REVOLUTIONIZING INTERACTION VIA GESTURE-DRIVEN WHITEBOARD TECHNOLOGY

[1]Nivedhitha Biju, [2]Raman Kumar, [3]Shehjas Bin Shaji , [4]Suhaib Akther S, [5]Satheesh Kumar D

[1,2,3,4] Department of Computer Science and Engineering, Hindusthan College of Engineering and Technology Coimbatore, India,

20104129@hicet.ac.in, 20104147@hicet.ac.in, 20104158@hicet.ac.in, 20104167@hicet.ac.in

[5]Associate Professor, Department of Computer Science and Engineering, Hindusthan College of Engineering and Technology Coimbatore, India, satheeshkumar.cse@hicet.ac.in

Abstract

This is an innovative approach towards gesture-controlled whiteboard systems, harnessing the power of open-source libraries. The system enables users to interact witha virtual whiteboard through accurate tracking and interpretation of finger movements captured by a camera. By leveraging computer vision techniques, the implementation involves real-time hand detection, hand landmark estimation, and efficient data processing. The system aims to extend beyond conventional writing methods, offering a contemporary means of communication and transcends standard typing and writing practices, opening up new avenues for interaction. The system highlights the potential societal impact, by providing an alternative method of communication, thereby enhancing their overall quality of life and contributes to the evolving landscape of human-computer interaction, showcasing the versatility ofgesture-controlled systems in improving communication accessibility.

Keywords— *Data Processing, Handmark Estimation, Computer Vision algorithms, MediaPipe, OpenCV.*

I. INTRODUCTION

Virtual Air Canvas is a innovative project that's changing the way we interact with virtual spaces. Imagine being able to draw and create in a digital world using just your hands – that's what this innovative system offers. It breaks free fromtraditional methods, letting users express their ideas with the natural movements oftheir hands. Forget static interfaces – with Virtual Air Canvas, creativity flows seamlessly through hand gestures, making communication in virtual spaces intuitive andimmersive. What makes Virtual Air Canvas special is its precision. It doesn't just recognize gestures; it carefully tracks the movement of your fingertips, allowing for detailed and nuanced digital creations. Powered by cutting-edge technologies like OpenCV and MediaPipe, it accurately interprets hand gestures and tracks finger movements, making the experience remarkably realistic. The system intricately tracks fingertip movements, allowing users to intricately craft their digital masterpieces with precision and nuance. This level of detail not only enhances the artistic potential of the platform but also opens up new avenues for precise control and manipulation within the virtual space .Powered by cutting-edge technologies, Virtual Air Canvas leverages the capabilities of OpenCVand MediaPipe. OpenCV, a widely-used computer vision library, enables the systemto interpret and respond to the user's hand gestures with remarkable accuracy. Complementing this, Media Pipe technology facilitates the tracking of finger movements,ensuring a seamless and natural extension of the user's intentions into the digital canvas.

II. LITERATURE REVIEW

I. Taiki Watanabe, Md. Maniruzzaman, Si-Woong Jang, and Jungpil Shin [1],delve into the exploration of air-writing as a form of human-computer interaction, a topic gaining significant attention in recent research. The focus is on gesture recognition, a crucial aspect of air-writing, which serves as a bridge between intuitive communication and technological interfaces.

II. Saez-Mingorance, Mendez-Gomez, Mauro, Castillo Morales, Pegalajar Cuel- lar, and Morales-Santos [2], address the dynamic landscape of human-computer interaction, emphasizing the integration of natural communication interfaces. They focus on air-writing, a compelling application where users articulate characters through hand movements in free space.

III. Chen.H, Ballal.T, Muqaibel.A.H, Zhang.X, and Al-Naffouri.T.Y [3], intro- duce an innovative tools for human-machine interaction has garnered increasing attention in recent literature. These systems offer a unique approach to representing instructions through letters or digits written in the air, opening avenues for natural and intuitive communication with machines. Various technologies have been proposed to realize air-writing systems, each with its distinct advantages and challenges.

