

Turn Any Computer Screen into a Gesture-Assisted Touch Screen Using a Leap Motion Controller

LIE, Andrianto Leviero
Supervised by: Prof. Brian K. Mak



Background



Enhance Human-Computer Interaction (HCI)

How?

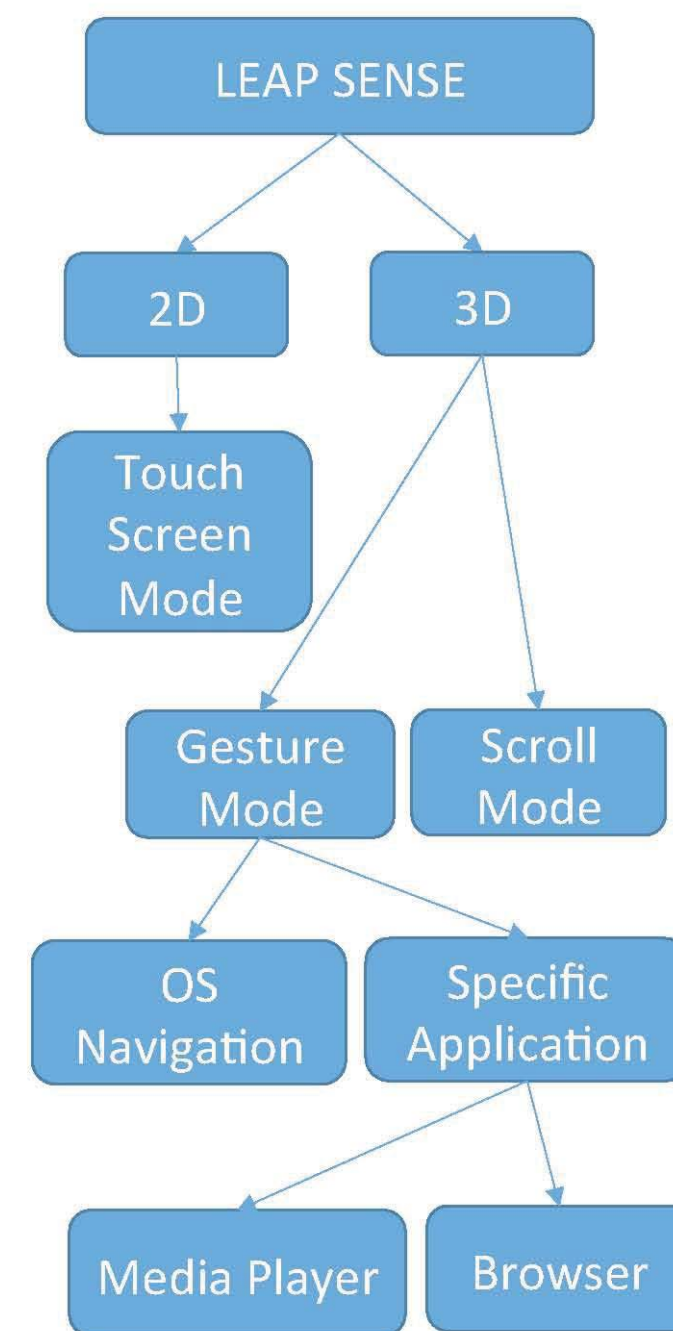


LEAP SENSE

Objectives

- Enhance Human-Computer Interaction (HCI)
- Introduce new and innovative way to interact with computers
- Enable touch screen setup anywhere and anytime

