

Sixth sense technology

Technology



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BUSTER**

The concept was further developed by Prang Misery, while he was also a student at the MIT Media Lab. Misery is now a team leader in Samsung Electronics Silicon Valley office. Contents [hide] * 1 Construction and workings * 2 Example applications * 3 Cost and license 4 References * 5 External links Construction and workings[edit source | editable]

Steve Mann and Prang Misery with their camera+projector pendants The Sixteenths technology contain a pocket projector, a mirror and a camera contained in a pendant- like, wearable device. Both the projector the camera and sensors are connected to a mobile computing device in the users pocket. The projector projects visual information enabling surfaces, walls and physical objects around us to be used as interfaces; while the camera recognizes and tracks users' hand gestures and physical objects using computer-vision based techniques.] The software program processes the video stream data captured by the camera and tracks the locations of the colored markers (visual tracking fiducially) at the tips of the users fingers. The movements and arrangements of these fiducially are interpreted into gestures that act as interaction instructions for the projected application interfaces. Sixteenths supports multi-touch and multi-user interaction. ? ? Example applications[idle source | editable] Augmented reality newspaper. The Sixteenths prototype contains a number of demonstration applications.

The map application lets the user navigate a map displayed on a nearby surface using hand gestures to zoom and pan * The drawing application lets the user draw on any surface by tracking the fingertip movements of the user's index finger. * Sixteenths also implements augmented reality; projecting information onto objects the user interacts with. For example a <https://assignbuster.com/sixth-sense-technology/>

paper newspaper can be augmented with projected dynamic live information. Gestures camera. The system recognizes a user's free hand gestures as well as icons/symbols drawn in the air with the index finger, for example: * A 'framing' gesture takes a picture of the scene.

The user can stop by any surface or wall and flick through the photos he/ application while an '@' symbol lets the user check his mail. * The gesture of drawing a circle on the user's wrist projects an analog watch. [3] Cost and license[edit source | editable] Sixteenths prototypes cost approximately \$350 to build (not including the computer), the main cost being the micro-projector. Misery had announced in Novo 2009 that the source code will be released with an open source license.