Finger Keyboard

프레C맨 

Contents

01

프로젝트 배경

Image recognition

Software

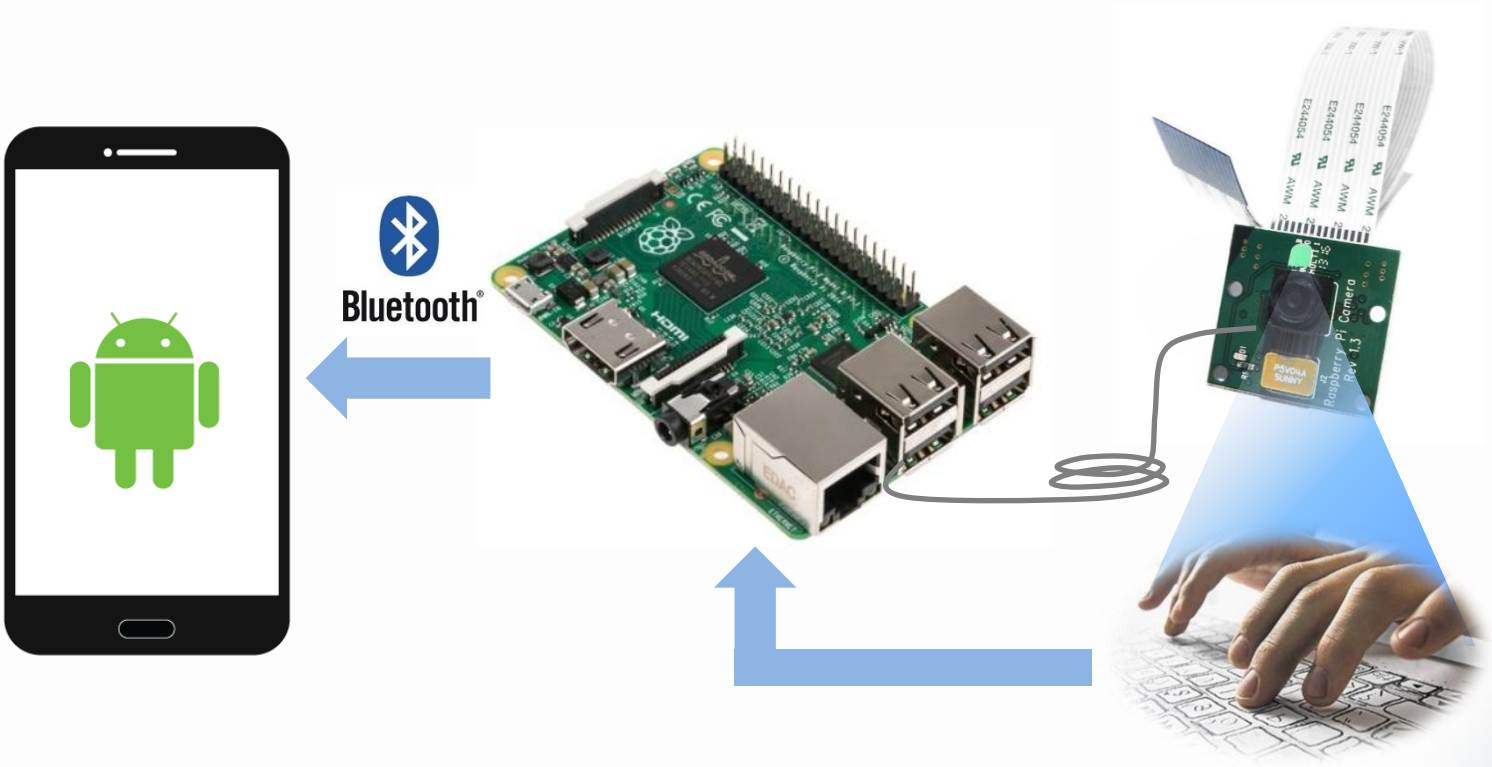
