ABSTRACT

TITLE: AIR CANVAS

An **Air Canvas** is a digital system that allows users to draw in the air using hand gestures or movements. The system allows users to create drawings and annotations in a virtual space, using their hands as the brush. This is achieved through a camera that captures the motion of the user’s finger movements, which are then translated into strokes on a digital canvas.

The project employs Python-OpenCV for image processing and MediaPipe for precise hand tracking, ensuring real-time responsiveness and accuracy. The Air Canvas is designed to be intuitive, allowing for a seamless transition from physical to digital art creation. It also offers the flexibility to change brush sizes, colors, providing a versatile platform for users to express their creativity.

The Air Canvas aims to revolutionize the way we interact with computers, offering a more natural and engaging method of input for drawing and annotation tasks. It holds potential applications in education, design, and entertainment, making digital art more accessible and enjoyable for all.