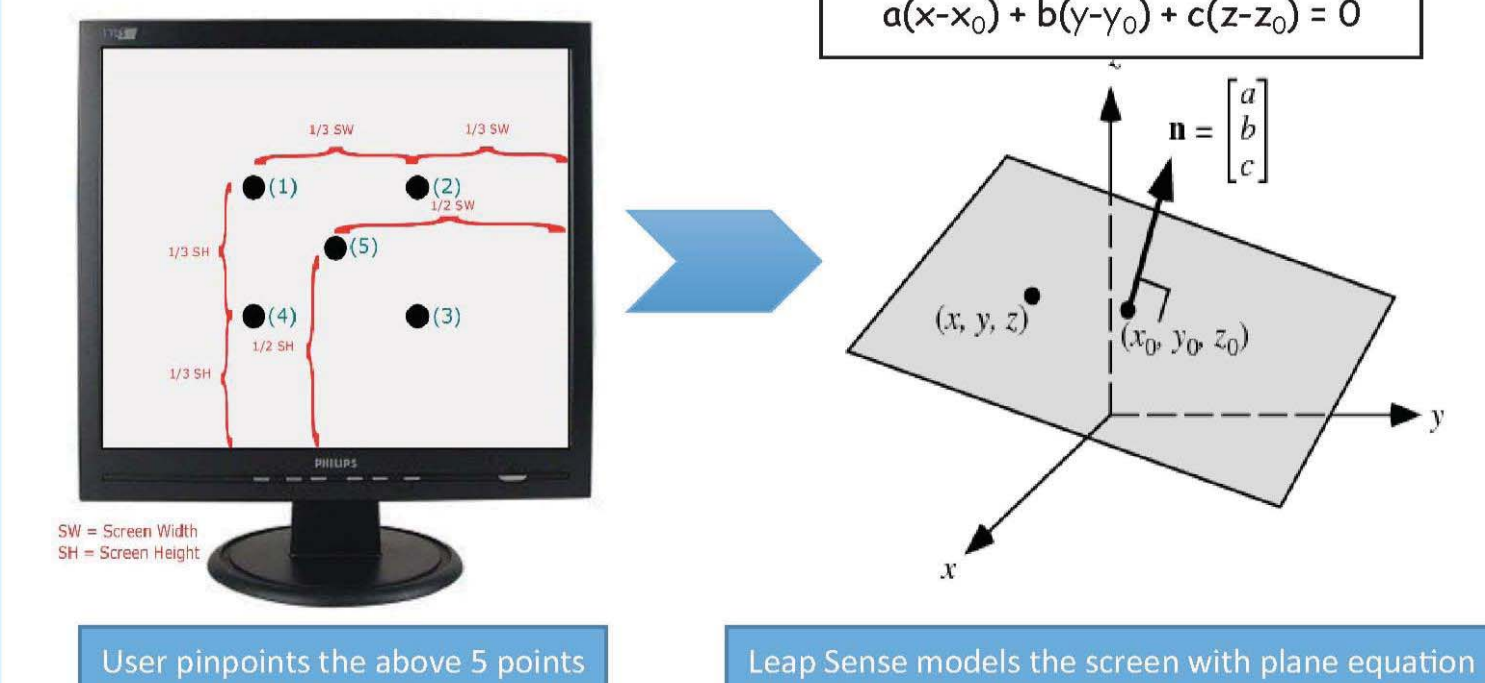
Design



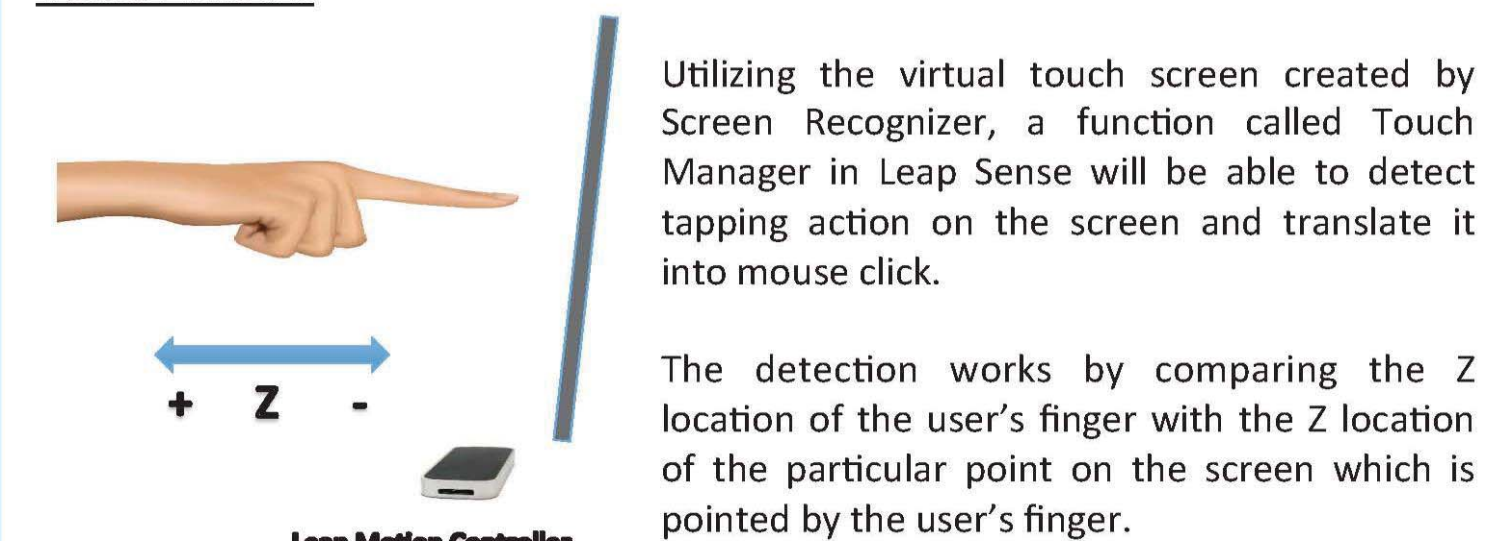
Implementation in 2D Space

Screen Recognizer

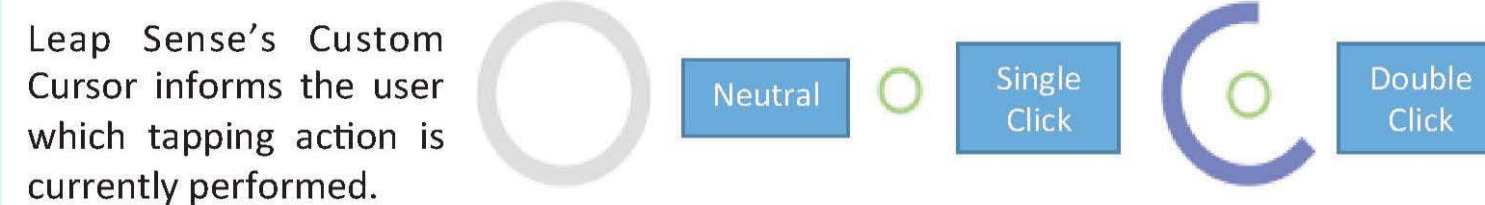
By pinpointing 5 determined points on the screen, Screen Recognizer function in Leap Sense will be able to recognize the screen width, screen height, and also its coordinate in Leap Motion Controller coordinate system. With all of these information, Leap Sense will be able to model the screen with plane equation and build a virtual touch screen!



Touch Mode



Depending on the duration of the tap, Touch Manager could translate the tapping action into single left mouse click or double left mouse click.

