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Air-Canvas: Real-Time Gesture Recognition

Prof. A.S. Khandagale [1] ***, Mr. Soham Kale*** [2] ***, Mr. Prasanna Khore*** [3]***, Mr. Sahil Bhosale*** [4]***,Mr. Siddhesh Kondhalkar*** [5]

[1] Professor, Department of Information Technology, AISSMS Polytechnic, Pune, Maharashtra, India
[2,3,4,5] Student , Department of Information Technology, AISSMS Polytechnic, Pune, Maharashtra, India

ABSTRACT :

The "Air-Canvas: Real-Time Gesture Recognition" is a hands-free, AI-powered system that allows users to interact with a digital wall using only their hands. The user can draw or write on the digital surface by means of real-time gesture tracking, which emulates the traditional whiteboard. That is deleting, your traditional input devices like keyboards or mice. It focuses on the user interface, allowing collaboration between many users, using voice commands, and storing information in the cloud, which makes it usable in several areas such as in the classroom, for remote work, and design. The platform ensures that people with disabilities have access to an interactive and inclusive digital experience and even provides an innovative touch to those hoping to get more involved with latest technology.

Keywords: Gesture Recognition, Air Canvas, Hand Tracking, Real-Time Interaction, Artificial Intelligence, Computer Vision, OpenCV, Media pipe, Virtual Whiteboard, Digital Drawing, Human-Computer Interaction.

INTRODUCTION :

The Air-Canvas: Real-Time Gesture Recognition is a novel project that aspires to artificial the interaction between digital tools and human beings. It is easy to add your hand gestures to control and interact with the digitized whiteboard. The key part of the working of this system is AI and its instant processing time. This allows the users to perform actions like writing, erasing and drawing the content in a digital canvas by just using their finger swipes. Relying on visual sensors to facilitate the interaction without tactile input devices such as keyboards, mice, or stylus pens among others, the Air-Canvas technology becomes a new dimension in the computer-human interactions in providing hands-free control, which is not only more instinctive but also much more user-friendly to the digital world.

Its broad range of applications can be equally realized in the academic environment, for instance, teachers, students, and creative artists. As a consequence of the growing selection of online learning, remote collaboration and digital designing in the futuristic generation, Air-Canvas offers a natural and appealing interface that helps to enhance the digital experience for people. It supports parallel live interaction irrespective of the geographical distance and allows comprehensive digital creative experience without the need of physical contact with the input devices. This is why it is particularly suitable for the distance learning systems and professional collaboration.

One of the greatest assets of the Air-Canvas is its versatility. It is applicable in a wide area, among them education, in virtual classrooms; healthcare, in no-contact scenes that are requisite for sterile environments; design, through hands-free artist and smart city designers; as well as in the entertainment sector, virtual reality (VR) to create augmented reality experiences for example. On the other hand, as the product is being developed, the contribution of this real-time AI-based method of recognizing gestures in UAE-based across-site platform will most likely become vividly visible, speeding up and improving functionality, accessibility, and creativity.

Motivation of the Project :

Air-Canvas: Real-Time Gesture Recognition the Air-Canvas is a live gesture recognition project which builds a connection between physical and digital interaction. This is a really nice way to control and interact with a virtual whiteboard using just your hand gestures as input! At the heart of this system, Artificial Intelligence (AI) and real-time processing enable users to write, draw or erase on a digital canvas only by using finger gestures. More specifically, the Air-Canvas effectively uses computer vision to implement hands-free interaction on digital environments, so unlike conventional input methods such as keyboards or mice and even styluses.

This technology is the best example in support of digital human-first interaction tools and suitable for a wide audience type like teachers, students, professionals or creative artists. Showcased as a futuristic solution in this ultra-modern world with the explosion of online learning and remote

collaboration, Air-Canvas gets us closer to connections that feel natural and intuitive. It promotes long-distance real-time collaboration, allows digital creativity without physical contact with input devices and so couldn´t be better suited to distance learning or professional collaborations.

One of the biggest advantages is that Air-Canvas Factors serve multiple distinctive functions. The potential applications of this technology are varied, and can be implemented not only in virtual classrooms as seen here but also within the healthcare sector for clearly invaluable contactless interaction regarding sterile environments; design offering artists or even designers hands-free digital creation capabilities directly; VR itself with immersive and interactive experience needs at its core. As the tool grows and develops, its AI Realtime gesture recognition could very well provide a new way to interact with digital environments over multiple platforms that will likely widen productivity accessibility as well as enhancing some creative endeavors.

Brief description

The Air-Canvas: Real-Time Gesture Recognition project is the design of a pioneering, AI-driven platform allowing interaction with digital systems freely and effortlessly, using nothing but hands. The Air-Canvas project essentially attempts to build a virtual whiteboard or digital canvas, so that people can write or sketch and do other things entirely through real-time hand movements. This system applies the concepts of computer vision in tandem with Artificial Intelligence to monitor the motion of hands. Users are, for the first time, able to interact with a digital interface completely without any interactivity from traditional input devices like
keyboards, mice, or styluses.