Hardware

02

프로젝트 소개

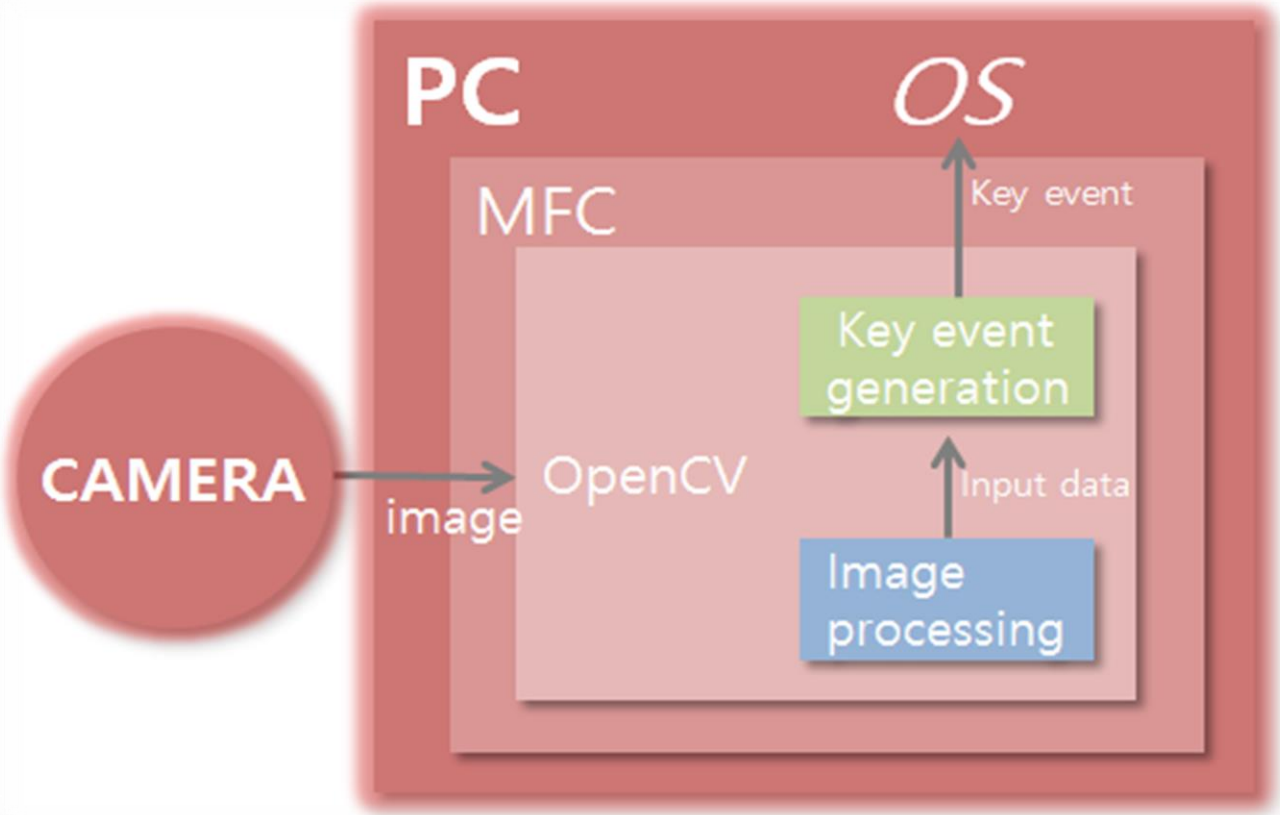
02

프로젝트 소개



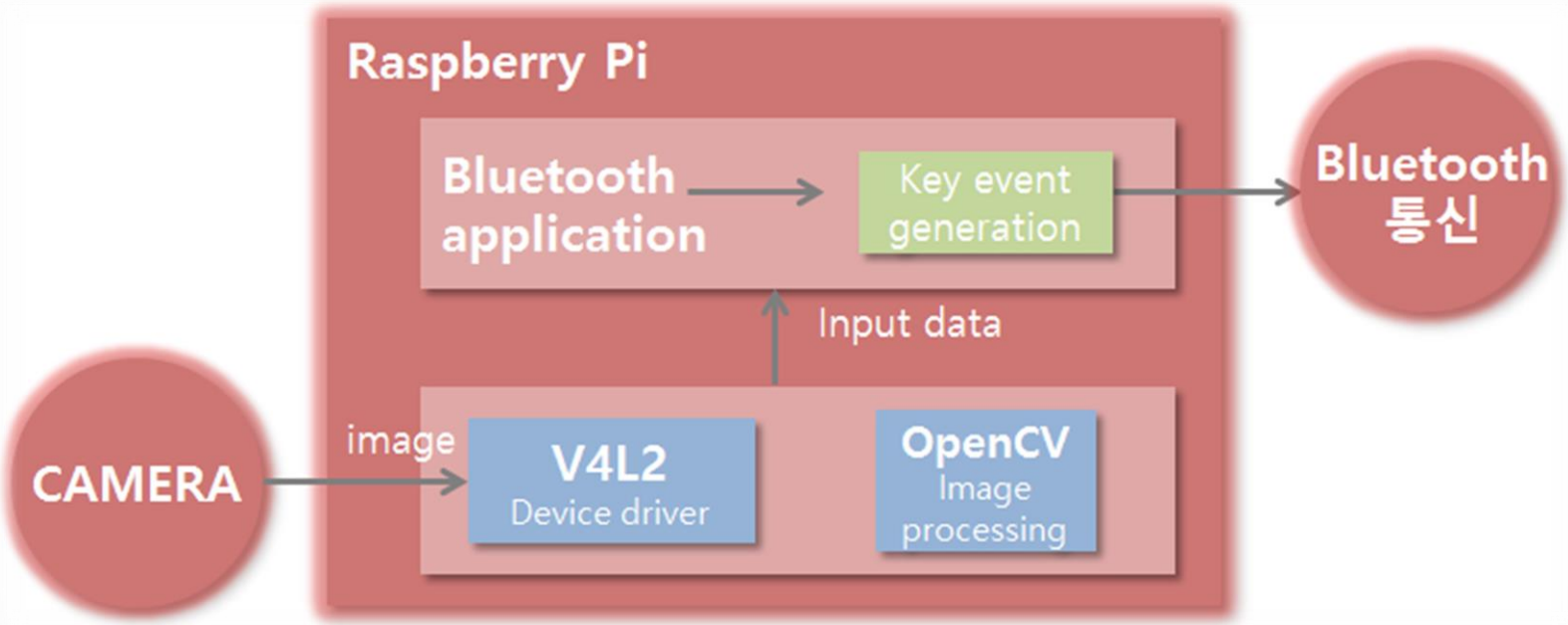
