# IoT Based
3D Motion Model

A 3D arm model is created using OpenGL and then using IoT(Internet Of Things) devices we connected the limbs of the human host which replicates the movement of an arm, the domain of this project is in relation to Computer Graphics and IoT.

METHODOLOGY

On the basis of roll, pitch, and yaw values model replicates the movement of an arm. Madgwick's filter was applied to eliminate the distortion caused by the earth's gravity and to eliminate gyroscope bias drift.

Filming

Gaming

Sports

Applications

Medical Sciences

Robotics

Virtual Effects
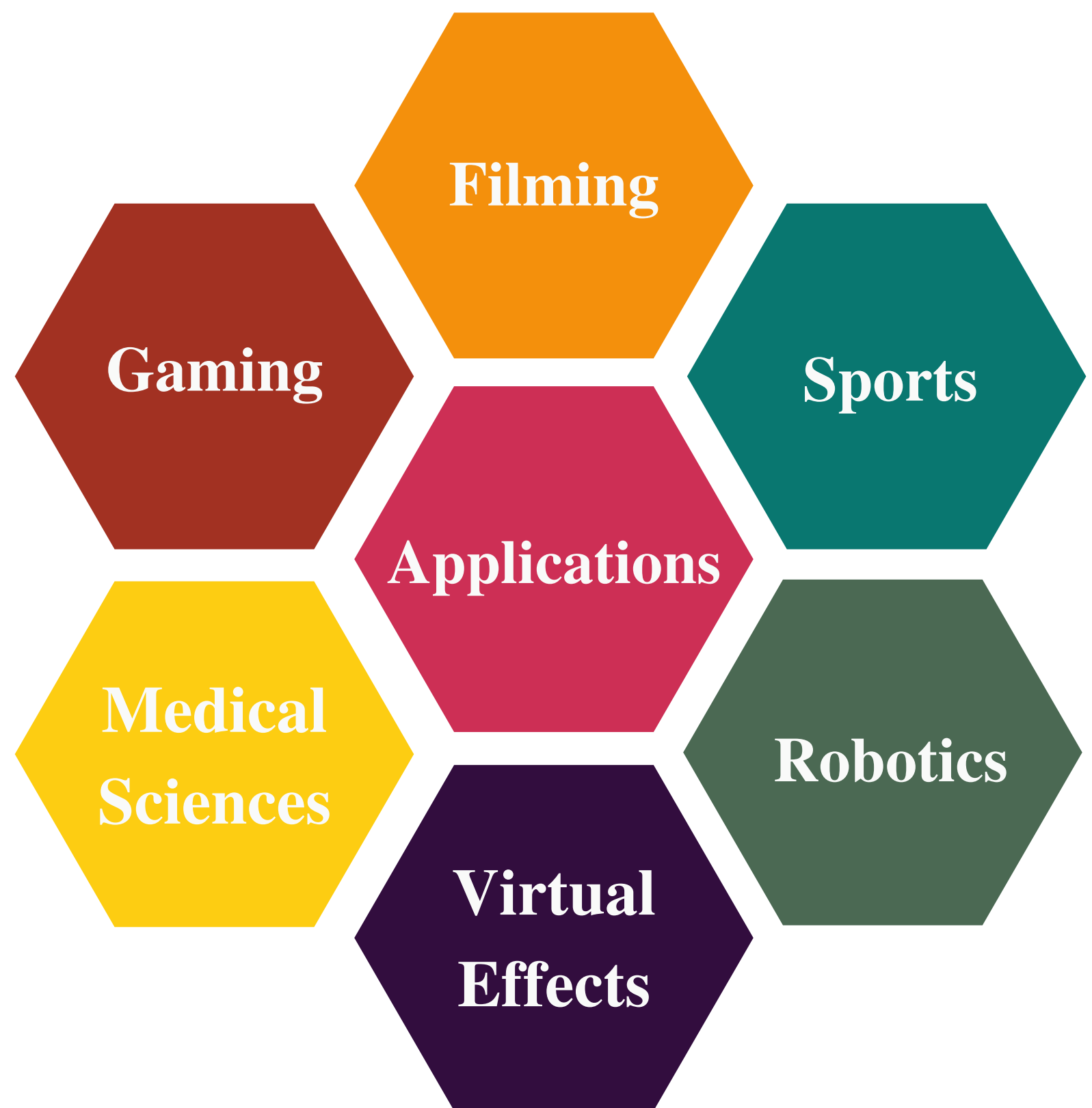
DEVICES

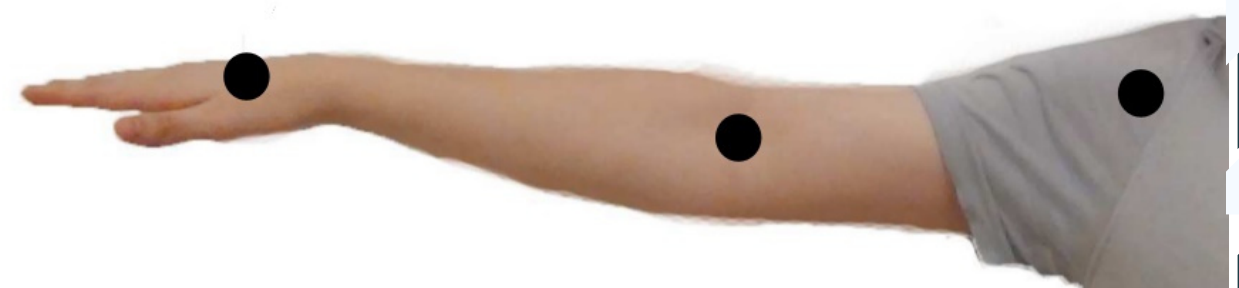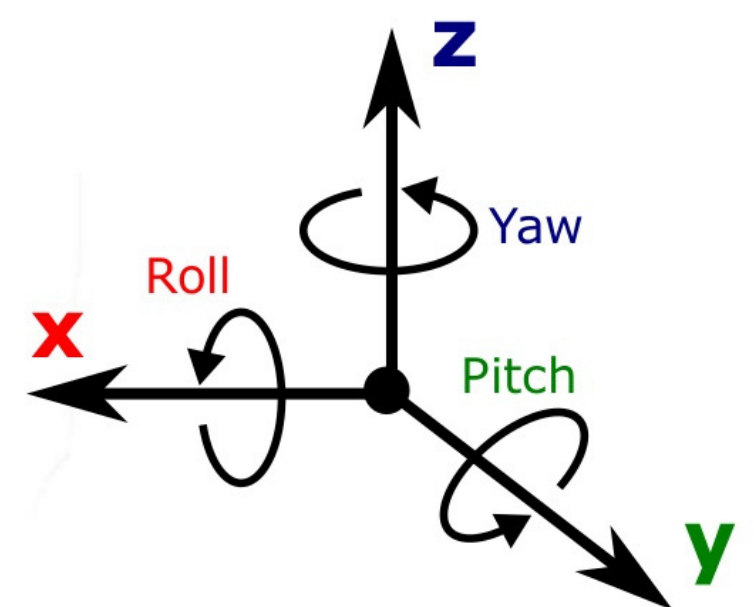- MPU9250 Accelerometer.
- ESP8266 NodeMCU.

TOOLS & LIBRARIES

Processing

Arduino IDE

OpenGL

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