

MINISTRY OF NATIONAL EDUCATION



TECHNICAL UNIVERSITY
OF CLUJ-NAPOCA

**FACULTY OF AUTOMATION AND COMPUTER SCIENCE
COMPUTER SCIENCE DEPARTMENT**

GESTURE DETECTION IN VIRTUAL REALITY USING LEAPMOTION

LICENSE THESIS

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Supervisor: Assist. Prof. Dr. Eng. Adrian SABOU**

2019

MINISTRY OF NATIONAL EDUCATION



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OF CLUJ-NAPOCA

**FACULTY OF AUTOMATION AND COMPUTER SCIENCE
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GESTURE DETECTION IN VIRTUAL REALITY USING LEAPMOTION

1. **Project proposal:** *A Reactive Programming oriented Unity asset for gesture detection using the LeapMotion controller*
2. **Project contents:** *(enumerate the main component parts) Presentation page, advisor's evaluation, title of chapter 1, title of chapter 2, ..., title of chapter n, bibliography, appendices.*
3. **Place of documentation:** *Technical University of Cluj-Napoca, Computer Science Department*
4. **Consultants:** Assist. Prof. Dr. Eng. Adrian SABOU
5. **Date of issue of the proposal:** November 1, 2018
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Graduate: _____

Supervisor: _____

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Data

Nume, Prenume

Semnătura

Contents

Chapter 1	Introduction - Project Context	1
1.1	Virtual reality	1
1.1.1	History	1
1.1.2	Modern technology	2
1.2	LeapMotion	2
Chapter 2	Project Objectives and Specifications	3
2.1	Title	3
2.2	Other title	3
Chapter 3	Bibliographic research	4
3.1	Title	4
3.2	Other title	4
Chapter 4	Analysis and Theoretical Foundation	5
4.1	Title	5
4.2	Other title	5
Chapter 5	Detailed Design and Implementation	6
Chapter 6	Testing and Validation	7
6.1	Title	7
6.2	Other title	7
Chapter 7	User's manual	8
7.1	Title	8
7.2	Other title	8
Chapter 8	Conclusions	9
8.1	Title	9
8.2	Other title	9
Bibliography		10

Appendix A	Relevant code	11
Appendix B	Other relevant information (demonstrations, etc.)	12
Appendix C	Published papers	13

Chapter 1

Introduction - Project Context

Virtual Reality is an experience that has gained huge popularity in the recent years. Because of this new means of interaction with this virtual world are needed and they should feel as natural as possible. Ergo, hand tracking and gesture detection is a "must have" for modern VR applications.

1.1 Virtual reality

The term "virtual" began its life in the late 1400s, meaning "being something in essence or effect, though not actually or in fact" [1], but, in the IT context, the word has the meaning "not physically existing but made to appear by software" [1]. The original use of the phrase "virtual reality" is found in French playwright' Antonin Artaud collection of essays *Le Théâtre et son double*, first published in 1938 [2].

1.1.1 History

The precise roots of virtual reality are challenged, partially because of how hard it was to formulate a definition of an alternate reality notion. In 1968, Ivan Sutherland created what was widely regarded as the first head-mounted display system for use in immersive simulation applications, with the help of his students. In the next two decades, VR devices were mainly used for medical, automobile industry design, military training and flight simulation purposes.

The 1990s saw the first commercially extensive release of consumer headsets, notably *Sega VR* (1991) and *Sega VR-1* (1994) launched by Sega, and *Nintendo's Virtual Boy* (1995). The 2000s were a period of comparative indifference from the public and investment towards VR techniques available on the market. Google launched *Street View* in 2007, a service that offers panoramic views of a growing amount of global locations such as highways, indoor houses and rural regions, which also integrates a stereoscopic 3D mode as of 2010.

The modern, consumer version of headsets started developing in the early 2010s. In 2013, Valve Corporation found and freely shared the breakthrough of low-persistence screens that make it possible today to show VR content lag-free and smear-free.

This discovery was quickly adopted by the other companies on the market, with Sony announcing *Project Morpheus* in 2014 and Google announcing *Cardboard* in 2015. In 2016, HTC released and shipped the first units of *Vive SteamVR*, the first major commercial headset for average users.

1.1.2 Modern technology

Present virtual reality headset displays rely on smartphone technologies including: gyroscopes and motion sensors for head, hand and body position monitoring, tiny high definition stereoscopic displays and small, lightweight and powerful computer processors.

