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# Interacting with Objects in the Environment by Gaze and Hand Gestures

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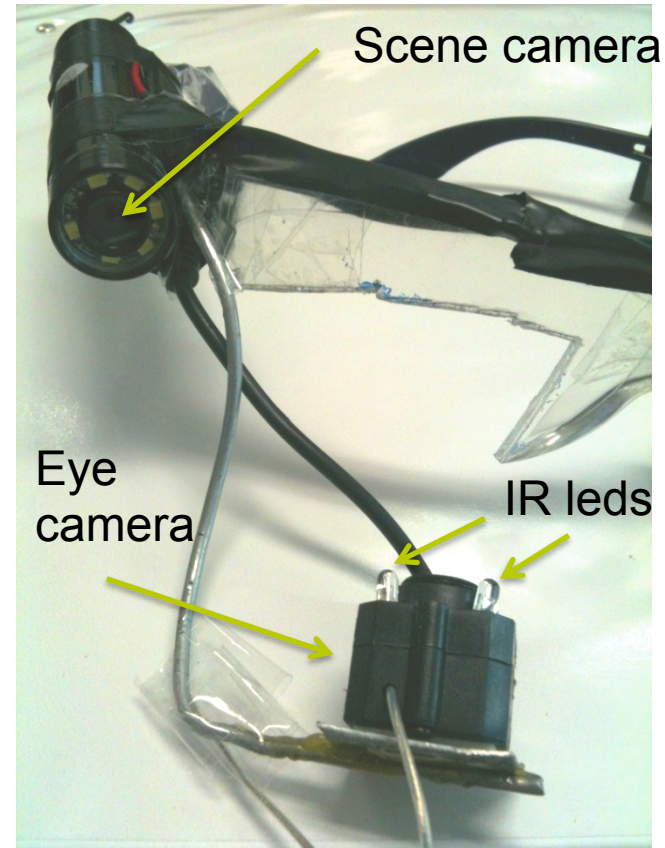
13/08/2013



# Hardware

## Prototype glasses

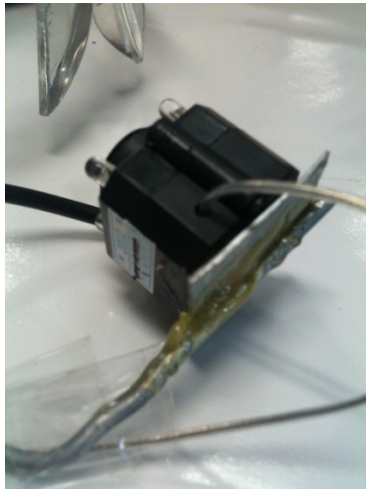
- Cameras
- Safety glasses
- Mounting
- Distributing weight



# Hardware

## Prototype glasses

- Steel wire
- Structural integrity
- Relocation of battery



# Software – Eye tracking

## Overview



Engu

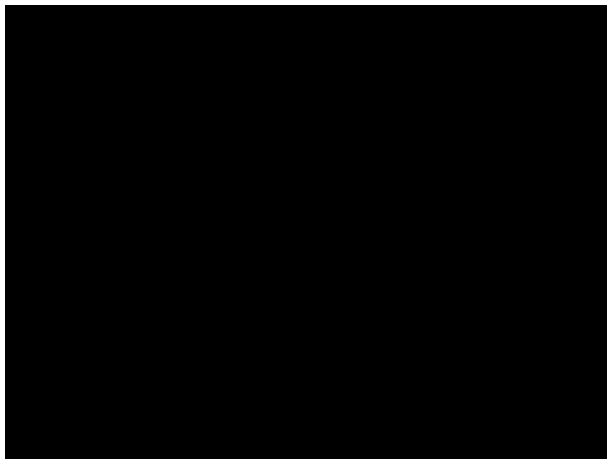
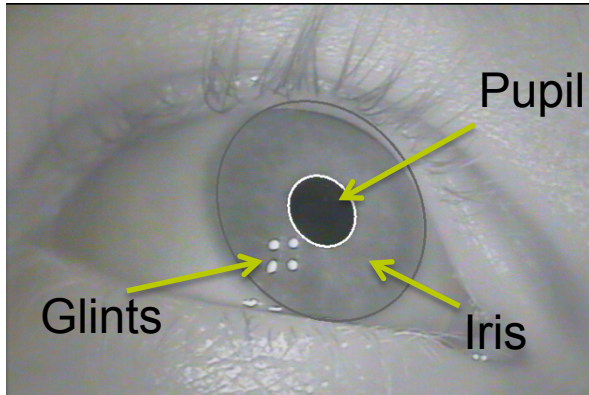


