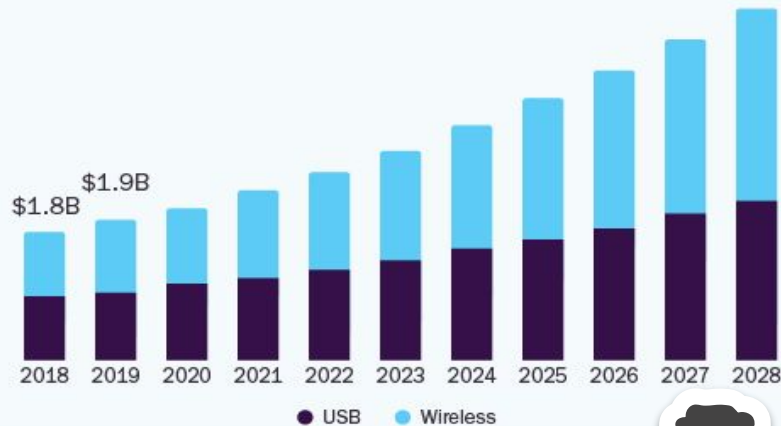


# Picture These Scenarios

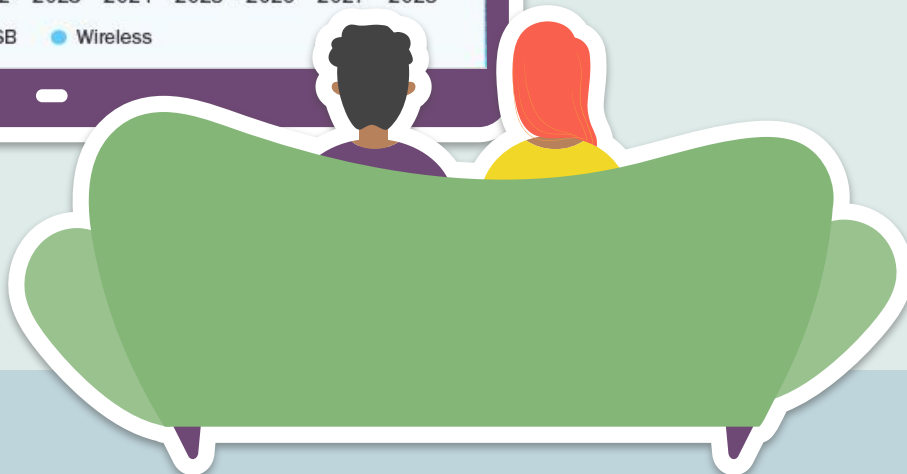
- Connecting your laptop to a tv with a very short HDMI cable and the couch 10 feet away. You don't have a wireless mouse and someone needs to walk up to the laptop in order to pause the video.
- You want to know what the next direction is on Google Maps but you can't swipe your phone screen without reaching over in an unsafe manner.
- You're presenting via Google Slides but don't have a remote clicker to help you transition to new slides or go back. Or just want to have both hands free for dramatic effects and gestures

## U.S. Webcam Market

size, by product, 2018 - 2028 (USD Billion)



Because of the pandemic, there has been a rise in webcam use for work and school. Demands and usage are expected to grow even more in the future!



Noticing this trend, I decided to use my 20% time to think of ways to capitalize on this.

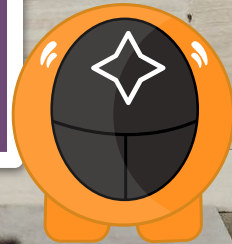
For this first project, I will simply focus on video aspect to prototype the idea.



Google  
Developers

## Problem Statement

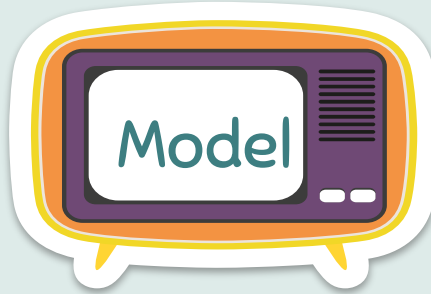
Create a new feature utilizing webcams that Google could implement into their many services they already offer.