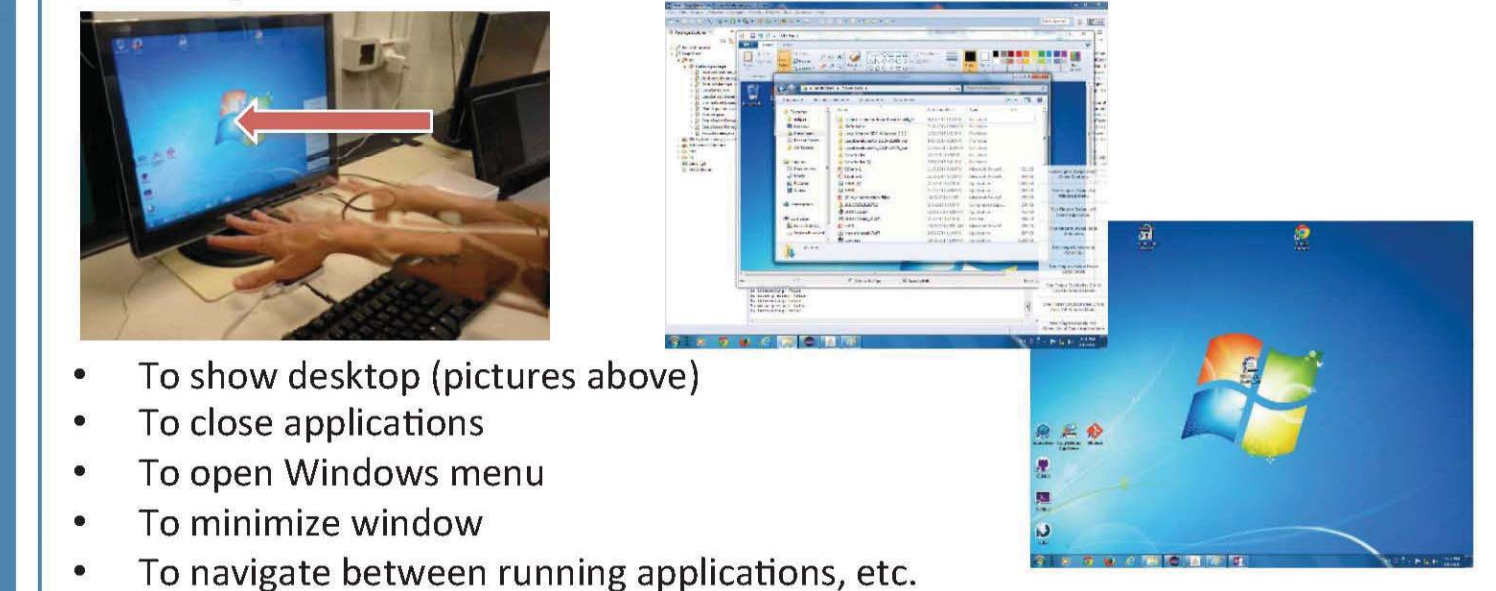


Implementation in 3D Space

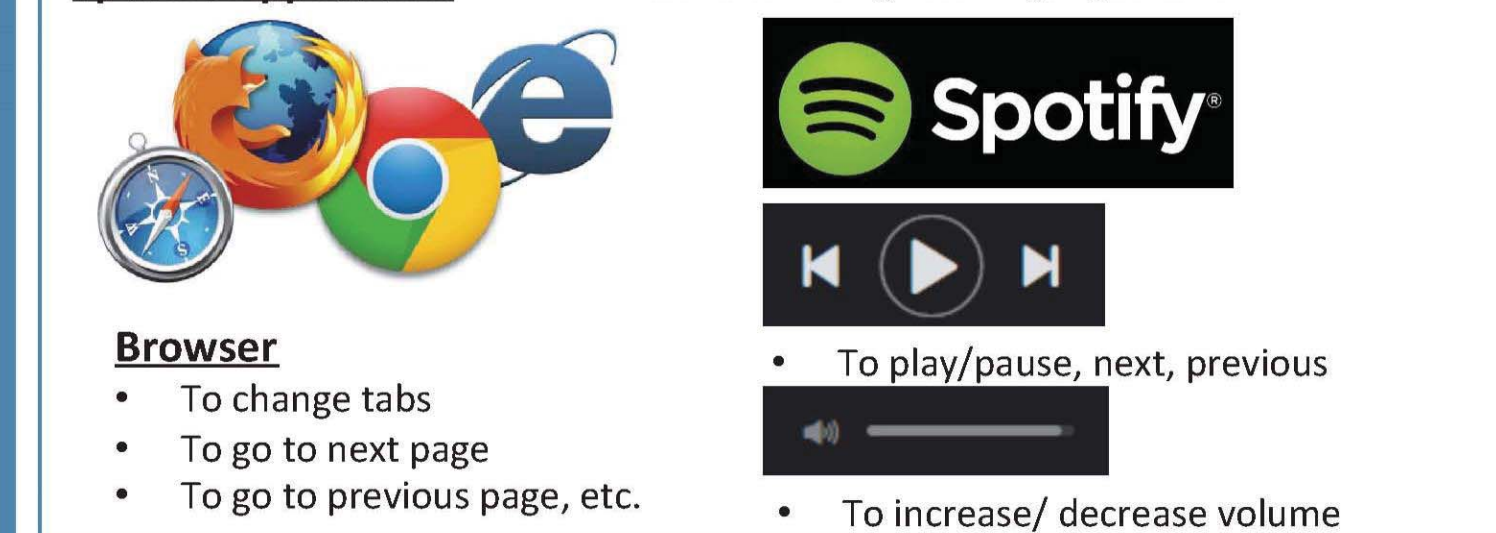
Gesture Mode

Identified by this cursor's shape: 

OS Navigation → Controlled using five-finger gestures



Specific Application → Controlled using one-finger gestures



Scroll Mode

Allow user to scroll up and down mimicking the usage of mouse wheel. Scroll Mode is identified with the following cursor's shape:



Conclusion

This project takes the challenge of combining both touch screen and motion detection technology to enhance human computer interaction by creating Leap Sense, an application that has the ability to turn any computer screen into gesture-assisted touch screen.