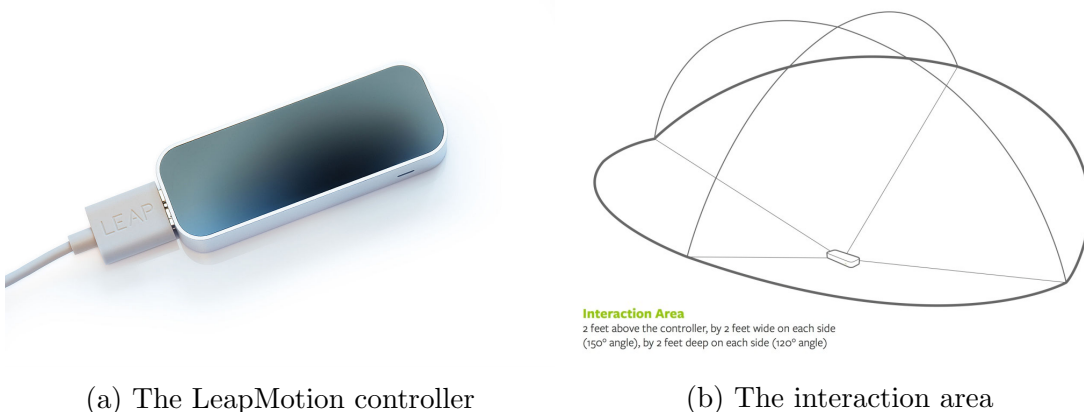
Special input devices are required for interaction with the virtual world, such as hand controllers, haptic gloves, 3D mouse and optical tracking sensors. Both haptic gloves and hand controllers provide force feedback (in the form of vibration), with haptic gloves providing also feedback in the form of response force (like when picking a rubber duck).



Figure 1.1: Project Morpheus (PlayStation VR) at gamescom in 2015

1.2 LeapMotion

The Leap Motion controller is a tiny peripheral USB device intended to be facing upwards on a physical desktop, but can also be mounted on a VR headset.



(a) The LeapMotion controller

(b) The interaction area

Figure 1.2: The LeapMotion system

Chapter 2

Project Objectives and Specifications

Describe the proper theme (as a research/design proposal, clearly formulated, with clear objectives, and some explanatory figures).

Stretches over about 10% of the paper.

2.1 Title

2.2 Other title

Chapter 3

Bibliographic research

Bibliographic research has as an objective the establishment of the references for the project, within the project domain/thematic. While writing this chapter (in general the whole document), the author will consider the knowledge accumulated from several dedicated disciplines in the second semester, 4th year (Project Elaboration Methodology, etc.), and other disciplines that are relevant to the project theme.

Represents about 15% of the paper.

Each reference must be cited within the document text, see example below (depending on the project theme, the presentation of a method/application can vary).

This section includes citations for conferences or workshop [?], journals [?], and books [?].

In paper [?] the authors present a detection system for moving obstacles based on stereovision and ego motion estimation. The method is ... *discus the algorithms, data structures, functionality, specific aspects related to the project theme, etc....* Discussion: *pros and cons.*

In chapter 4 of [?], the *similar-to-my-project-theme algorithm* is presented, with the following features ...

3.1 Title

3.2 Other title

Chapter 4

Analysis and Theoretical Foundation

Together with the next chapter takes about 60% of the whole paper

The purpose of this chapter is to explain the operating principles of the implemented application. Here you write about your solution from a theory standpoint - i.e. you explain it and you demonstrate its theoretical properties/value, e.g.:

- used or proposed algorithms
- used protocols
- abstract models
- logic explanations/arguments concerning the chosen solution
- logic and functional structure of the application, etc.

YOU DO NOT write about implementation.

YOU DO NOT copy/paste info on technologies from various sources and others alike, which do not pertain to your project.

4.1 Title

4.2 Other title

Chapter 5

Detailed Design and Implementation

Together with the previous chapter takes about 60% of the paper.

The purpose of this chapter is to document the developed application such a way that it can be maintained and developed later. A reader should be able (from what you have written here) to identify the main functions of the application.

The chapter should contain (but not limited to):

- a general application sketch/scheme,
- a description of every component implemented, at module level,
- class diagrams, important classes and methods from key classes.

Chapter 6

Testing and Validation

About 5% of the paper

6.1 Title

6.2 Other title

Chapter 7

User's manual

In the installation description section you should detail the hardware and software resources needed for installing and running the application, and a step by step description of how your application can be deployed/installed. An administrator should be able to perform the installation/deployment based on your instructions.

In the user manual section you describe how to use the application from the point of view of a user with no inside technical information; this should be done with screen shots and a stepwise explanation of the interaction. Based on user's manual, a person should be able to use your product.

7.1 Title

7.2 Other title

Chapter 8

Conclusions

About. 5% of the whole
Here your write:

- a summary of your contributions/achievements,
- a critical analysis of the achieved results,
- a description of the possibilities of improving/further development.

8.1 Title

8.2 Other title

Bibliography

- [1] 2019. [Online]. Available: <https://www.etymonline.com/search?q=virtual>
- [2] A. Artaud, *The Theatre and its Double*, 1938.

Appendix A

Relevant code

```
/** Maps are easy to use in Scala. */
object Maps {
  val colors = Map("red" -> 0xFF0000,
                   "turquoise" -> 0x00FFFF,
                   "black" -> 0x000000,
                   "orange" -> 0xFF8040,
                   "brown" -> 0x804000)

  def main(args: Array[String]) {
    for (name <- args) println(
      colors.get(name) match {
        case Some(code) =>
          name + " has code: " + code
        case None =>
          "Unknown color: " + name
      }
    )
  }
}
```

Appendix B

Other relevant information
(demonstrations, etc.)

Appendix C

Published papers