Leap Walking

Gesture-Based Walking

Corinna List | Daniela Neupert | Interaction Engineering | WS 17/18 | Prof. Dr. Michael Kipp

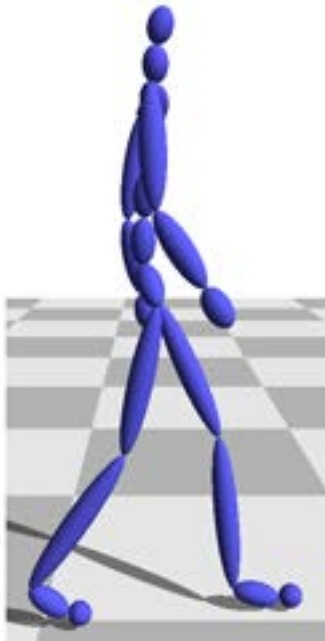
Motivation

- Can walking with fingers be mapped to a game character?
- „Kinect“ for disabled people

Related Work

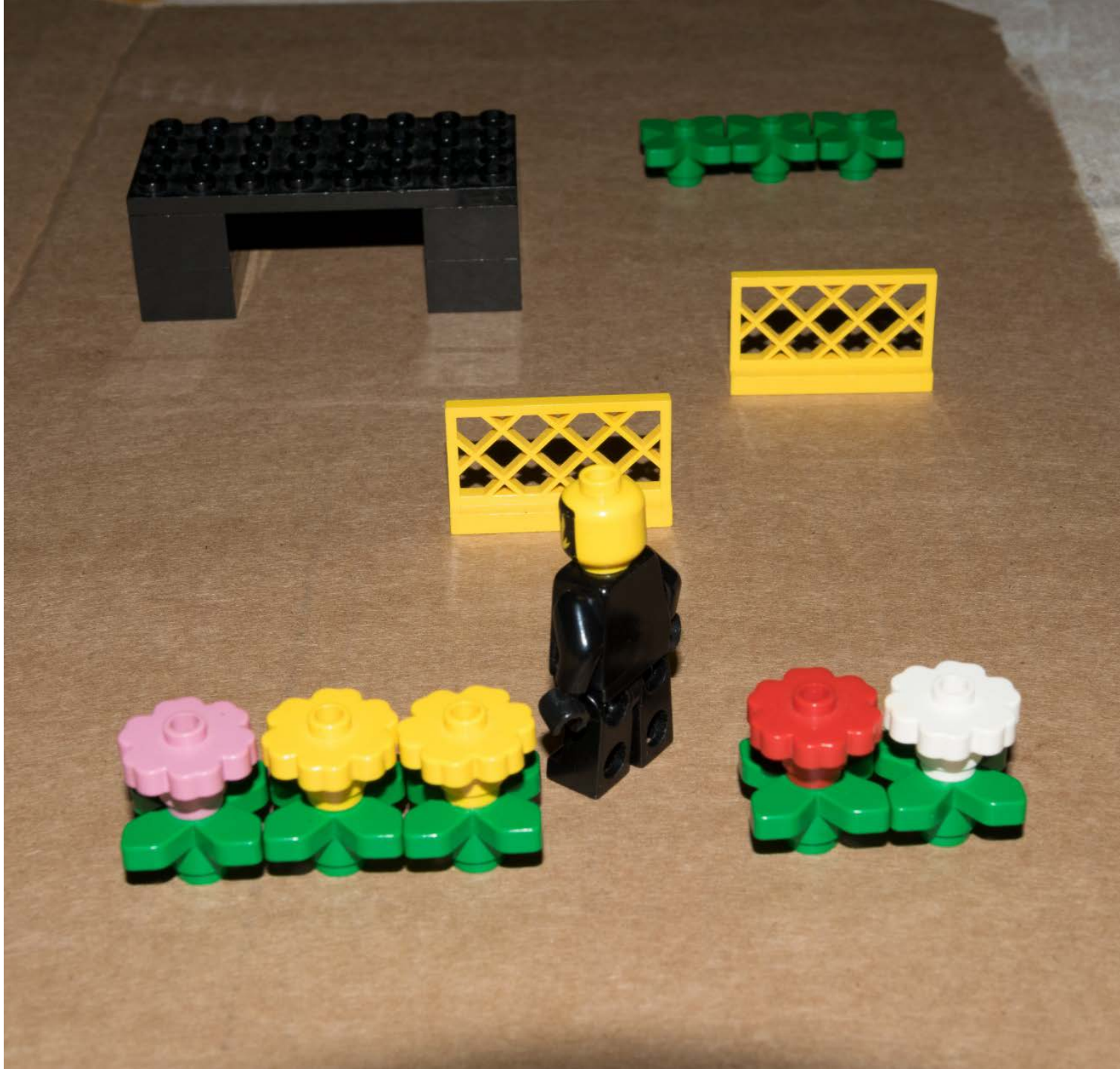
Noah Lockwood, Karan Singh (2012): Motion Editing with Contact Based Hand Performance