- Developer: Diako Mardanbegi



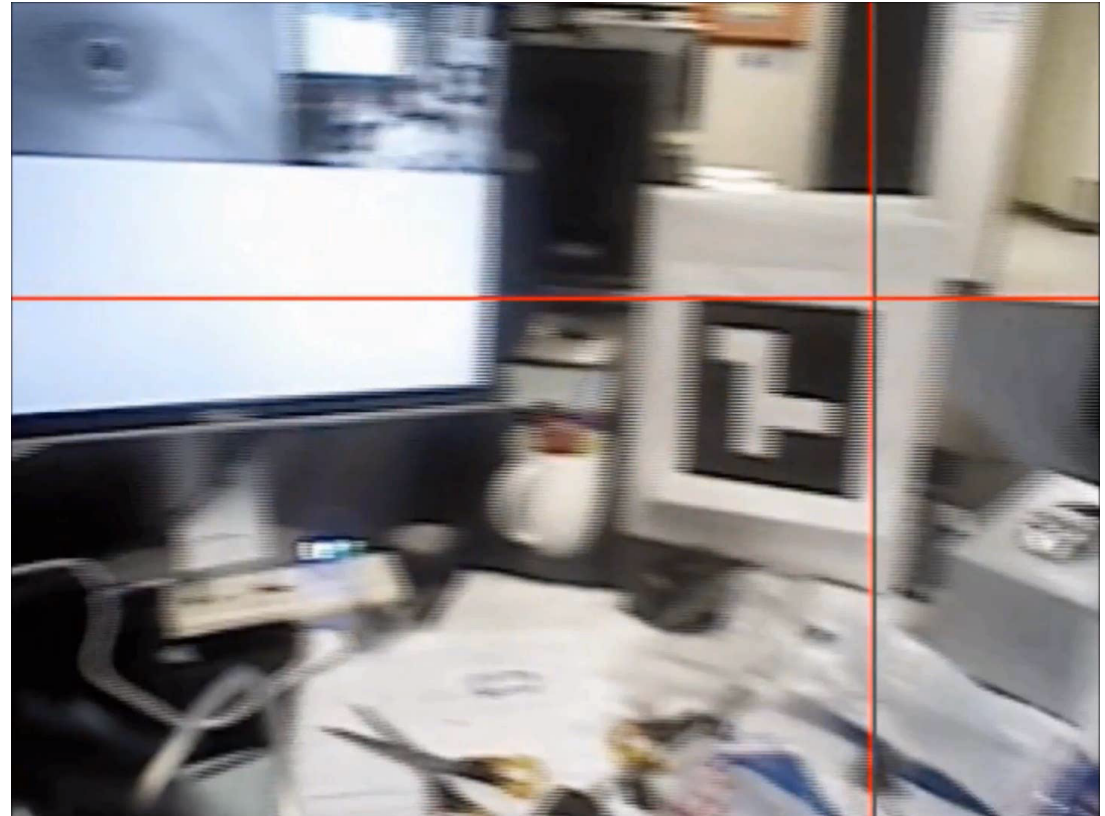
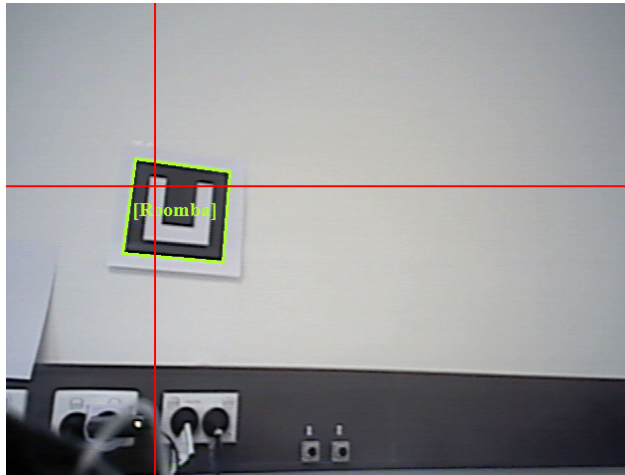
# Software – Eye tracking

