

Mentored by the Advanced Visualization Laboratory

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### **Project Objective**

Researching Hand Tracking and 3D Gesture Recognition with the Leap Motion device.

Integrating 3D Gesture Recognition, Voice Recognition and Voice feedback into Virtual Director to create a more interesting and immersive experience for interacting with 3D Visualizations.

## **Approach**

- Designing Gesture Recognition protocol using the Leap Motion Device
- Designing multi-client server model for allowing multiple devices to interact with 3D display.
- Creating web application for interacting with Virtual Director
- Adding Speech Recognition and voice feedback to make the experience more interactive.
- Adding in dynamic configuration of voice and commands and audio feedback

#### Status

- Developed fully integrated nodejs framework for 3D Hand Tracking and support for multiple gestures using a web-based application
- Support added for Google Speech Recognition and Google Text to Speech for audio feedback
- Server Client framework revamped to add support for multiple users.
- Added dynamic configuration of Virtual Director Voice commands and Speech Feedback using Google Spreadsheets
- Built Flight simulation demonstration using Oculus Rift and Leap Motion with Colter Wehmeier



Web-based framework for issuing Speech Commands



Multiple Leap Motion devices interacting with Virtual Director

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Void Command Speach Command Vider Command

1 State designing

2 State designing

3 State designing

3 State designing

4 State designing

5 State designing

5 State designing

6 State designing

7 State designing

7 State designing

7 State designing

7 State designing

8 State design

CHECK OUT THE LIVE DEMO IN 1005!!

Dynamic Configuration Tool for changing Voice Commands and Audio feedback

#### **Questions**

- How does the Leap Motion device compare with other products out there?
- What are future applications for VR using Leap Motion and other tracking devices out there?
- What are the possibilities of using Leap in arenas other than VR?