03

구조 - Windows



03

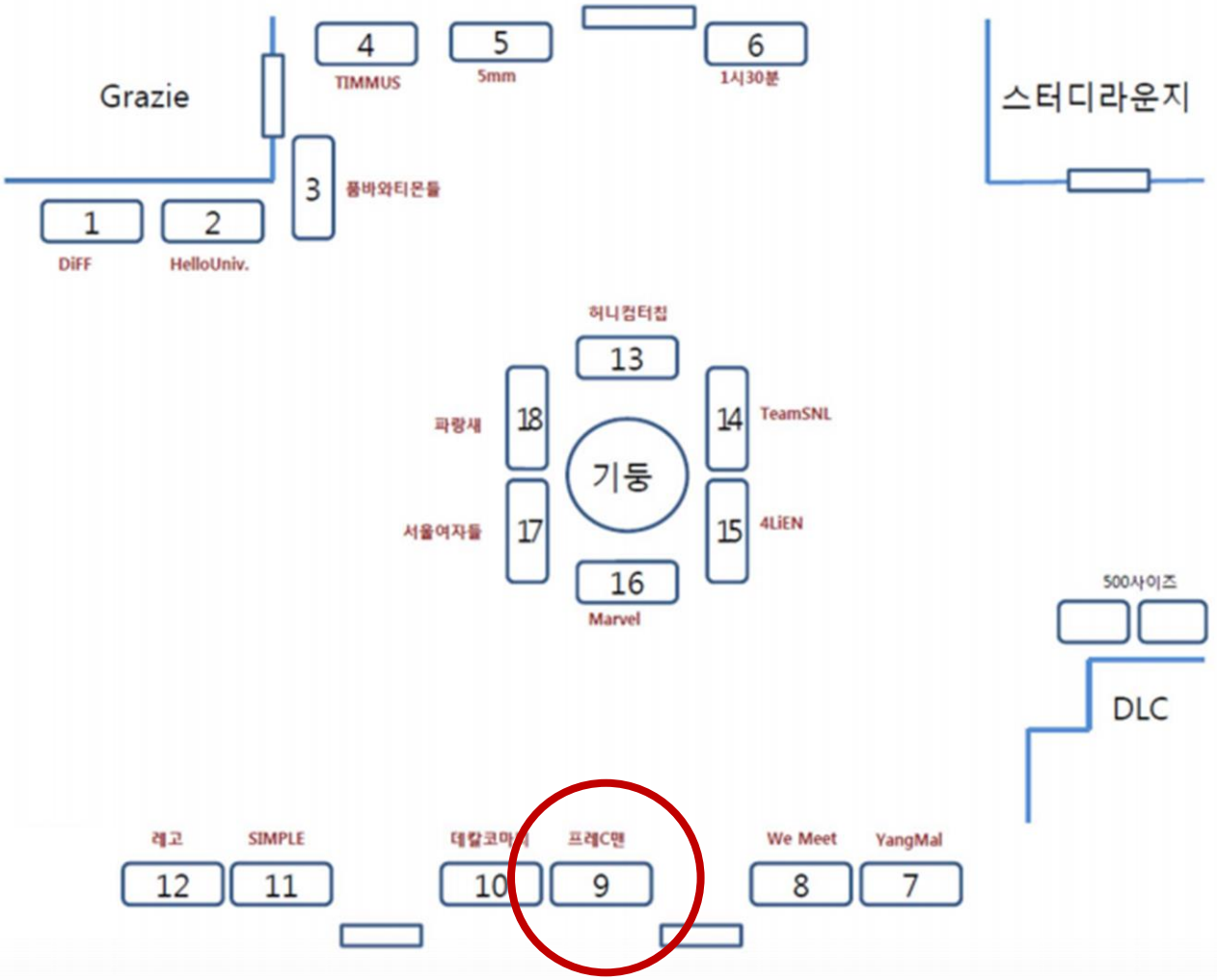
구조 - Raspberry Pi2



