

Project: Human Computer Interaction using Computer Vision Technique

CS323-Computer Vision

by

[SHUBHAM SONI] (Roll No. CS22B1053)

Submitted to-Dr.Dubacharla Gyaneshwar

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Abstract

This project aims to develop a **touchless hand gesture-based control system** that enables users to interact with their computers without touching any device. Using a webcam and **MediaPipe**-based hand tracking, the system detects specific gestures to control mouse movements, perform right clicks, and scroll up or down in real time. This system introduces a hygienic and innovative way to interact with computers, promoting safer, more intuitive interactions.

Introduction

As we move towards more natural ways of interacting with computers, touchless and gesture-based systems are gaining attention. In this project, a **real-time hand gesture recognition system** is developed using **MediaPipe**, **OpenCV**, and **PyAutoGUI** to control mouse functions.

The system can:

- Move the mouse cursor
- Perform a right-click
- Scroll up
- Scroll down

All by recognizing specific hand gestures in front of a webcam.

Problem Statement

Traditional computer interaction relies heavily on physical devices such as a mouse, keyboard, or touch screen, which can be inconvenient and unsanitary. Especially in public places or during pandemics, **contactless interaction methods** become critical. This project addresses this by providing a **camera-based touchless control** system using simple hand gestures.

Objectives

Develop a contactless computer interaction system.

- Use computer vision techniques to track hand landmarks.
- Implement real-time mouse control based on hand gestures.
- Achieve reasonable gesture recognition accuracy.

Tools and Technologies Used

| Tool/Technology | Purpose |
|-----------------|--------------------------------------|
| | |
| Python | Programming Language |
| | |
| OpenCV | Image Processing and Webcam Input |
| | |
| MediaPipe | Hand Tracking and Landmark Detection |
| | |
| PyAutoGUI | Mouse Movement and Click Simulation |
| _ | |
| Math | Distance Calculations |
| | |
| Time | Delay and Event Timing Control |

Methodology

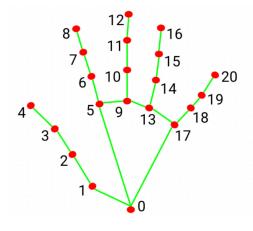
The system workflow can be divided into the following steps:

1. Webcam Initialization:

Capture live video feed using OpenCV.

2. Hand Tracking Setup:

Initialize MediaPipe's Hand module to detect hand landmarks.



- 0. WRIST
- 1. THUMB_CMC
- 2. THUMB_MCP
- 3. THUMB_IP
- 4. THUMB_TIP
- 5. INDEX_FINGER_MCP
- 6. INDEX_FINGER_PIP
- 7. INDEX_FINGER_DIP
- 8. INDEX_FINGER_TIP
- 9. MIDDLE_FINGER_MCP
- 10. MIDDLE_FINGER_PIP

- 11. MIDDLE_FINGER_DIP
- 12. MIDDLE_FINGER_TIP
- 13. RING_FINGER_MCP
- 14. RING_FINGER_PIP
- 15. RING_FINGER_DIP 16. RING_FINGER_TIP
- 17. PINKY_MCP
- 18. PINKY_PIP
- 19. PINKY_DIP
- 20. PINKY_TIP

3. Gesture Detection:

Move Mouse:

If the index and middle fingers are close together, control the cursor position.

Right Click:

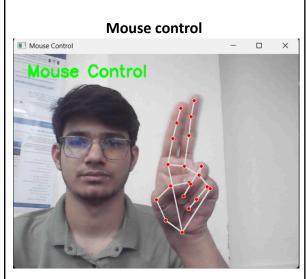
If the **thumb and index finger** are close, trigger a right-click.

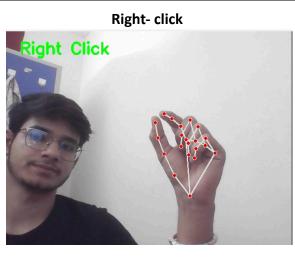
Scroll Up:

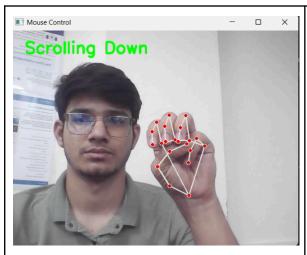
If three fingers (index, middle, ring) are up, scroll up.

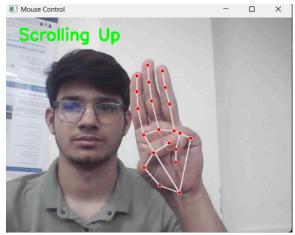
O Scroll Down:

If all fingers are closed (fist), scroll down.









4. Mouse Action Simulation:

Use PyAutoGUI to move the cursor, perform clicks, and scrolling based on detected gestures.

5. Feedback Display:

Display the current action (like "Mouse Control", "Scrolling Up", etc.) on the webcam feed.

6. **Gesture Performance Report**:

At the end of the session, the system prints the detection and success rate for each gesture.

Results

Gesture Accuracy Report:

| Gesture | Accuracy |
|-------------|----------|
| Right Click | 40% |
| Scroll Up | 100% |
| Scroll Down | 100% |

```
--- Gesture Accuracy Report ---
                                         --- Gesture Accuracy Report ---
Right Click:
                                        Right Click:
  Detected: 64
                                          Detected: 8
  Performed: 18
                                          Performed: 4
  Accuracy: 28.12%
                                          Accuracy: 50.00%
Scroll Up:
                                        Scroll Up:
 Detected: 57
                                          Detected: 25
 Performed: 57
                                          Performed: 25
  Accuracy: 100.00%
                                          Accuracy: 100.00%
Scroll Down:
                                        Scroll Down:
  Detected: 67
                                          Detected: 31
  Performed: 67
                                          Performed: 31
  Accuracy: 100.00%
                                           Accuracy: 100.00%
 --- Gesture Accuracy Report
                                      --- Gesture Accuracy Report ---
Right Click:
                                      Right Click:
  Detected: 19
                                        Detected: 90
  Performed: 8
                                        Performed: 23
  Accuracy: 42.11%
                                        Accuracy: 25.56%
Scroll Up:
                                      Scroll Up:
  Detected: 20
                                        Detected: 87
  Performed: 20
                                        Performed: 87
  Accuracy: 100.00%
                                        Accuracy: 100.00%
Scroll Down:
  Detected: 61
                                      Scroll Down:
  Performed: 61
                                        Detected: 52
                                        Performed: 52
  Accuracy: 100.00%
```

Conclusion

This project successfully demonstrates a **contactless mouse control system** using **computer vision Techniques**. Real-time detection of hand gestures enables users to interact with their system efficiently. The system achieves high accuracy for scrolling gestures but has some challenges in right-click detection, suggesting areas for improvement.

Accuracy: 100.00%

Future Scope

- Improve right-click detection accuracy with better landmark analysis or machine learning models.
- Add support for additional gestures like drag-and-drop, double-click, zoom in/out.
- Extend the system for **gesture-controlled games** or **robot control**.
- Make it platform-independent and integrate with mobile devices.

References

- MediaPipe Documentation: https://mediapipe.readthedocs.io/en/latest/solutions/hands.html
- OpenCV Documentation: https://docs.opencv.org/4.x/index.html
- PyAutoGUI Documentation: https://pyautogui.readthedocs.io/en/latest/index.html