Leap Motion

GESTURE BASED UI DEVELOPMENT

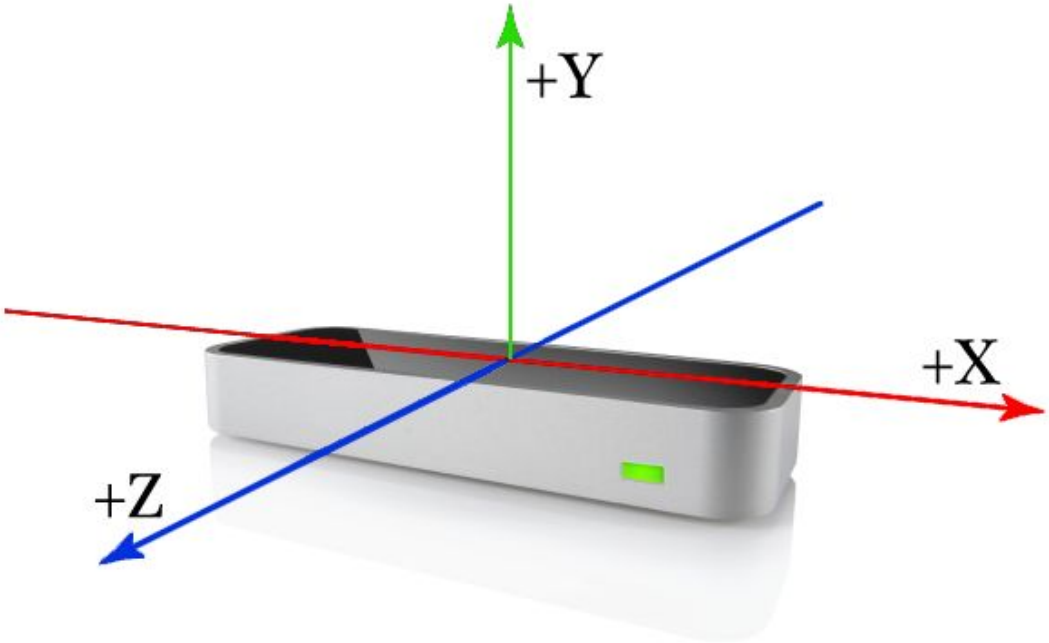
Glen Gardiner

SDK Linux, Mac and Windows
API Native or WebSocket
Languages C#, Java, JavaScript, Python, C++..
Environments Unity, Unreal
Desktop or Virtual Reality