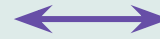
# The Process



Collecting  
Data



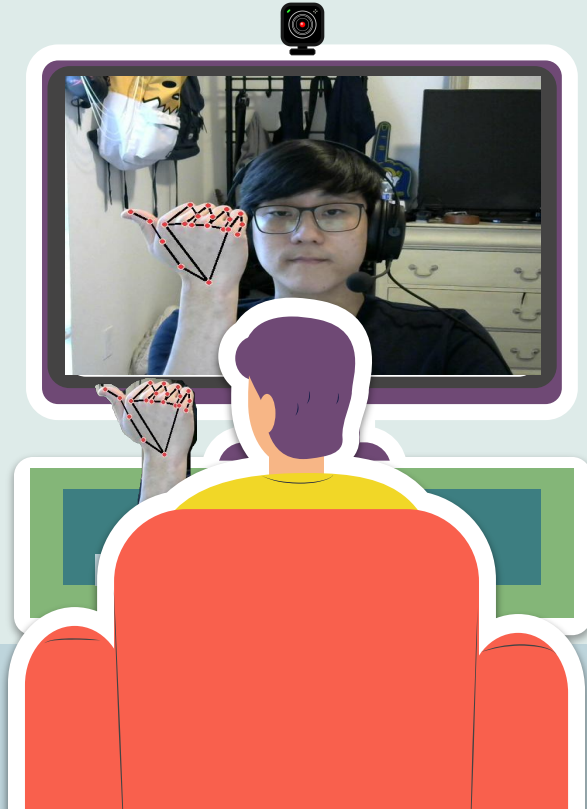
Building a  
Model



Testing The  
Model



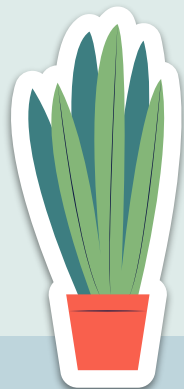
# Collecting the Data (Notebook 01)



- Took ~150 images for each of the 6 poses for testing.
- Additional 2 - 3 pictures per pose for validation.
- Separate each image into its respective class' folder.
- Go through every picture to make sure the MediaPipe hand model was drawn correct.

02 (notebook 02)

# “Making” the model



# Modeling Process

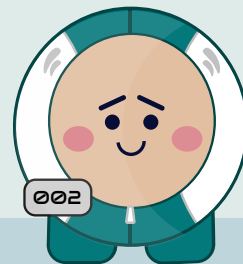
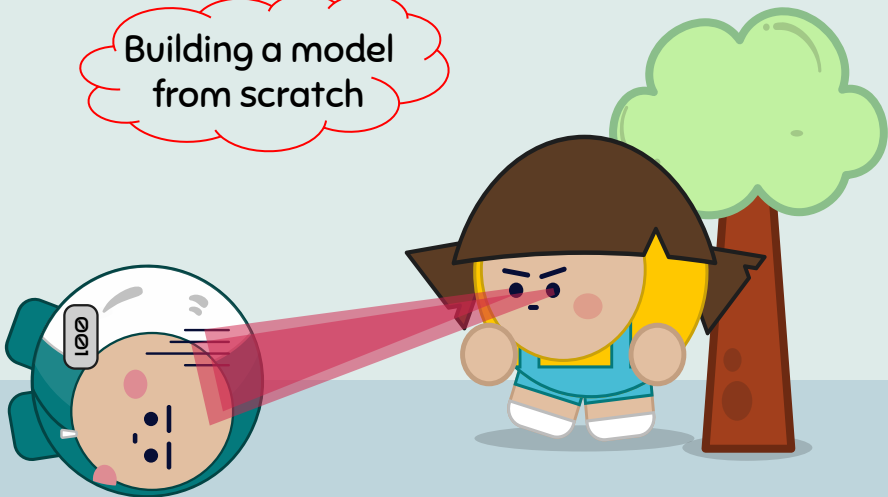
\*using Colab Pro\*

Although at first I tried to build my own model, I ultimately ended up using a pretrained model offered by Google's tensorflow.keras.