IV. Tomer Yanay,and Erez Shmueli [4], introduce approach of enabling users tohand-write in the air using off-the-shelf smart-bands represents a significant stride in the evolution of human-computer interaction. Existing studies in the realm of air-writing recognition have often relied on specialized devices, introducing extra devices and imposing limitations on the naturalness of the writing process

V. Grigoris Bastas and Kosmas Kritsis [5], present a noteworthy advancement in human-computer interaction by enabling air-writing with off-the-shelf smart-bands,diverging from traditional reliance on specialized devices. The innovation lies incapturing motion signals through a smart-band worn by the user, eliminating the need for additional devices

VI. Alam, Kwon, Md Imtiaz, Hossain, Kang, and Kim [6], introduce the TARNet architecture for air-writing recognition, where CNN and LSTM play distinct roles asa feature generator and recognizer, respectively. The network utilizes 1-dimensional separable convolution to extract local contextual features from low-level trajectory data, followed by LSTM to capture high-level dependencies.

VII. Garima Joshi, Anu Gaur, Sheenu [8], introduces a method for recognizing Indian Sign Language (ISL) using a Histograms of Orientation Gradient (HOG) basedfeature vector in a Sign Language Recognition System (SLRS). HOG is chosen be-cause it doesn’t depend on segmentation, making it suitable for this task. The goal is to help hearing-impaired individuals become more self-reliant in the workplace.

VIII. Jungpil Shin, Akitaka Matsuoka, Md. Al Mehedi Hasan, and Azmain YakinSrizon [9], introduces sign language recognition to help the deaf and hard of hear- ing communicate using technology.

III. PROBLEM AND EXISTING SYSTEM

A. The existing system incorporates computer vision and gesture recognition techniques to enable markerless virtual whiteboard writing. The system leverages OpenCV for hand detection, MediaPipe for landmark estimation, and NumPy for data processing. These technologies work in tandem to create a responsive and ac- curate framework for tracking finger movements in a virtual space.

B. Specifically, OpenCV is employed for detecting and identifying the positionof hands, while MediaPipe assists in estimating landmarks or key points on the hand,allowing for detailed tracking. NumPy, a powerful numerical computing library in Python, plays a role in processing the data generated by these components, facilitat-ing seamless integration into the overall system.

C. Focusing on the fingertip detection and trajectory display aspects, the systemutilizes Python, OpenCV, and Convolutional Neural Networks (CNN). Python servesas the programming language, offering flexibility and ease of integration. OpenCV is utilized for precise fingertip detection, and CNNs contribute to accurate gesturerecognition, allowing users to express their ideas in a virtual space with high fidelity.Comparatively, in virtual reality (VR) systems like Oculus Quest, hand controllers are commonly used for immersive interaction by tracking hand gestures.

D. These controllers provide a tangible input method in the physical world that translates to virtual actions. In contrast, the Virtual Air Canvas aims to create a more natural and markerless interaction by directly tracking finger movements without the need for additional hardware, providing users with a more intuitive and fluid drawing experience in the virtual environment. The combination of computer visiontechnologies and Python-based frameworks

E. To achieve real-time hand detection on mobile devices, our approach in- volves a specialized single-shot detector model inspired by MediaPipe Face Mesh. Given the challenges in detecting hands of varying sizes and dealing with occlusion,we train a palm detector instead of a hand detector.

IV. SYSTEM ARCHITECTURE

Hand gesture tracking and recognition are handled by the MediaPipe framework, and computer vision is handled by the OpenCV package. The OpenCV library handles computer vision, while the MediaPipe framework handles hand motion tracking and recognition. Using principles from machine learning, the application tracks and identifies hand movements and advice. Initially, it employs a webcam to capture images and a hand tracking module to recognize hand landmarks. Hand gesture recognition is aided by these landmarks. The detected movements can then be used for various activities, such as cleaning the canvas or changing colors. Different coloured lines are drawn on the canvas according to the recognized gestures. Moreover, a method for recognizing certain gestures—perhaps with the aid of a machine learning model—enables more complex interactions.