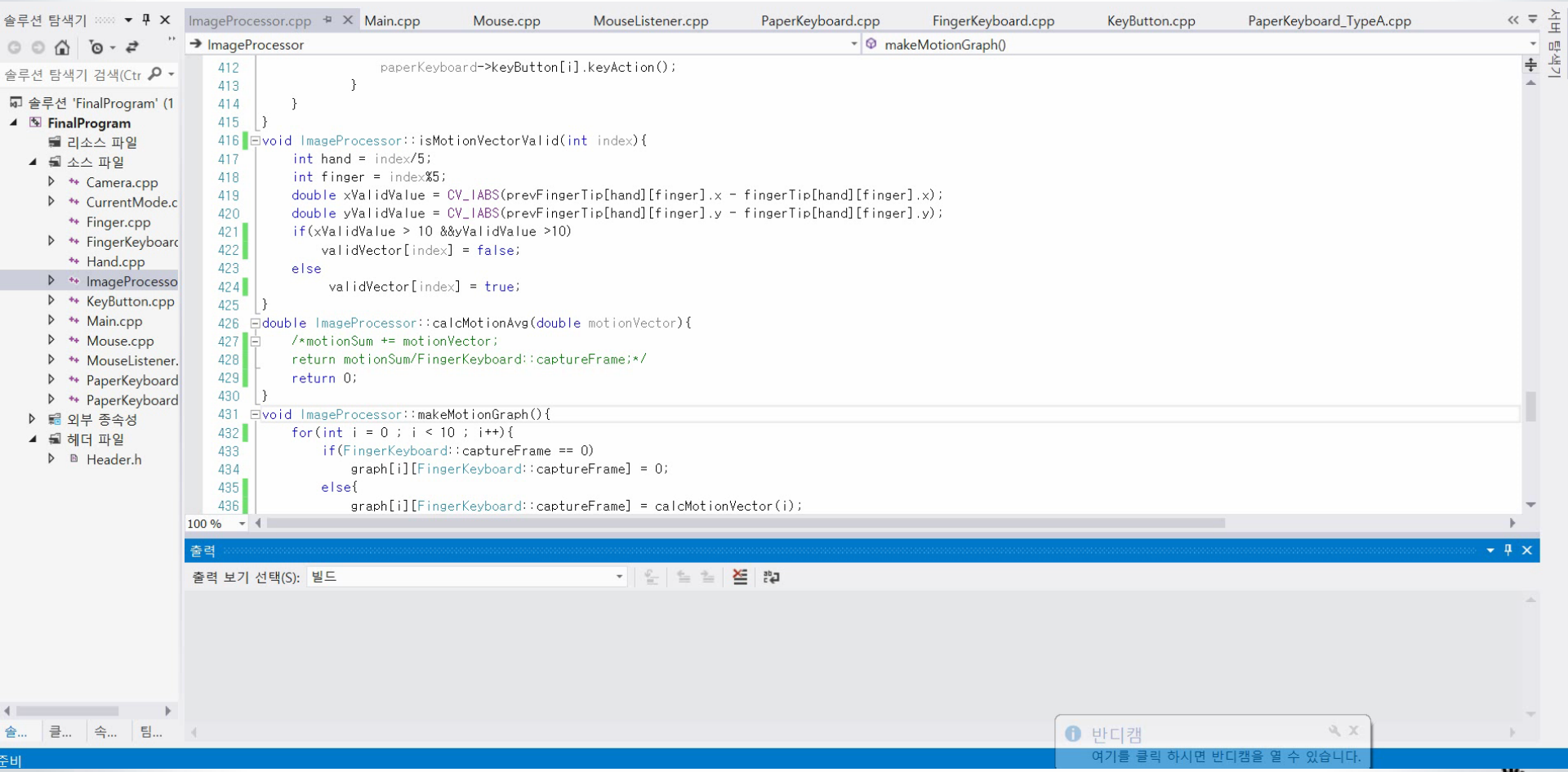
04

개발 환경 및 도구

개발환경	Microsoft Windows 8.1, Ubuntu 14.04, Raspbian
개발도구	Microsoft Visual Studio 2012, gnueabihf toolchain,
개발언어	C, C++, Python
개발HW	Raspberry Pi2, Pi Cam, Web Cam

