

Handwriting and Gestures in the Air, Recognizing on the Fly

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1. Introduction

Handwriting recognition is traditionally divided into offline and online recognition.



Sample input stream of points

We present the idea of doing online recognition of letters in a realtime stream of 3D finger data.

2. Obtaining Data

We are using the LEAP Motion, a commercial computer vision device, to obtain the data. It is a small hardware device with two cameras that tracks the location of fingers and other hand data



Image of LEAP Motion

3. Experiment