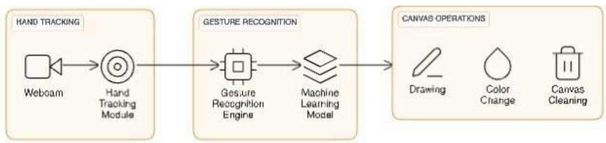

Fig. 1. Block Diagram of system.

MediaPipe: The hand tracking procedure makes use of the mediapipe. This library offers simple APIs and proven machine learning models for a range of computer vision tasks, such as hand tracking. Using mediapipe, the system can accurately detect and track human hands in an image or video stream.
Open CV: OpenCV (cv2) is used for a range of computer vision tasks, such as image processing, hand gesture detection, and hand tracking. The process of implementation involves several steps: The initial step is to prepare the camera (cap) for live video frame recording. OpenCV is used to record and process each frame. Hand tracking is done with the Hand Tracking Module, which is most likely a custom module made with OpenCV and Mediapipe. This module tracks and recognizes hands in the video feed to enable further hand gesture analysis.
Numpy: NumPy (np) is a package that performs various numerical calculations. To draw on the canvas, different colored points are initialized into NumPy arrays. Because these arrays are built as deques, they effectively record the coordinates of dots rendered in each color. When the maximum length of the deque is reached, the old points are removed, and new points are added to the arrays representing the various colors as the program runs. Drawing points are updated constantly as a result, and memory is not utilized excessively.
Tensorflow and Keras : The program loads a pretrained machine learning model using Keras and TensorFlow. This model was probably taught to recognize written letters or hand gestures. The application utilizes the loaded model to forecast the input data. In this case, it's most likely classifying hand gestures or figures drawn on the painting.
OCR: When optical character recognition (OCR) is included into the process of creating digital art, character recognition is transformed. By carefully recognizing and extracting individual letters from continuous hand-drawn movements using OCR, WE increase accuracy and dependability.

V. ARCHITECTURE DIAGRAM

A block diagram shows the architecture of the whiteboard technology

I. Block diagram:

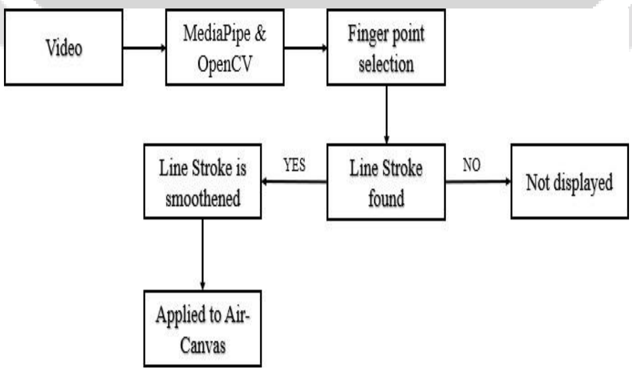

Fig. 2. Block Diagram of system.

VI. IMPLEMENTATION AND DEPLOYMENT

The platform required thorough integration of media pipe, open cv, numpy, tensor flow and ocr . Each technology had an important part in shaping. Enhancing the platform's functionality and providing a smooth user experience.

Hand recognition System:

The virtual air canvas program, a manifestation of this collective processing, empowers, users to write, change, color, diagrams, and actively engage with a virtual canvas. The continuous loop of capturing , processing, and updating ensures a fluid and responsive experience ,culminating in a visually captivating environment. As users immerse themselves in the creative process, the system dynamically, their actions, allowing for a seamless integration of the physical and virtual realms.

