F.Y.B.Tech Students' Conference on Capstone Project 2 on 2nd and 3rd July 2022,
Vishwakarma Institute of technology, Pune, INDIA.

HI-FI Mouse

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Abstract —The main issue in today's e-gaining knowledge of is the development withinside the techniques of coaching via way of means of the use of era dependent ingenious merchandise to have a higher conversation and interplay among colleague. The current Virtual Mouse is changed to characteristic greater than a mouse and act as a mouse pointer additionally giving it the gain of all the capability of a mouse. In this paper, we've got proposed a hardware implementation of a Virtual Mouse which has a development in overall performance of the current "Virtual Marker" via way of means of making it especially responsive in actual time. The mouse is an exceptional invention in HCI (Human-Computer Interaction) era. Though wi-fi or Bluetooth mouse era is invented still, that era isn't always absolutely tool free[1]. A Bluetooth mouse has the requirement of battery strength and connecting dongle. The proposed mouse machine is past this limitation. This paper proposes a digital mouse machine primarily based totally on HCI the use of pc imaginative and prescient and hand gestures. Gestures captured with an integrated digital digicam or webcam and processed with shadeation segmentation & detection method. The person might be allowed to manipulate a number of the pc cursor features with their palms which undergo colored caps on fingertips. Primarily, a person can carry out left clicks, proper clicks, and double clicks, scrolling up or down the use of their hand in one-of-a-kind gestures.

Keywords —fingertip detection and tracking, fingertip gesture-based interface, human computer interaction (HCI), RGB images, Virtual Mouse.

I. INTRODUCTION

Human Computer Interaction (HCI) is an interesting area of field. HCI (Human-Computer Interaction) is a captivating place[2]. Human computer interaction (HCI) is a vast place of studies that specializes in laptop era layout and, in particular, the interaction among humans (users) and computer systems. The introduction of extra collaborative and sensible interfaces is one of the major demanding situations in Human Computer Interactions[3]. We are pressured to apply the gadgets which might be pre- set up in our gadgets. The availability of a high-decision pointing gadget with a single, remoted two-dimensional cursor is presently sure to computing environments. The graphical user interface (GUI), that is the contemporary popular interface on private computer systems (PCs), is well-described and provides a powerful interface for a person to apply unique laptop applications. Although computer systems have made first rate advancements, the computer human computer interaction (HCI) is dependent on gadgets which includes keyboards and mouse. Later because the Technology has been increased notably wi-fi mouse changed into brought that allows you to permit problem unfastened motion of the mouse and to enhance the accuracy. No Matter how plenty the accuracy of the mouse will increase however there'll usually be obstacles of the mouse because the mouse is a hardware enter tool and there may be a few issues because the mouse is a hardware tool like another bodily item even the mouse could have a sturdiness time inside that is practical and after its sturdiness time, we ought to alternate the mouse. Virtual Mouse the use of Hand Gesture goes to be a drastic

alternate within the international of era, in which might be the use of our palms to use the mouse. With the improvement technology withinside the regions of augmented truth and gadgets that we use in our everyday life, those gadgets are getting compact withinside the shape of Bluetooth or wi-fi technology. This is paper proposes an AI digital mouse machine that uses the hand gestures and hand tip detection for appearing mouse features withinside the pc the usage of pc imaginative and prescient. The important goal of the proposed machine is to carry out pc mouse cursor features and scroll characteristic the usage of an internet digital digicam or an integrated digital digicam withinside the pc rather than the usage of a conventional mouse device. Hand gesture and hand tip detection through the usage of pc imaginative and prescient is used as a HCI with the pc. With the usage of the AI digital mouse machine, we are able to use the fingertip of the hand gesture through the usage of an integrated digital digicam or internet digital digicam and carry out the mouse cursor operations and scrolling characteristic and additionally circulate the cursor with it. While the usage of a wi-fi or a Bluetooth mouse, some gadgets along with the mouse, the dongle to connect with the PC, and additionally, a battery to strength the mouse to function are used, however on this paper, the person makes use of his/her integrated digital digicam or a webcam and makes use of his/her hand gestures to manipulate the pc mouse operations. In the proposed machine, the internet digital digicam captures after which methods the frames that have been captured after which acknowledges the numerous hand gestures and hand tip gestures after which plays the particular mouse characteristic. Python programming language is used for developing the AI digital mouse machine, and additionally, OpenCV that is the library for pc imaginative and prescient is used within the AI digital mouse machine. In the proposed AI digital mouse machine, the model uses the MediaPipe bundle for the monitoring of the arms and for monitoring of the end of the arms, and additionally, Pynput, Autopy, and PyAutoGUI applications have been used for transferring across the window display of the pc for appearing features along with left click, right click and scroll.