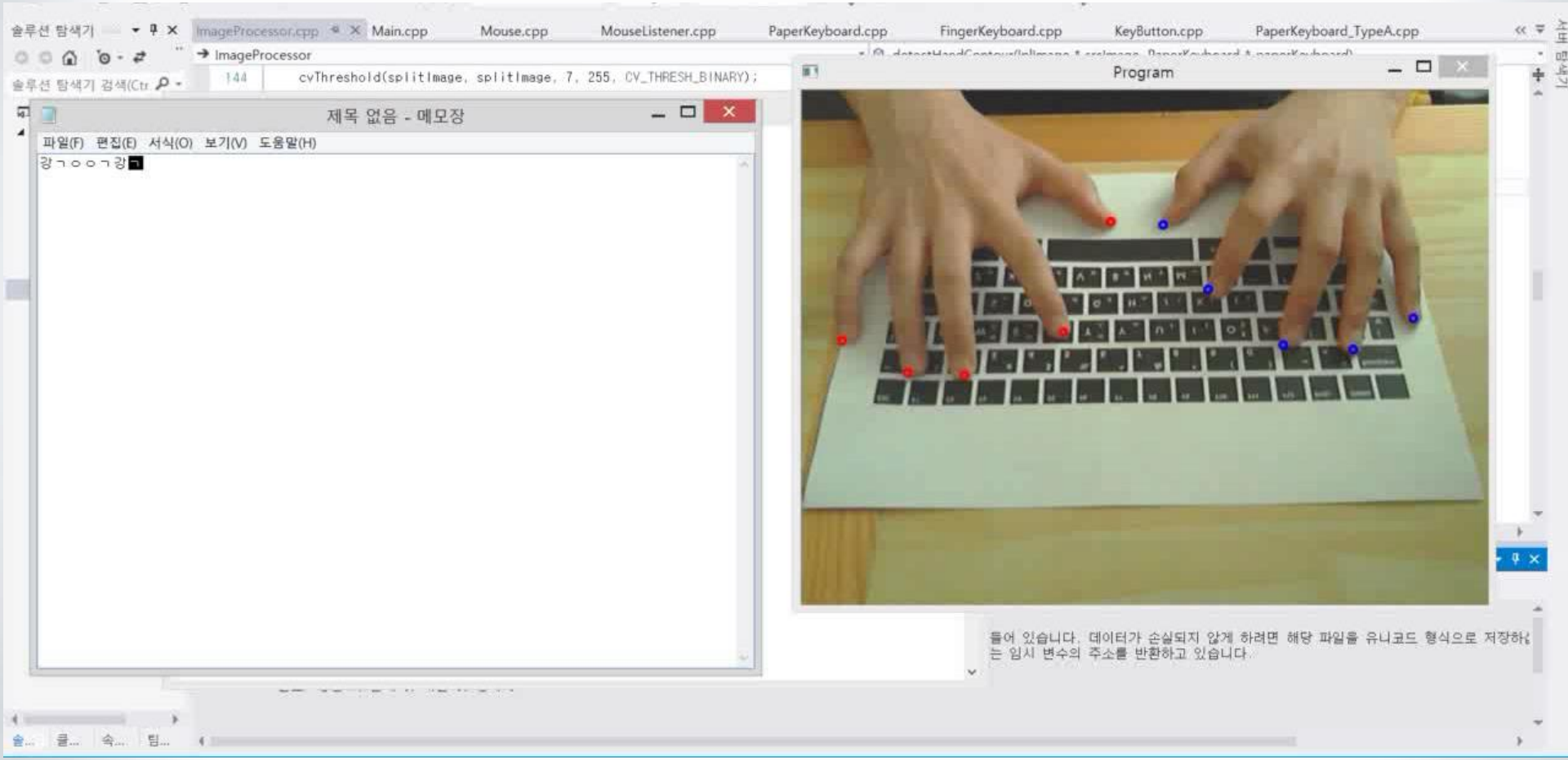

Grazie
4
TIMMUS
5
5mm
6
1시30분
스터디라운지
3
퓸바와티몬들
1
DiFF
2
HelloUniv.
허니컴터칩
13
파랑새
18
14
TeamSNL
기둥
서울여자들
17
15
4LiEN
16
Marvel
500사이즈
DLC
레고
12
SIMPLE
11
10
9
We Meet
8
YangMal
7