The camera used in the virtual Aircanvas:

The Virtual air canvas system relies on the frames captured by the webcamof a laptop or PC. To initiate the recording process, a video capture object is createdusing the OpenCV computer vision package. The camera begins recording video, and the frames are transmitted to the virtual AI system for further processing. The system utilizes the received frames to generate a digital canvas, where the user can interact and draw using hand gestures.

Acquiring and analyzing video data:

The virtual air canvas system utilizes the webcam and captures every frameof the video until the application is terminated. The code accompanying the sys- tem converts the color format of the video frames from BGR to RGB to enable the detection of hands in each frame of the video. This process is carried out on a frame-by-frame basis, allowing for accurate detection of hand movements throughout the entire duration of the video.

Identification of finger positioning and associated action execution:

With the help of MediaPipe, we can identify the tip identity of a particular finger and determine the coordinates of the fingers that are raised, as demonstrated in Figure 6. This information is then used to detect which finger is lifted and to execute the corresponding mouse function accordingly. By analyzing the position ofthe fingers in each frame, the system can accurately identify the finger movements and take appropriate actions in real-time.

For the mouse to perform action:

The computer system utilizes the input Python module to implement a program that enables it to recognize specific hand gestures. In this program, the computer is programmed to execute a right mouse button click if the tip ID of the middle fin- ger is 2 and the tip ID of the index finger is 1, and both of these fingers are raised. Moreover, the program also checks if the distance between these two fingers is lessthan 40 pixels before triggering the right mouse button click action. By incorporating these parameters, the system can accurately identify the intended gesture andrespond appropriately.

VII. RESULTS AND DISCUSSION

1) The project has resulted in the successful development and implementation of a gesture-driven whiteboard system. This system allows users to interact with digital content using natural hand gestures, revolutionizing traditional whiteboard technology. Through extensive functional testing, the system has been proven to accurately interpret and respond to various gestures, including drawing, erasing, selecting, and navigating. Users can seamlessly interact with the whiteboard, facilitating collaboration and creativity.

2) Performance testing has demonstrated that the system performs admirably under different load conditions. It exhibits minimal latency between gesture input and system response, ensuring real-time interaction. Resource utilization metrics indicate efficient use of CPU, memory, and network bandwidth. Usability testing has revealed that the system offers an intuitive interface, with users finding it easy to learn and navigate. Gesture tutorials and accessibility features have contributed to a positive user experience, resulting in high levels of satisfaction among users.

3) Compatibility testing has confirmed that the system is compatible with various hardware, software, and environments. It seamlessly integrates with different display technologies, operating systems, and input devices commonly used for whiteboards. Security testing has identified and addressed minor vulnerabilities, ensuring the integrity and privacy of user data. Encryption protocols, secure data transmission mechanisms, and access controls provide adequate protection against unauthorized usage.

4) In the development of the Open Hand Whiteboard project, paramount attention has been paid to fortifying its security measures. Through rigorous assessment and implementation, the project ensures that sensitive data and user interactions are shielded from potential threats. Robust encryption protocols have been employed to protect data transmission, guaranteeing confidentiality and integrity.

5) Access controls are strategically devised, allowing for precise delineation of user permissions and roles to prevent unauthorized entry. Multi-factor authentication mechanisms bolster user verification, enhancing overall system security. Furthermore, proactive measures such as session management and continuous security patch updates bolster the system's

resilience against emerging vulnerabilities. Comprehensive security awareness training and an agile incident response plan further reinforce the project's defense posture, ensuring readiness to address and mitigate security incidents swiftly. In essence, the security architecture of the Open Hand Whiteboard project stands as a testament to its commitment to safeguarding user data and upholding the integrity of interactions within the system**.** By implementing encryption protocols, access controls, and multi-factor authentication mechanisms, the project establishes strong defenses against unauthorized access and data breaches. Overall, the results of the Open Hand Whiteboard project indicate a successful endeavour in delivering a robust, user-friendly, and secure gesture-driven whiteboard solution. The project promises to empower users with new possibilities for collaboration, creativity, and productivity in various domains.