LEAP

MOTION

Device

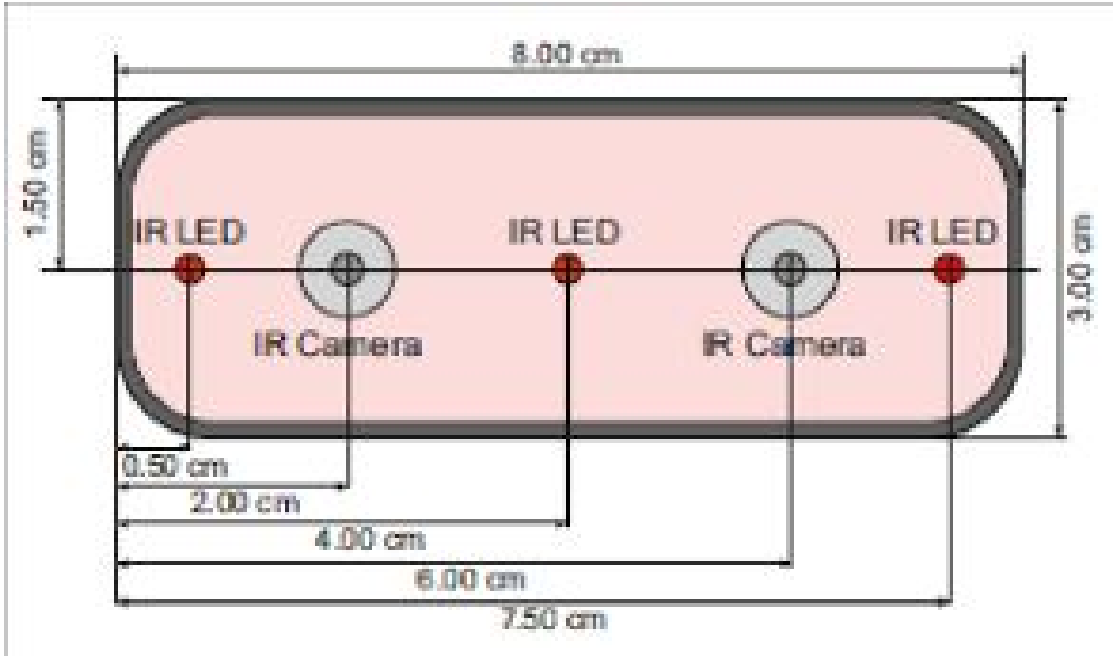


Technology

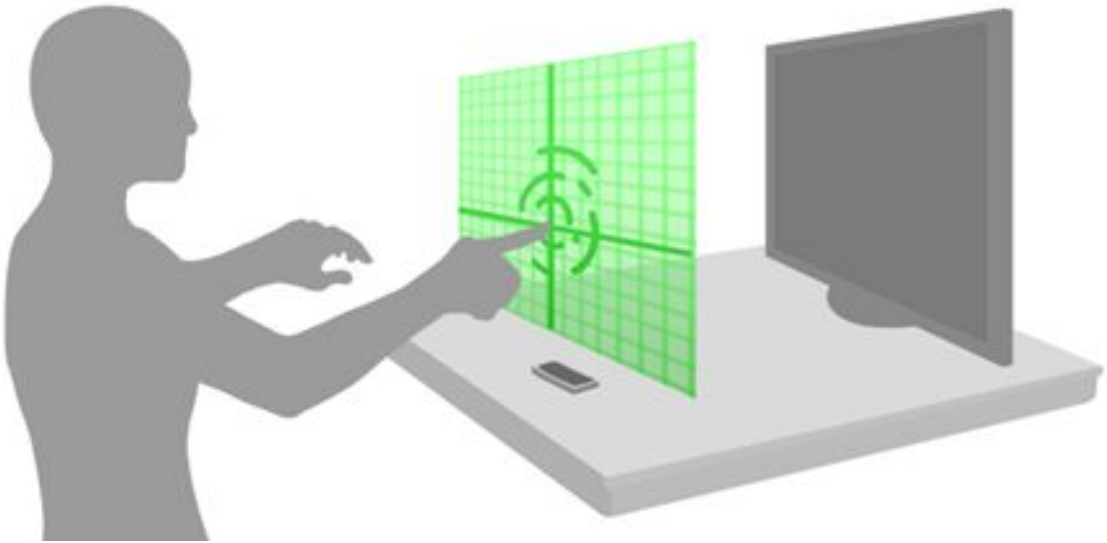
IR LED

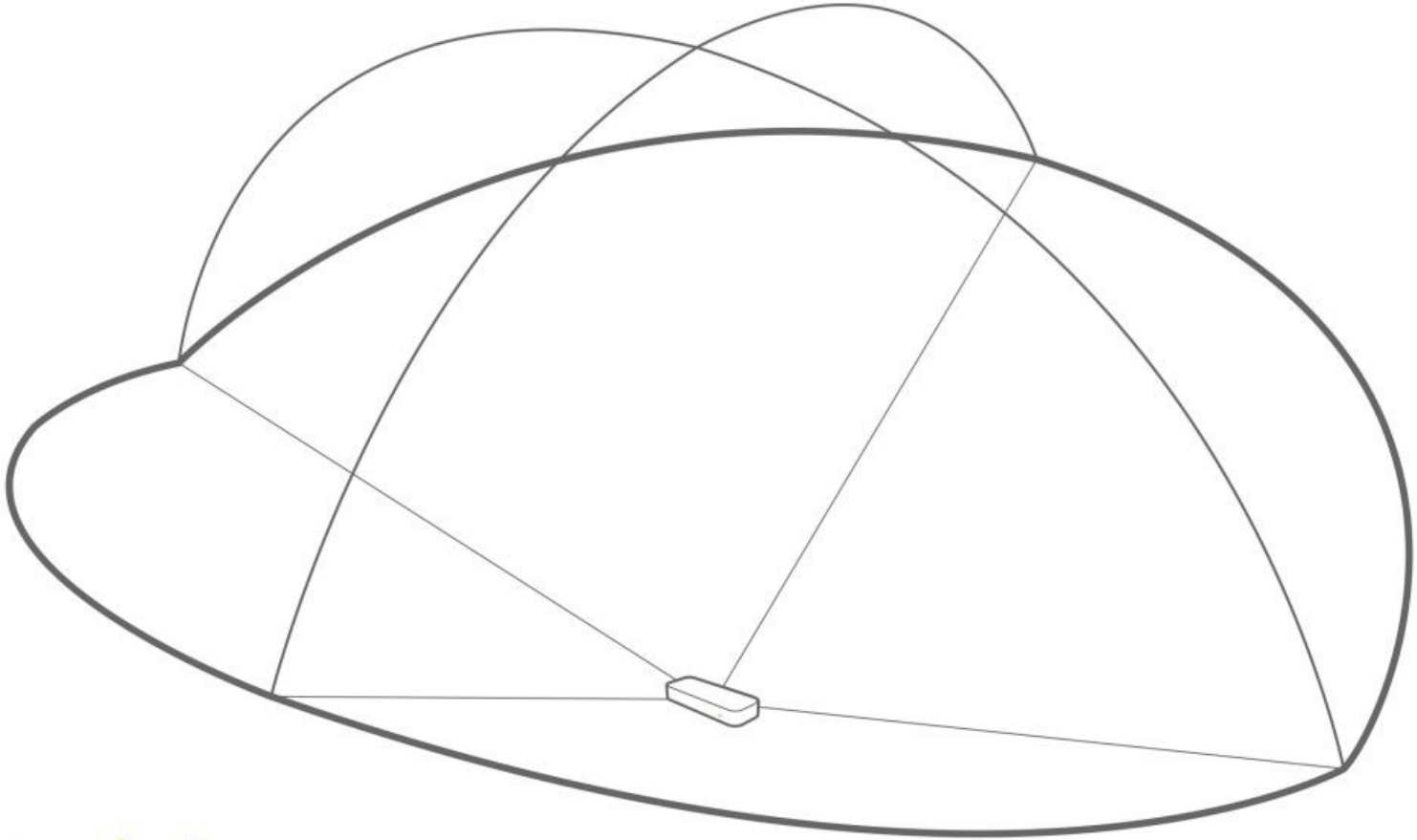
IR Camera

USB



Interact





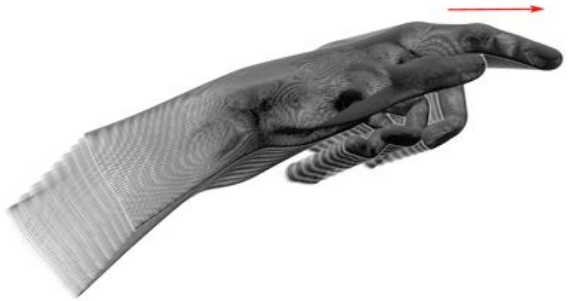
Interaction Area

2 feet above the controller, by 2 feet wide on each side (150° angle), by 2 feet deep on each side (120° angle)