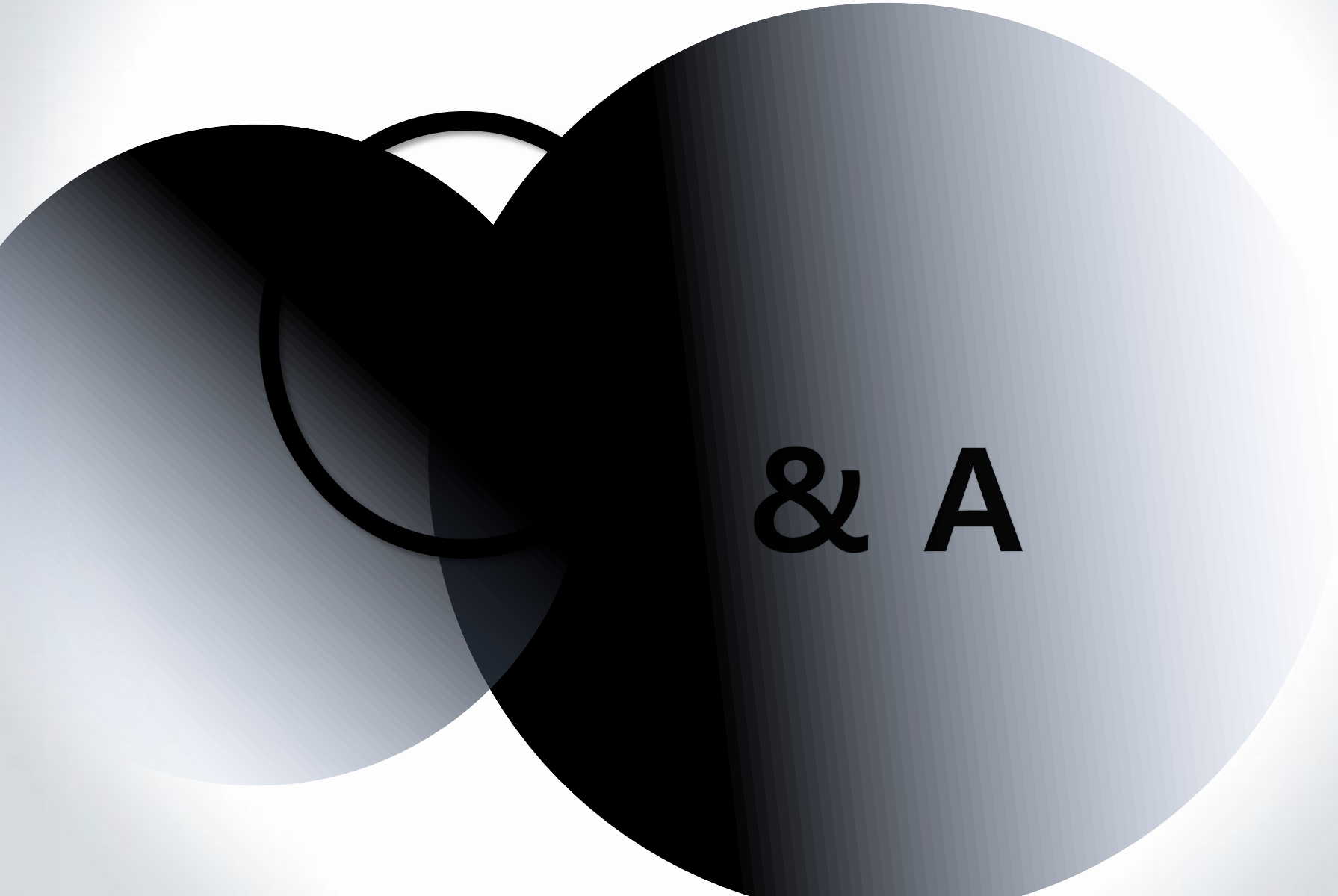
05 데모 시연


솔루션 탐색기
ImageProcessor.cpp
Main.cpp
Mouse.cpp
MouseListener.cpp
PaperKeyboard.cpp
FingerKeyboard.cpp
KeyButton.cpp
PaperKeyboard_TypeA.cpp
ImageProcessor
makeMotionGraph()
412 paperKeyboard->keyButton[i].keyAction();
413 }
414 }
415 }
416 void ImageProcessor::isMotionVectorValid(int index){
417 int hand = index/5;
418 int finger = index%5;
419 double xValidValue = CV_IABS(prevFingerTip[hand][finger].x - fingerTip[hand][finger].x);
420 double yValidValue = CV_IABS(prevFingerTip[hand][finger].y - fingerTip[hand][finger].y);
421 if(xValidValue > 10 &&yValidValue >10)
422 validVector[index] = false;
423 else
424 validVector[index] = true;
425 }
426 double ImageProcessor::calcMotionAvg(double motionVector){
427 /*motionSum += motionVector;
428 return motionSum/FingerKeyboard::captureFrame;*/
429 return 0;
430 }
431 void ImageProcessor::makeMotionGraph(){
432 for(int i = 0 ; i < 10 ; i++){
433 if(FingerKeyboard::captureFrame == 0)
434 graph[i][FingerKeyboard::captureFrame] = 0;
435 else{
436 graph[i][FingerKeyboard::captureFrame] = calcMotionVector(i);
100 %
출력
출력 보기 선택(S): 빌드
반디캠
여기를 클릭 하시면 반디캠을 열 수 있습니다.
준비

05

데모 시연


ImageProcessor.cpp
Main.cpp
Mouse.cpp
MouseListener.cpp
PaperKeyboard.cpp
FingerKeyboard.cpp
KeyButton.cpp
PaperKeyboard_TypeA.cpp
ImageProcessor
144
cvThreshold(splitImage, splitImage, 7, 255, CV_THRESH_BINARY);
제목 없음 - 메모장
파일(F) 편집(E) 서식(O) 보기(V) 도움말(H)
Program


& A