II. LITERATURE REVIEW

1. Angel,Neethu.P.S The hand shadowing has to be specifically acclimated for each stoner. This system was enforced only in a confined to the inner terrain. This system is prone to noise and sensitive to the change of the illumination.

2. J.L.Raheja,A.Chaudhary,K.Singal:
   Proposed using hsv algorithm but this uses special detector kinect to capture image and processes it. stoner has to spend further plutocrat for the detector.

3. Abhik Banerjee, Abhirup Ghosh: The presence of other coloured objects in the background might beget the system to give an incorrect response. If the resolution of the camera is too high also the system might run laggardly.

4. Virtual Mouse Using a Webcam(Kazim Sekeroglu) In the object tracking operation one of the main problems is object discovery. rather of cutlet tips, a color pointer has been used to make the object discovery easy and fast. A circle blue sticker is used as a color pointer in this study. To pretend the click events of the mouse three fritters with three color pointers has been used.

5. Virtual Mouse Control Using Hand Class Gesture(Vijay Kumar Sharma)
   (i) The first step is to capture the image using the camera. (ii) The camera also excerpts and recognizes the mortal hand from the input image.
   (iii) also the position of the mortal hand is stored in the system using the regular" match- system".
   (iv) also when the alternate frame is captured. The position of the hand from the alternate frame is captured and is stored in the system.

(v) also the position of both hands is compared and also the cursor moves consequently.

6. Virtual Mouse Control Using Hand Class
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   (v) Also the position of both hands is compared and also the cursor moves

7. Deep literacy- Grounded Real- Time AI Virtual Mouse System Using Computer Vision to Avoid COVID- 19 Spread(S. Shriram,B. Nagaraj,J. Jaya,S. Shankar,P. Ajay) there are some affiliated workshop carried out on virtual mouse using hand gesture discovery by wearing a glove in the hand and also using color tips in the hands for gesture recognition, but they're no more accurate in mouse functions. the recognition isn't so accurate because of wearing gloves; also, the gloves are also not suited for some druggies, and in some cases, the recognition isn't so accurate because of the failure of discovery of color tips. Some sweats have been made for camera-grounded discovery of the hand gesture interface. In 1990, Quam introduced an early tackle- grounded system; in this system, the stoner should wear a DataGlove. the proposed system by Quam although gives results of advanced delicacy, but it's delicate to perform some of the gesture controls using the system.

8. Virtual Mouse Using Hand Gesture (1. Saniya Khan,2. Dnyaneshwari Bagekar,3. Abhishek Chauhan, 4. Prof. Deveshree Wankhede.) The inflow model shows the working of the system with different functions. The system will first take the input of image from the web camera. It'll also convert the videotape captured from the web camera and convert them into image. It'll also resize the input image so that the segmentation can take place to calibrate the points on the image. It'll denoise from the image and start showing the center compass of the image of the asked color. The compass points will be centered on the image of the color on the cutlet tip. The cutlet tips will now start moving according to the movement of the fritters. It'll descry the points of the compass. We can now manipulate the cursor with fingertip movement use of wearing gloves; also, the gloves are also not suited for some users, and in some cases, the recognition is not so accurate because of the failure of detection of color tips. Some efforts have been made for camera-based detection of the hand gesture interface. In 1990, Quam introduced an early hardware-based system; in this system, the user should wear a DataGlove The proposed system by Quam although gives results of higher accuracy, but it is difficult to perform some of the gesture controls using the system.

III. METHODOLOGY/EXPERIMENTAL

Camera Used withinside the AI Virtual Mouse System. the proposed AI digital mouse machine is primarily based totally at the frames which have been captured via way of means of the webcam in a pc or PC. By the use of the Python laptop imaginative and prescient library OpenCV, the video seize item is created and the net digital digicam will start shooting video. The net digital digicam captures and passes the frames to the AI digital machine.

The AI digital mouse machine makes use of the webcam in which everybody is captured until the termination of the program. the video frames are processed from BGR to RGB shadeation area to locate the fingers withinside the video body.