- They used Finger-Walking to animate a character



Concept

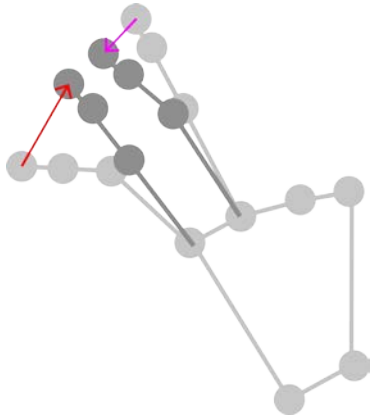
- Map the walking-gesture to the movement of a character
- Develop a jump‘n‘run-game to test the approach



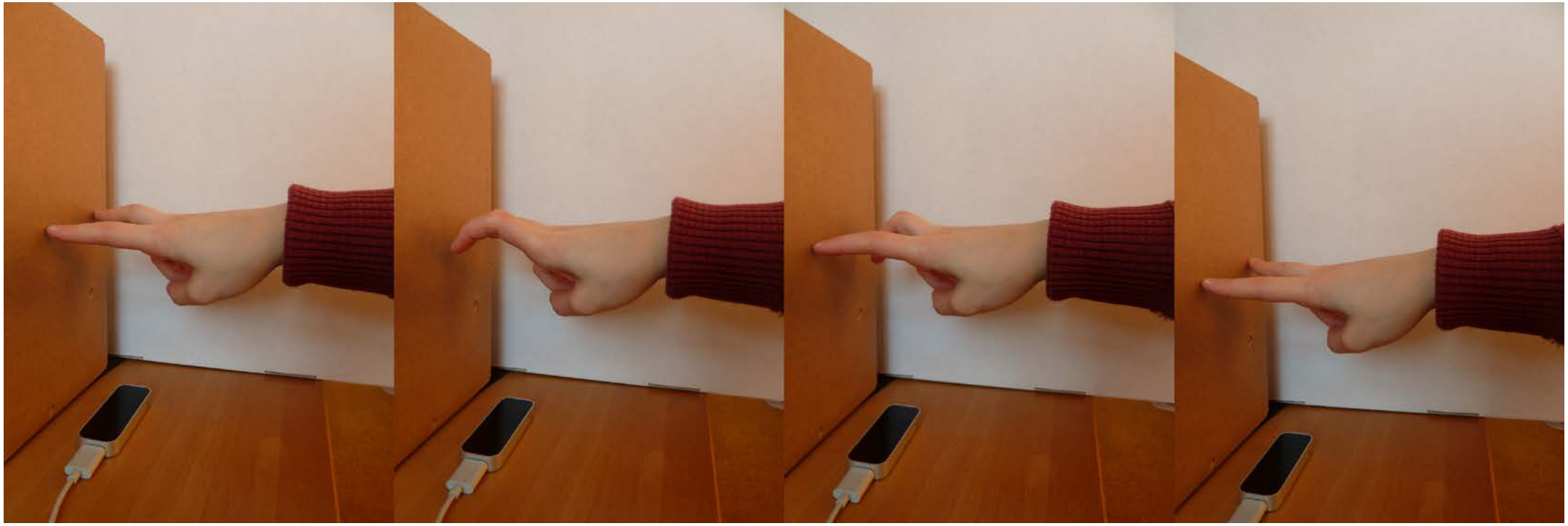
Setup

- LeapMotion tracks best horizontally
- Creating a Frame for the users orientation

