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Hand Gesture Control With Opencv Using Computer Vision And Mediapipe For Gesture Recognition

[1]Priya Landge, [2]Vivek Patel, [3]Ashlesha More, [4] Devesh Shetty, [5] Renuka Nagpure

[1]Student, [2]Student, [3]Student, [4] Student, [5] Professor

[1]Information Technology, Engineering

[1]Atharva College of Engineering, Mumbai, India.

Abstract: This project proposes a gesture-controlled system for PowerPoint presentations, aimed at improving the user experience by enabling hands-free control and addressing the limitations of traditional methods such as keyboards, mice, or remote clickers. These conventional tools can disrupt the natural flow of a presentation and are often inaccessible for individuals with physical disabilities. The system is designed to be highly adaptable, functioning effectively in diverse environments with varying lighting conditions, backgrounds, and camera distances. In conclusion, this project aims to enhance the presentation experience by providing a natural, hands-free method for controlling slides, fostering better presenter flow, and increasing audience engagement. By utilizing OpenCV and MediaPipe, the system delivers an innovative, accessible, and scalable approach to bringing gesture recognition technology into mainstream presentation environments.

Keywords -Gesture recognition, PowerPoint, OpenCV, Media-Pipe, Presentation control, Hand tracking, Real-time processing, User interface, Accessibility, Cost-effective, Multimedia control, Automation , Customization, Intuitive interaction, Physical disabilities, Slide navigation, Educational technology,Machine learning

I. Introduction

Traditional methods of interacting with presentation software, such as keyboards, mice, or remote clickers, often disrupt the natural flow of presentations and can be inaccessible to individuals with physical disabilities. Advances in computer vision and machine learning now enable hands-free control through gesture recognition. This paper introduces a system leveraging OpenCV and MediaPipe to provide a seamless, intuitive method for navigating slides and interacting with multimedia content.

Gesture-based control offers a natural and efficient alternative, allowing presenters to focus on content delivery and audience engagement without handling physical devices. By integrating OpenCV's image processing with MediaPipe's robust hand-tracking capabilities, this system addresses the need for accessible, touchless, and scalable presentation control.

II. RELATED WORKS

Existing gesture-controlled systems include:
Microsoft Kinect: A depth-sensing device for tracking body movements, requiring specialized hardware.[1]
Leap Motion: An infrared sensor for 3D hand tracking, offering precise control but requiring additional devices.[2]
Myo Armband : wearable device that detects muscle activity for gesture-based control.[7]
Google Soli: A radar-based gesture recognition technology.[6]

While effective, these systems often rely on expensive hardware, limiting their accessibility. In contrast, the proposed system uses standard webcams and open-source libraries, making it more cost-effective and adaptable.

III. FRAMEWORK

A. BOCK DIAGRAM

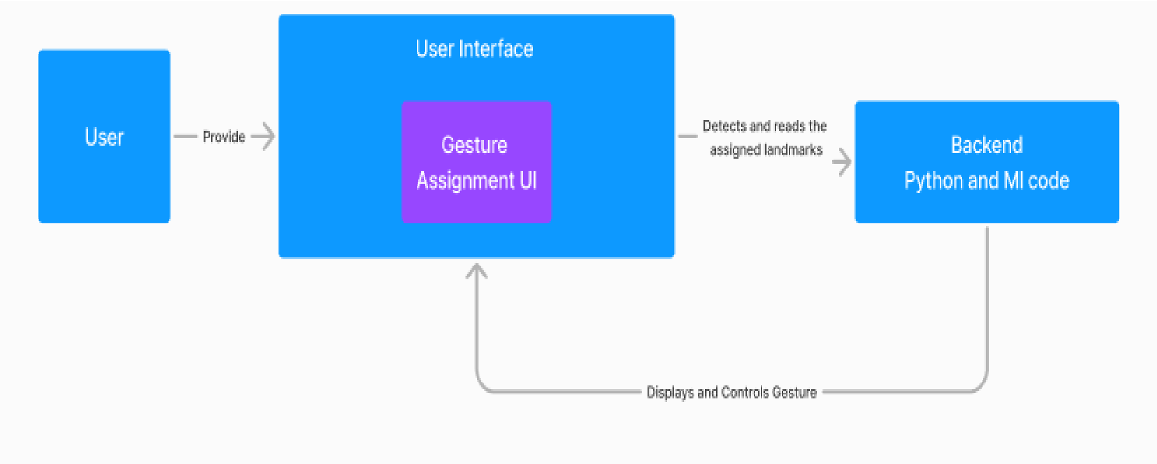

FIGURE 3.A.1 Block Diagram

1. Gesture Input: Presenter performs gestures (e.g., swipe or fist).
2. Webcam: Captures real-time video of gestures.
3. OpenCV: Processes the video for optimized recognition.
4. MediaPipe: Detects hand gestures and landmarks.
5. Control Logic: Maps gestures to actions (e.g., slide change).
6. PyAutoGUI: Executes commands for presentation control.
7. Presentation Software: Runs actions like slide transitions.
8. Display: Reflects the actions seamlessly on screen.

IV. RESULTS AND DISCUSSION

A.PERFORMANCE

- **Accuracy**: Over 90% gesture recognition in varied lighting conditions.
- **Latency**: Real-time response with minimal delays.
- **Adaptability**: Effective in diverse environments with dynamic backgrounds.

B.COMPARITIVE ANALYSIS

Unlike traditional systems relying on costly hardware, this system's use of standard webcams and open-source libraries ensures affordability and scalability. Additionally, it outperforms alternatives like Leap Motion in terms of accessibility and ease of integration.