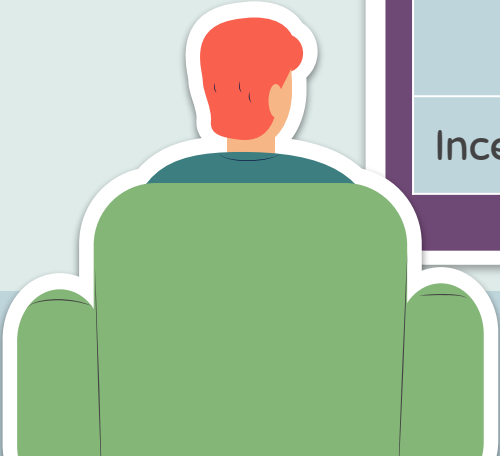


Pretrained  
Model

Building a model  
from scratch

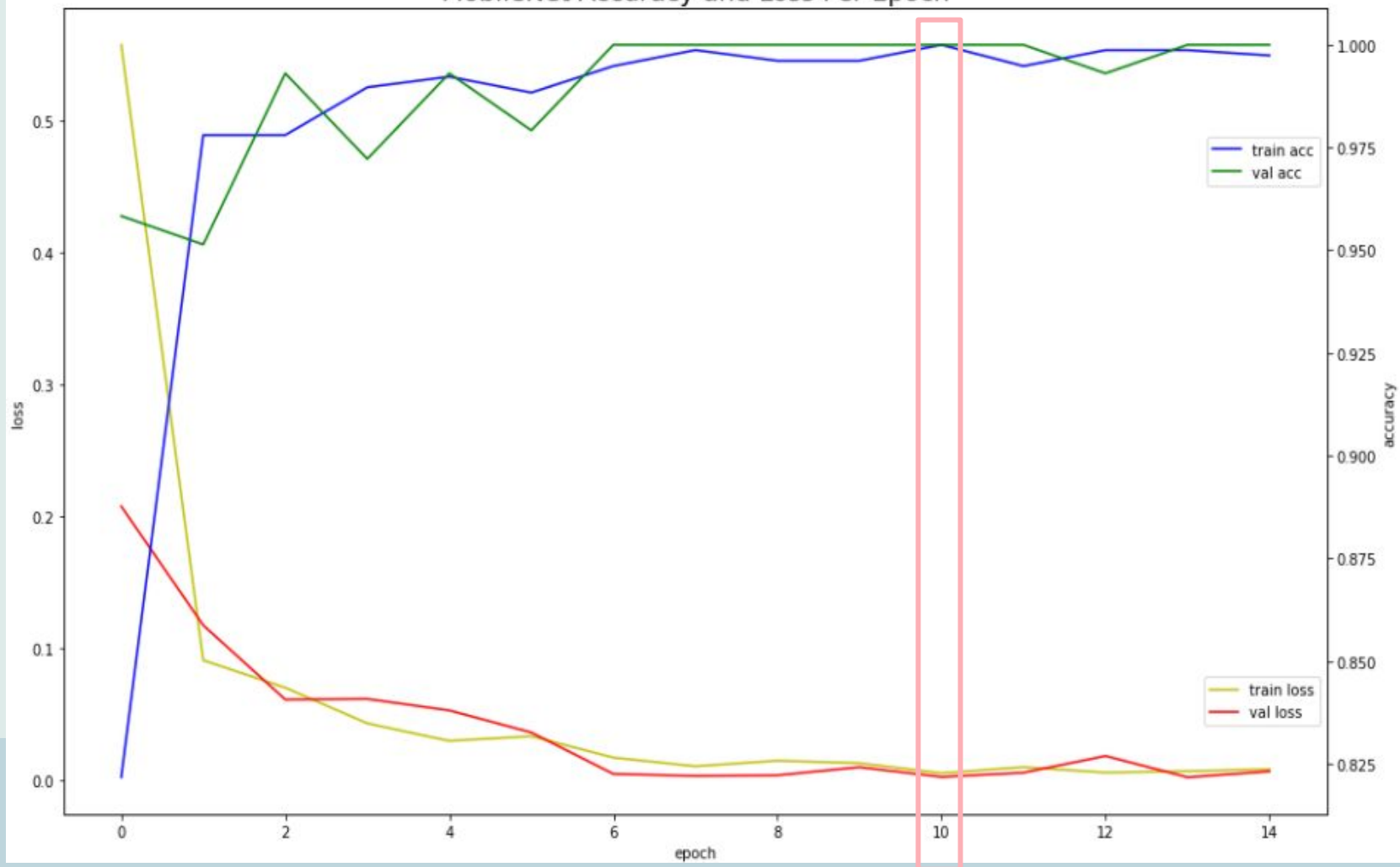


# Pre-Trained Model Comparisons

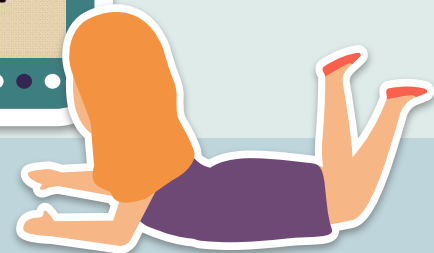