Rectangular Region for Moving via the Window. the AI digital mouse gadget makes use of the transformational algorithm, and it converts the coordinates of fingertip from the webcam display

to the laptop window complete display for controlling the mouse. When the fingers are detected and whilst we discover which finger is up for appearing the precise mouse function, a square container is drawn with recognize to the laptop window withinside the webcam place in which we flow at some stage in the window the usage of the mouse cursor
The applications which can be required right here is PyAutoGUI and OpenCV. PyAutoGUI is a Python module for programmatically controlling the mouse and keyboard. OpenCV through which we can control mouse events

It is a software that makes use of Image Processing to extract required data after which provides it to the computer's mouse interface in line with predefined notions. Python is used to put in writing the file. It makes use of the cross-platform photo processing module OpenCV and implements the mouse movements the usage of Python particular library PyAutoGUI

Real time video captured via way of means of the Webcam is processed and best the 3 colored finger suggestions are extracted. Their facilities are measured the usage of the gadget of moments, and the motion to be taken is decided primarily based totally on their relative positions. . The first intention is to apply the characteristic cv2.VideoCapture(). This characteristic makes use of to seize the stay move video at the camera. OpenCV will create a very smooth interface to do this to seize a picture we want to create a video seize object. We then covert this captured pictures into HSV format. The 2d purpose is to apply the feature Calibrate color (). Using this feature the person may be capable of calibrate the shadeation levels for 3 fingers individually. The 1/3 purpose is to apply the feature cv2.inRange(). In this feature relying on the calibrations simplest the 3 fingers are extracted

The performAction() approach makes use of the PyAutoGUI library to carry out all the following actions: free cursor movement, left click, proper click, drag/select, scroll up, scroll down, and so on, relying on its performance. The Hand Gesture Movement is likewise to be had for use.

Materials/Components/Flowchart/Block Diagram/Theory

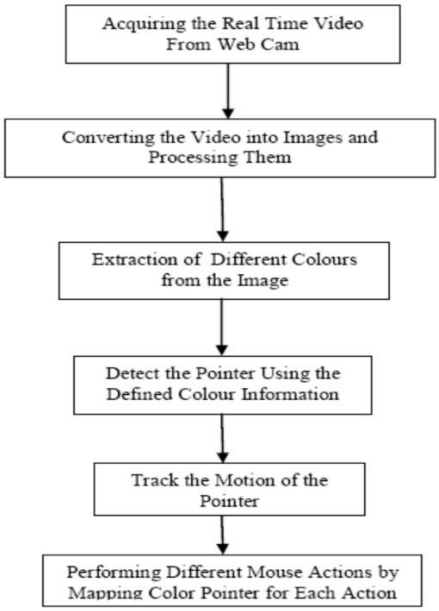
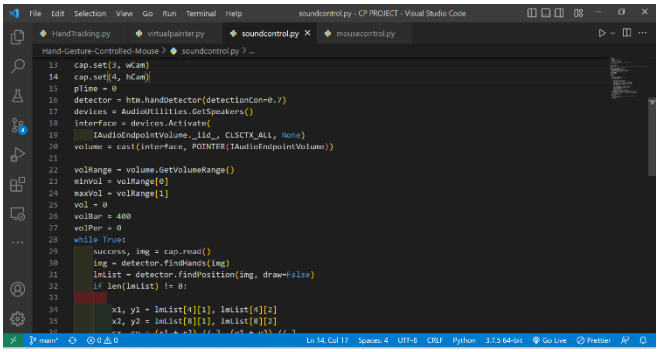


Figure 1: Flowchart

IV. RESULTS AND DISCUSSIONS

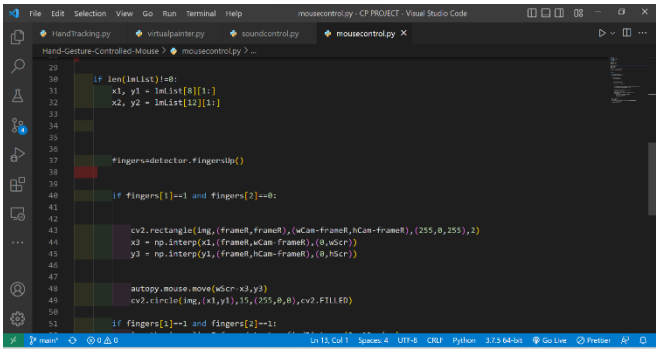


```
cap.set(3, wCam)
cap.set(4, hCam)
pTime = 0
detector = htm.handDetector(detectionCon=0.7)
devices = AudioUtilities.GetSpeakers()
interface = devices.Activate(
    IAudioEndpointVolume._iid_, CLSCTX_ALL, None)
volume = cast(interface, POINTER(IAudioEndpointVolume))

volRange = volume.GetVolumeRange()
minVol = volRange[0]
maxVol = volRange[1]
vol = 0
volBar = 400
volPer = 0
while True:
    success, img = cap.read()
    img = detector.findHands(img)
    lmList = detector.findPosition(img, draw=False)
    if len(lmList) != 0:

        x1, y1 = lmList[4][1], lmList[4][2]
        x2, y2 = lmList[8][1], lmList[8][2]
```