## How it does it work?



# Software – Eye tracking


## How it does it work?



# Software – Hand recognition

## Is the hand there?

- Threshold
  - YCrCb
  - HSV
- Morphological operations
- Largest contour

Hand detection  

Cb Max  Cr Max

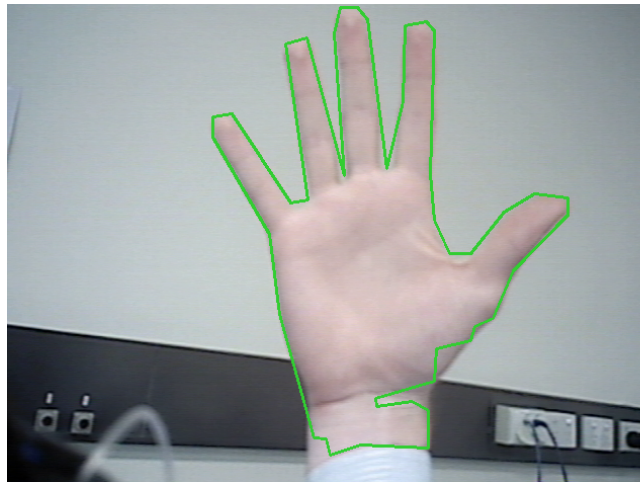