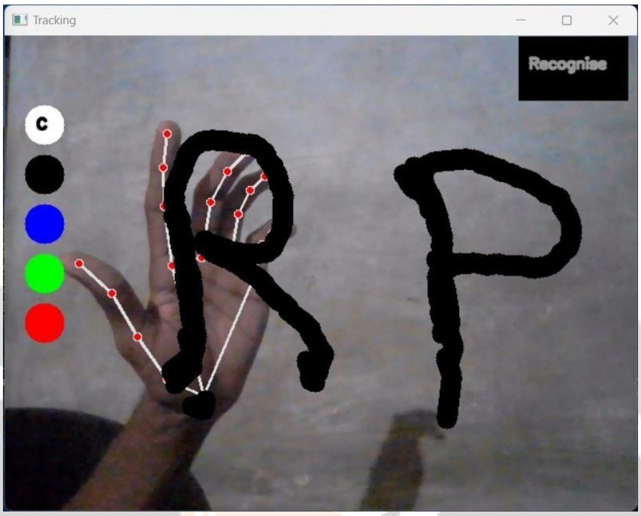

Fig. 3. Capturing video using the webcam.

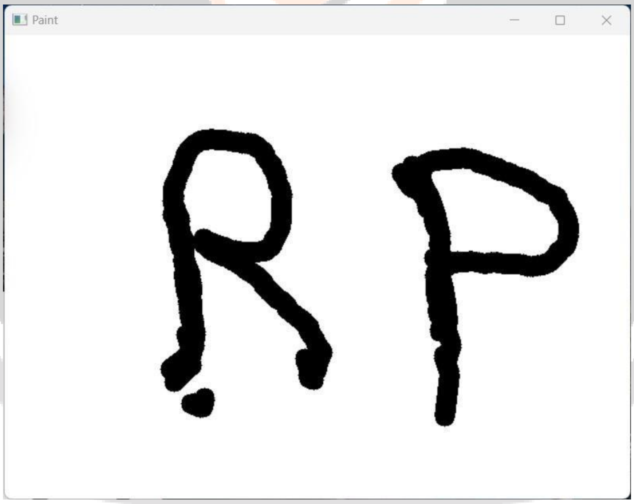

Fig. 4. Performing an action

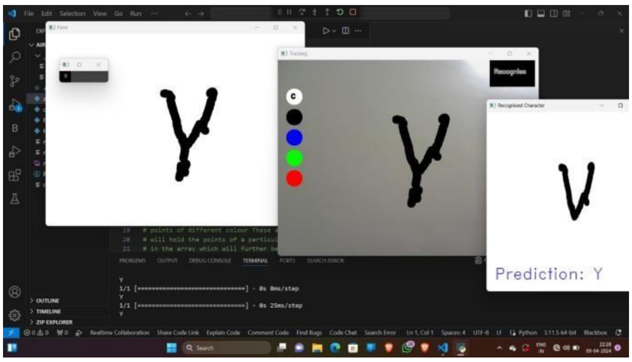

Fig. 5. Performing an action

VIII. CONCLUSION

The virtual air canvas is a groundbreaking initiative poised to transform thelandscape of innovation, communication, and productivity. At its core, this innovative platform is designed to evolve alongside user needs, offering an immersive andhands-free experience that redefines online collaboration. One of the key strengths ofthe Mark Air project lies in its ability to shape the future of online collaboration. Ina world where remote work, this platform emerges as a catalyst for positive change. By providing a seamless and dynamic virtual whiteboarding experience, Mark Air transcends traditional methodsof collaboration, offering users an interactive space where ideas can flow freely. The platform is not merely a tool; it represents a paradigm shift in how we approach virtual collaboration. It opens the door to limitless possibilities, empowering individuals and teams to express themselves creatively and collaboratively.

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