Figure 2: Code for sound control



```
if len(lmList)!=0:
    x1, y1 = lmList[8][1:]
    x2, y2 = lmList[12][1:]



    fingers=detector.fingersUp()

    if fingers[1]==1 and fingers[2]==0:

        cv2.rectangle(img,(frameR,frameR),(wCam-frameR,hCam-frameR),(255,0,255),2)
        x3 = np.interp(x1,(frameR,wCam-frameR),(0,wScr))
        y3 = np.interp(y1,(frameR,hCam-frameR),(0,hScr))

        autopy.mouse.move(wScr-x3,y3)
        cv2.circle(img,(x1,y1),15,(255,0,0),cv2.FILLED)
    if fingers[1]==1 and fingers[2]==1:
```

Figure 3: Code for mouse control

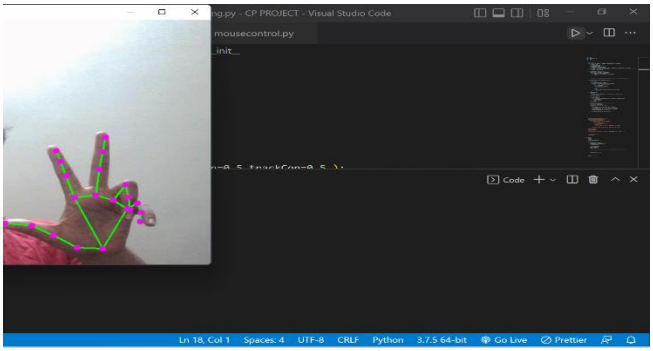


Figure 4: Co-ordinate on finger tips.

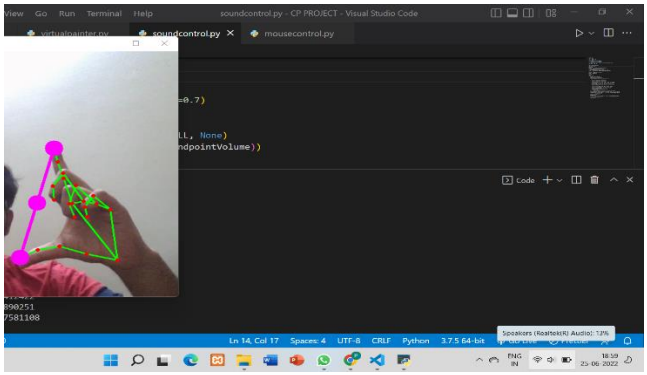


Figure 5: Gesture for mouse operations

Here, we have developed code for image detection using web-cam as shown in fig. 2,3, we get the co-ordinates of our fingertips and different gestures can be used to perform different mouse operations as shown the above in fig. 4, 5.

V. Future Scope

There are several features and improvements needed in order for the program to be more user friendly, accurate, and flexible in various environments. The following describes the improvements and the features required: a) Smart Recognition Algorithm Due to the current recognition process are limited within 25cm radius, an adaptive zoom-in/out functions are required to improve the covered distance, where it can automatically adjust the focus rate based on the distance between the users and the webcam.

b) Better Performance The response time are heavily relied on the hardware of the machine, this includes the processing speed of the processor, the size of the available RAM, and the available features of webcam. Therefore, the program may have better performance when it's running on a decent

VI. Conclusion

The primary goal of the AI digital mouse machine is to manipulate the mouse cursor capabilities through the usage of the hand gestures as opposed to the usage of a bodily mouse. the proposed machine may be carried out through the usage of a webcam or an integrated digital digicam which detects the hand gestures and hand tip and approaches those frames to carry out the unique mouse capabilities. From the outcomes of the version, we are able to come to end that the proposed AI digital mouse machine has done thoroughly and has a more accuracy as compared to the present fashions and additionally the version overcomes maximum of the restrictions of the present systems. Since the proposed version has more accuracy, the AI digital mouse may be used for real-global applications, and additionally, it could be used to reduce the unfold of COVID-19, for the reason that proposed mouse machine may be used surely the usage of hand gestures without the usage of the conventional bodily mouse. the version has a few boundaries consisting of small lower in accuracy in proper click on mouse characteristic and a few difficulties in clicking and dragging to pick out the text. Hence, we will paintings subsequent to triumph over those boundaries through enhancing the fingertip detection set of rules to supply greater accurate outcomes.

VII. Acknowledgment

This work is supported by authority of Vishwakarma Institute of Technology, we would like express sincere gratitude towards the authority, faculty and guide of the project. We all are very thankful for the immense support we got during execution of this project, thanks to the institute for giving us the opportunity to put our hands on this vast domain and thereby learning different skills.

VIII References

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