Gestures

Key Tap

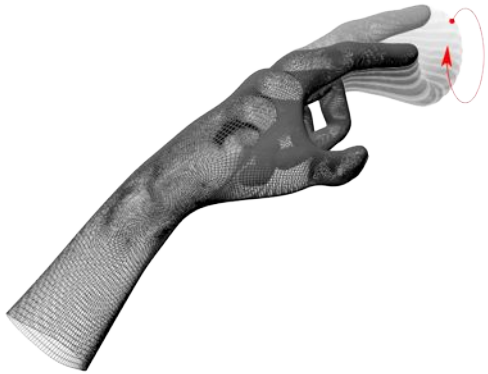
Screen Tap



Gestures

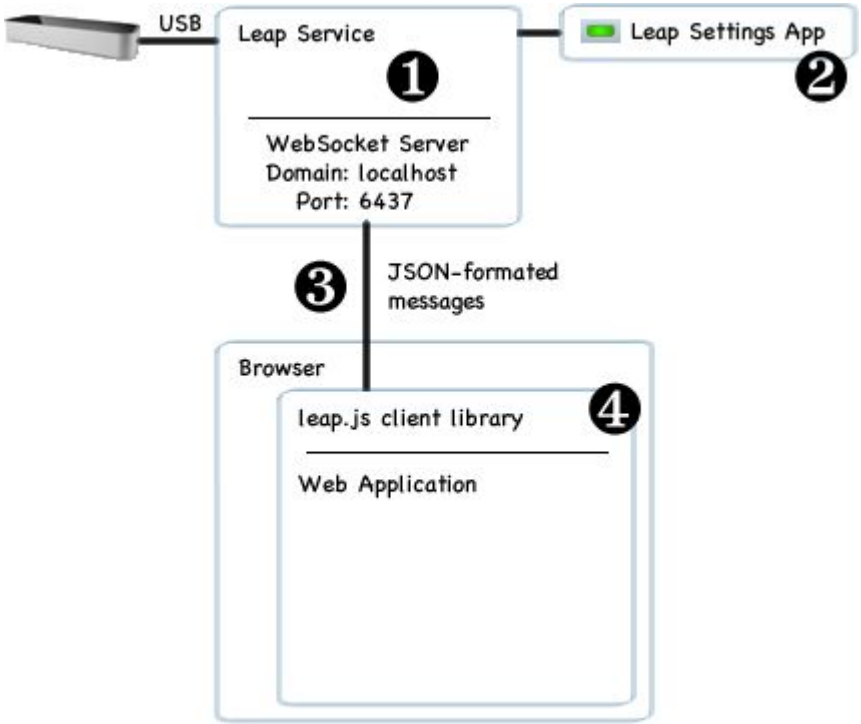
Swipe

Circle



Architecture

WebSocket



JavaScript

Leap-0.6.4.js

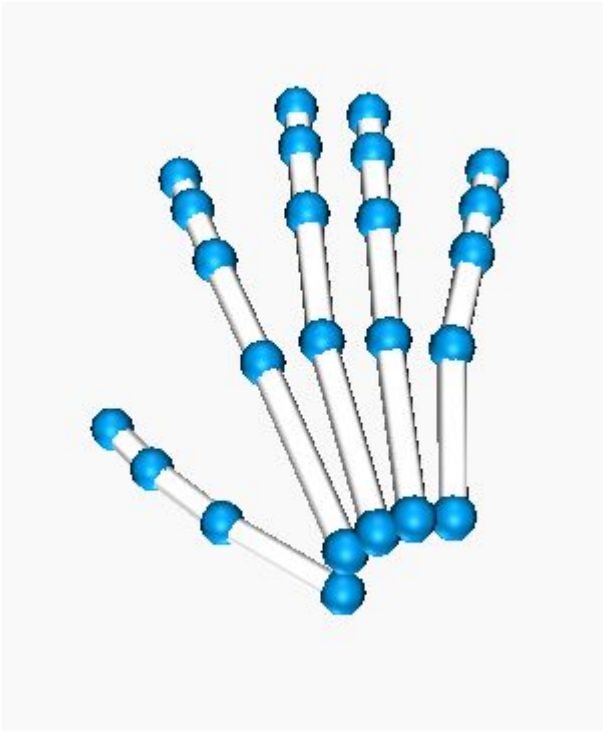
Leap-Plugins-0.1.11.js

- Bone hand

Leap-Widgets-0.1.0.js

Three.js

OrbitControls.js



Advantages

Size

USB

Price

Accuracy

Between 1- 2% CPU

Built Into Devices

Problems

Crashes

Dirt

Interference

Loves Laptop Battery

Conclusion

Fun

Applications?

Virtual Reality Headsets

Future - Mouse, TouchScreen to Gesture