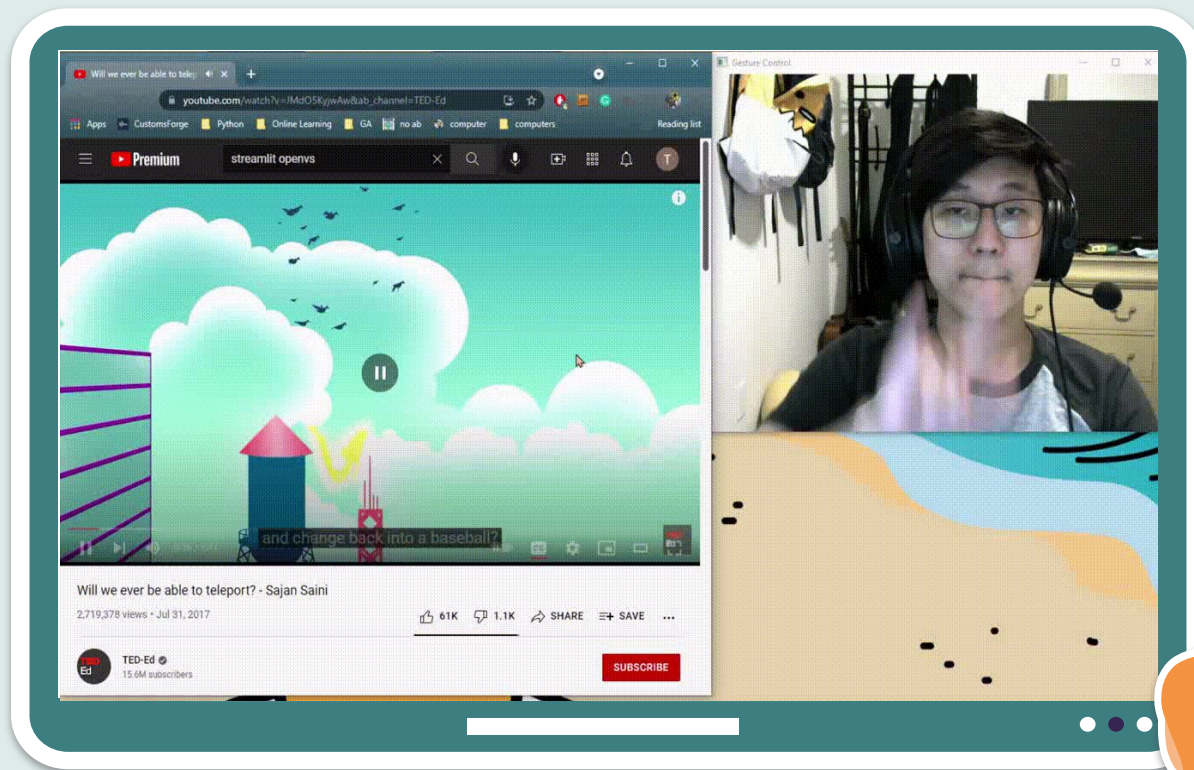


Model	Size	Avg Speed	Accuracy
MobileNet	37.2 MB	0.067 seconds	100%
MobileNetV2	26.3 MB	0.057 seconds	80%
InceptionV3	623.9 MB	1.02 seconds	100%
InceptionResNetv2	623.9 MB	0.82 seconds	100%