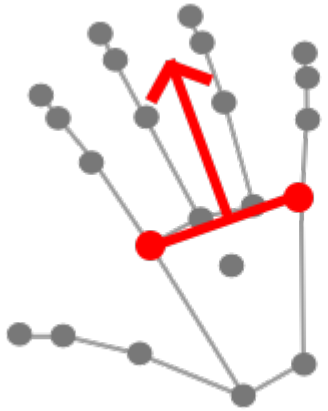
Interaction Techniques



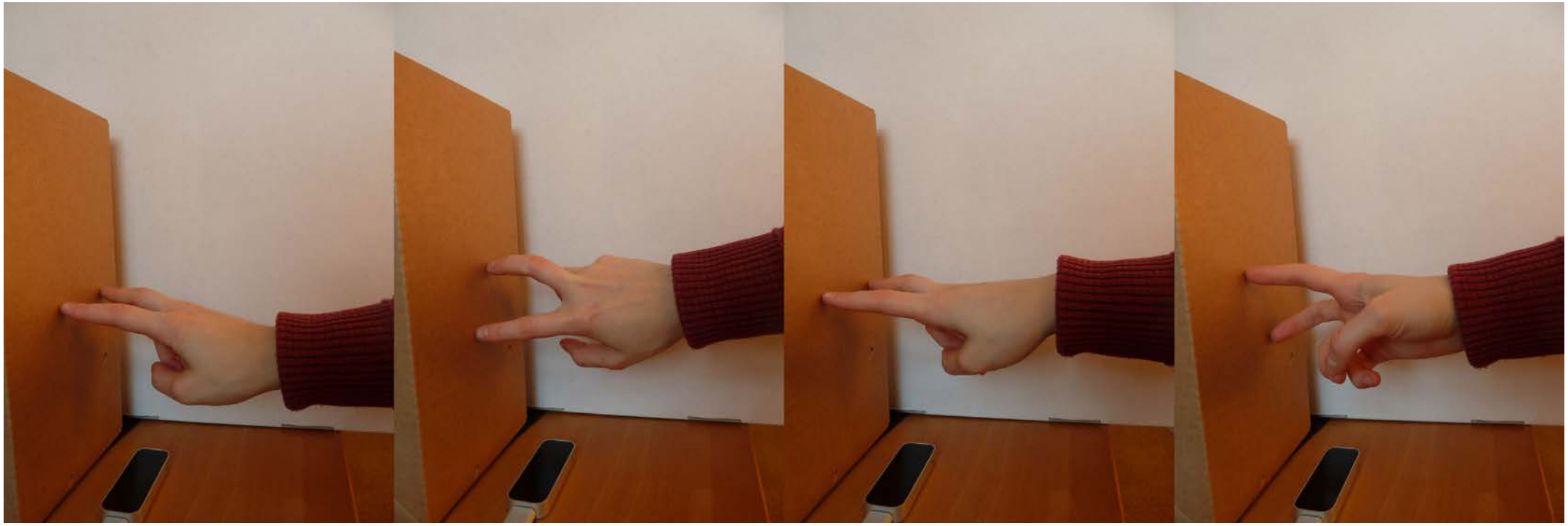
Walking



Interaction Techniques

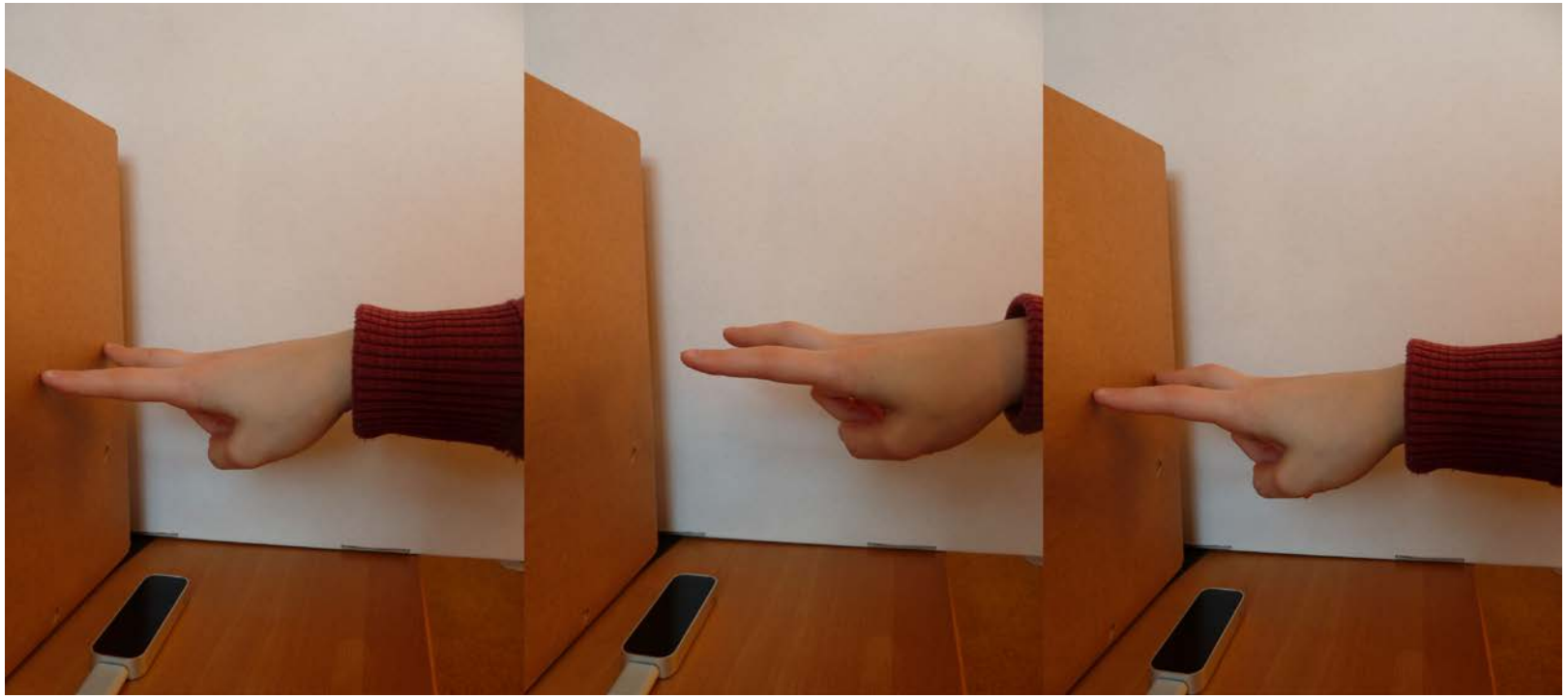


Walking Curves