Cb Min  Cr Min

Skin

Colour

Hue Max  Sat Max

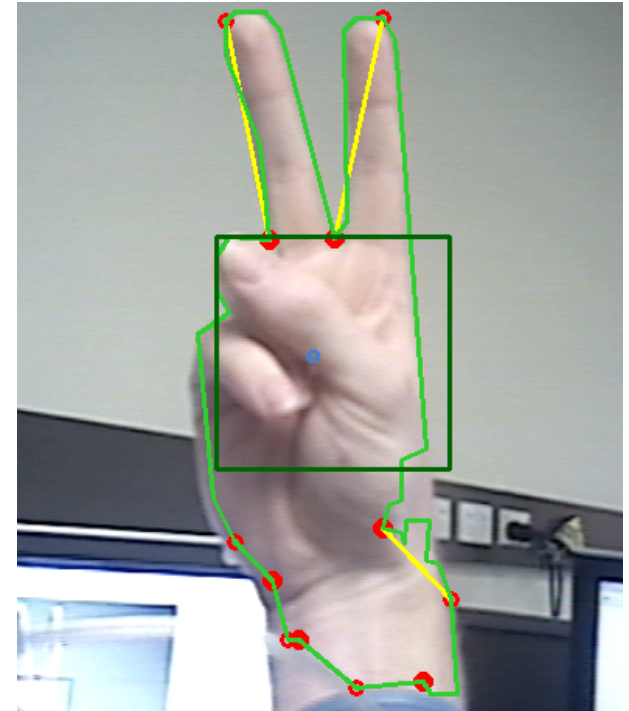
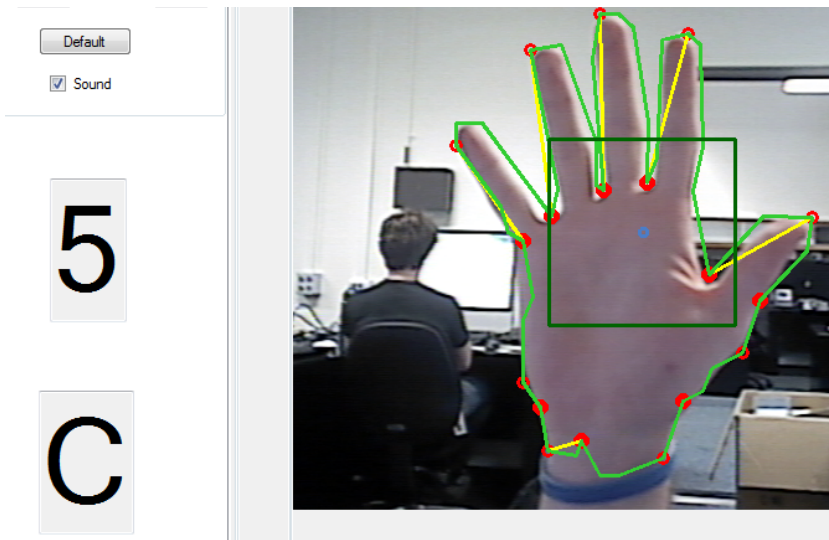
Hue Min  Sat Min



# Software – Hand recognition

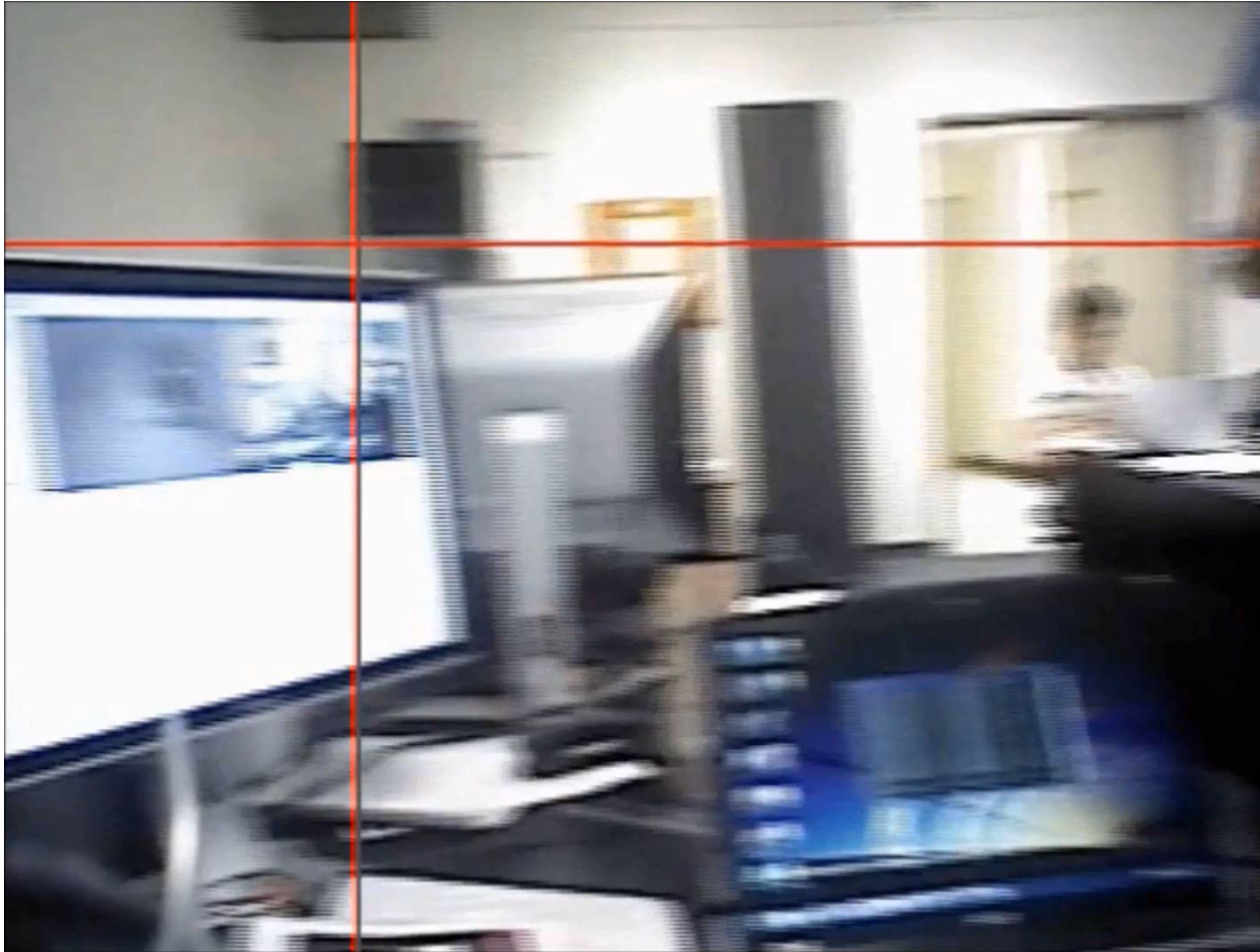
## How many fingers is it holding up?