MobileNet Accuracy and Loss Per Epoch



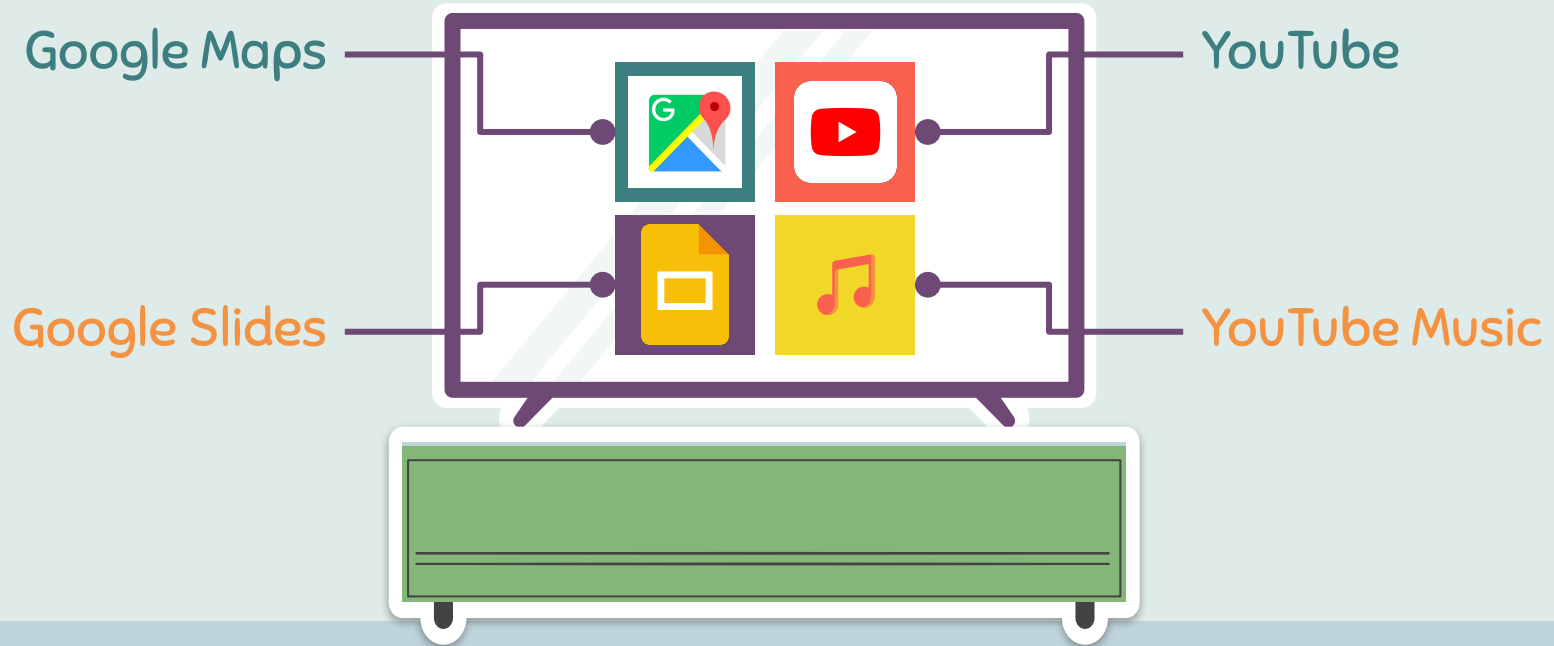
# 03 (notebook 03) Final Result



## 04 Future Plans



# Services that can implement the idea quickly





## Further Down the Line



Sell a webcam that can be connected to a TV or other smart devices to be gesture controlled.

- Can add custom gestures with quick calibration
- Lose your TV remote? Not a problem
- Connect to your computer and Feel like Tony Stark



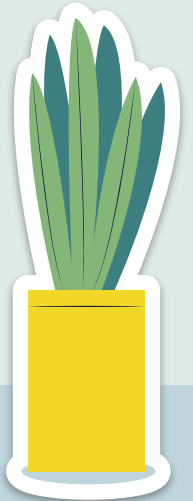


\$166.354  
BILLION

Big random number to make it seem like  
this is an idea worth investing in

# Thanks for making this a fun class Everyone!

“What feels like the end is often the beginning.” – Unknown



# RESOURCES

Special Thanks: Noah Christiansen

## Slideshow images:

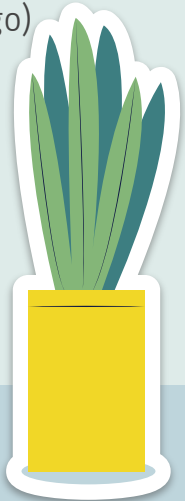
- Siblings looking at the television
- People watching the news
- People watching the news

\* Most of the clipart looking images came in the template found on [slidego.com](https://www.slidego.com/).

\* Also took some art from the “Calamari Game” template from slidego found [here](#).

## Added Images

- Webcam chart
- Google Developer logo
- Squidward Fuuuutuure
- Honey Webcam (I added the google logo)
- Iron Man Gesture Control
- Iron Man Augmented Reality
- Grad picture





# THANK YOU!



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