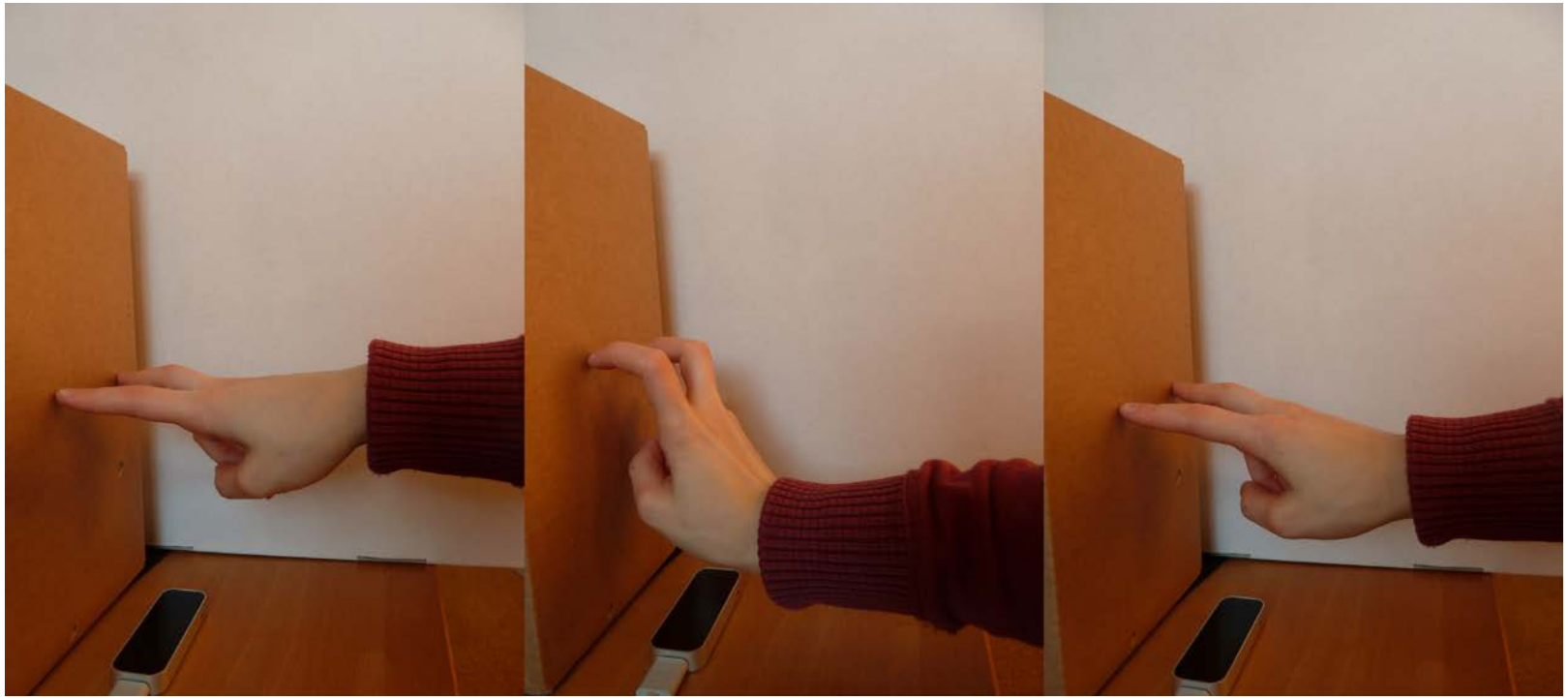
Interaction Techniques

Jumping



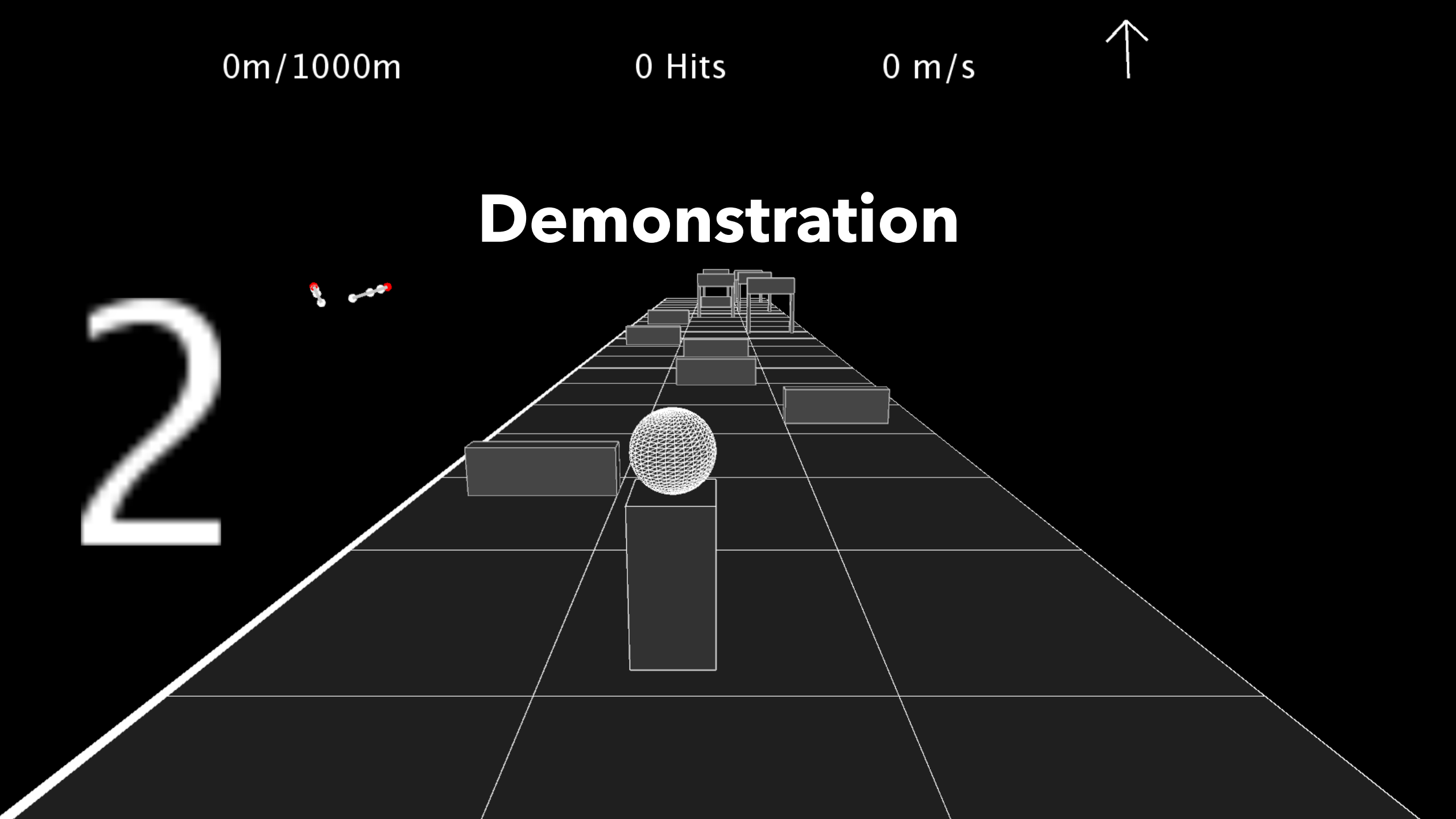
Interaction Techniques

Ducking



Technical Realization

- Leap Motion
- Processing (LeapMotionForProcessing by Darius Morawiec)
- Frame for the LeapMotion


0m/1000m
0 Hits
0 m/s
Demonstration
2

Evaluation

- Difficult distinction between walking and non-walking gesture
- Walking is tiring for the hand

Future Work

- Are there other possibilities to map the hand to the body?
- Which other gestures can be used?
- Could the hand positioning be different?

Thanks for your attention!