- Convex hull
- Convexity defects
- Characteristics of a finger



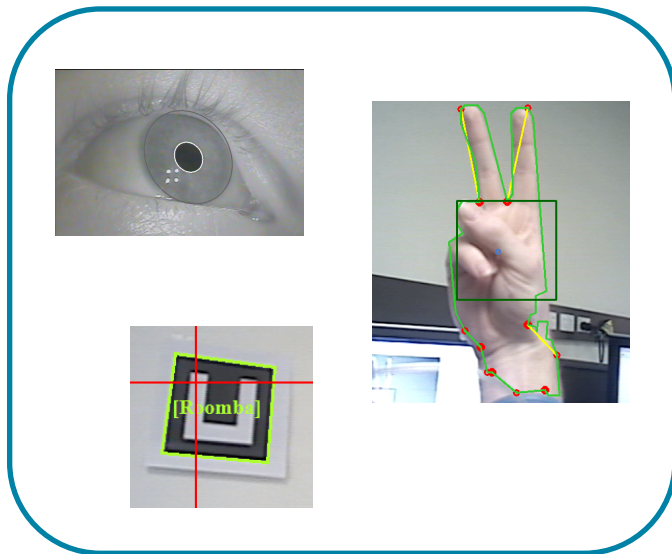


# Software – Hand gesture recognition

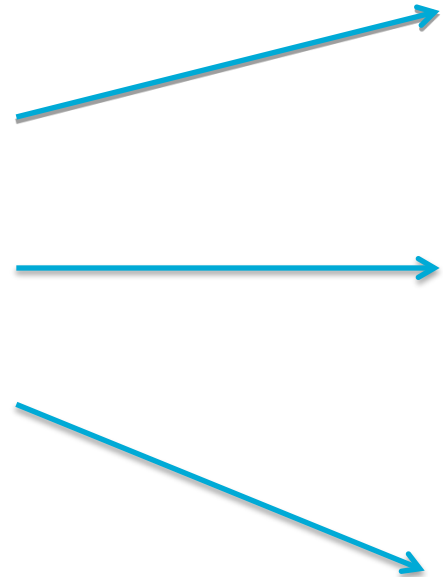


# Implementation

## Server



## Clients



# Video



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# Thank you