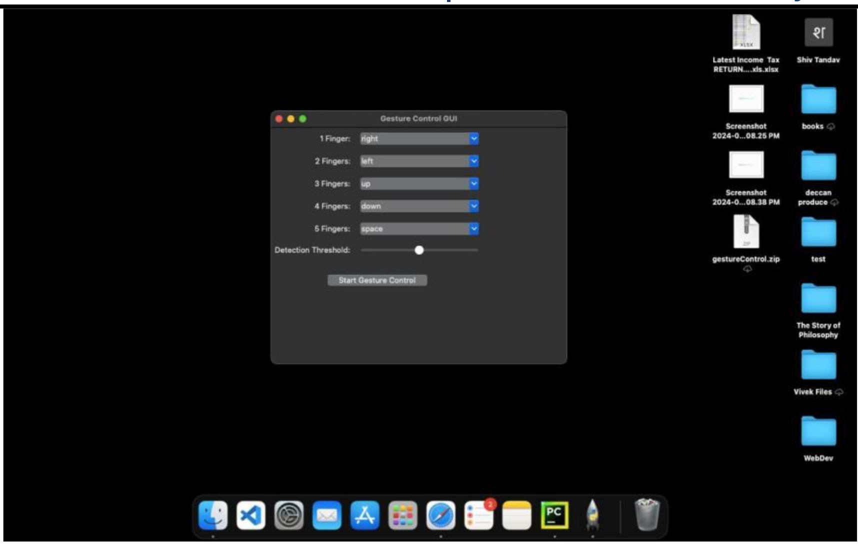

FIGURE.3. B.1 User Interface

1. Adjustable Thresholds: Customize sensitivity for different conditions.
2. Gesture Mapping: Assign gestures to specific actions or fingers.
3. Custom Profiles: Save and switch between personalized configurations.

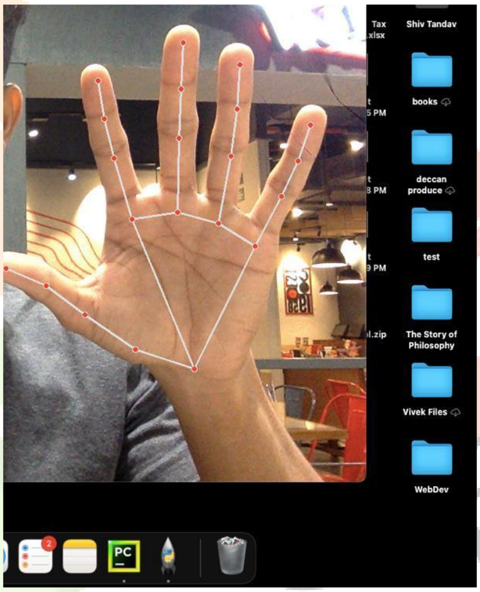

FIGURE.3.B.2 Hand gesture recognition

1. Technology Stack: Utilizes OpenCV for video processing and MediaPipe for accurate hand landmark detection.
2. Real-Time Processing: Tracks 21 hand landmarks to identify gestures instantaneously.
3. Predefined Gestures: Includes swipes, pinches, and fist gestures mapped to specific actions.
4. Robustness**:** Performs reliably across varying lighting and backgrounds with proper calibration.

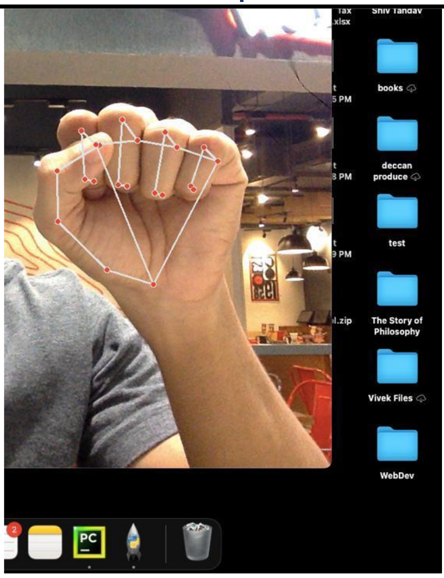

FIGURE .3.B.C Gesture Control

1. Seamless Slide Control: Navigate slides smoothly without physical input devices.
2. Hands-Free Interaction: Enables intuitive and natural control during presentations.
3. Enhanced Accessibility: Provides a user-friendly solution for individuals with physical disabilities.
4. Dynamic Adaptability: Adjusts to diverse environments and user preferences.

5.Improved Engagement: Allows presenters to focus on content delivery and audience interaction

C.WORKFLOW

Step 1: Video Capture A webcam captures real-time video of the presenter's hand gestures.

Step 2: Preprocessing with OpenCV Frames are resized, noise is reduced, and the background is optimized for gesture detection.

Step 3: Gesture Detection with MediaPipe MediaPipe identifies 21 hand landmarks and recognizes gestures (e.g., swipes, pinches).

Step 4: Command Execution Recognized gestures are mapped to PowerPoint actions (e.g., slide transitions) using PyAutoGUI.

V. Conclusion

This project successfully demonstrates a gesture-controlled system for PowerPoint presentations, combining affordability, accessibility, and adaptability. By leveraging OpenCV and MediaPipe, it provides a scalable solution that enhances user engagement and inclusivity. Future work will focus on expanding gesture libraries, improving performance in challenging conditions, and integrating AI for adaptive gesture recognition.

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