Core Technology: There are advanced technologies that go into the system and these are real-time gesture recognition. The technologies use the robust OpenCV and Media pipe libraries to capture and interpret hand and finger movements using a camera. Such gestures then have an AI model executing them, which will convert them into more digital actions in the virtual painting canvas, for instance, drawing, writing, erasing, and picking different tools or colors.

The Air-Canvas project works towards creating much more intuitive digital interaction that elates the consumer experience with digital platforms. In other words, it converts even the slightest of gestures done with physical parts into digital work actions, thereby expanding the scope of natural interactions of people with technology. Due to its very versatility, the system becomes applicable across all fields, like education, healthcare, creative design, and virtual reality. For instance, in the education industries, the Air-Canvas lets the teacher and students join and gain more from the lessons yet still being colorful, comparable to having a real classroom setting. In healthcare systems, the touch-free system assists doctors, nurses, and other medical staffs by providing them electronic tools access while having a sterile setting. As for the artists or designers, the Air-Canvas serves as a new kind of interface, intuitive and creative sketching, drawing, or creating digital art without the need for a stylus or any touching interface.

The key feature of Air-Canvas is access. People with disabilities cannot use traditional input devices, so the system adopted should preferably be touch-free and also hands-free. It will allow a person with some form of mobility limitation to browse and access the digital contents seamlessly. This is the Air-Canvas project, conclusion: a major breakthrough in human-computer interaction, which renders flexible, real-time solutions across virtually every industry. Its hands-free operation, real-time collaboration, and inclusive design make it the most powerful tool in today's technology-centric world.

LITERATURE SURVEY :

1. **Saurabh uday Saoji , AIR CANVAS APPLICATION USING OPENCV AND NUMPY IN PYTHON (2021), International Research Journal of Engineering and Technology (IRJET) Volume: 08 Issue: 08 | Aug 2021**

The system tracking fingertip movements through computer vision. Developed using OpenCV and NumPy, the application allows freehand drawing on a digital canvas. While the project primarily focuses on gesture-based drawing. It consists deep learning models like SSD and Faster R-CNN.

2. **Shreyas Amol Sandbhor, Himanshu Shekatkar, Aniket Nawalkar, Ms. Sucheta Navale, Sandbhor, Shreyas and Shekatkar, Himanshu and Nawalkar, Aniket and Navale, Sucheta, Survey Paper on Air canvas Using OpenCV (February 5, 2024).**

The Air Write project and similar air-based drawing systems are well studied within recent research, particularly by Sandbhor et al. in 2021. These systems allow users to write and draw in the air, using technologies like OpenCV and hand tracking, without physical contact - a great advantage to enhance human-computer interaction. One of the benefits is the reduction in costly hardware requirements, replaced by the costlier alternatives of physical whiteboards and digital tools.

3. **Tamalampudi Hemaa Chandhan, Kavin Kumar R, Nalin Raj, Neelam Nanda Kishore Reddy, Dr.Mohammed Zabeeulla Air Canvas: Hand Tracking Using OpenCV and MediaPipe, 1st -International Conference on Recent Innovations in Computing, Science & Technology (January, 2023).**

Chandhan et al. (2023) took the revolution of gesture recognition forward by using Media pipe and OpenCV to develop real-time systems for tracking hand movements and converting them into digital strokes on a canvas. Deep learning techniques helped build precision, and interactions also become more natural despite all the motion-induced obstacles coupled with lighting and camera angles. It enhances the way their creativity reflects; to education, it nearly replicates the traditional classroom tools.

4. **Mitesh Ikar, Gayatri Jagnade, Nikita Chaudhari, Computer Vision-based Air Canva Virtual Paint, Conference: International Journal of Trend in Research and Development Volume: Volume 10(2) Issue: April 2023**

The following resources are used to develop this project CV2 is used for working with images and capturing video from the main camera. NumPy helps with handling and performing math operations on arrays. MediaPipe detects things like face or hand landmarks using computer vision and AI. Deque is a special list that lets you add or remove items from both ends easily.

5. **B.VenuGopal, Ch.SeshagiriRao, B.AjayKumar. Prakash, Md.ShakeelAhmed, AIR CANVAS APPLICATION, International Research Journal of Engineering and Technology IRJET Volume: 10 Issue: 11 | Nov 2023**

The system uses OpenCV library to process the video. The usage of MediaPipe and OpenCV, we have improved user experience and interaction. The major scope is in the teaching field while teaching online or teaching on screen without the mouse or any markers, we can easily implement on the screen it will use in the designing purpose to create the immersive or interactive designs.

6. **[6] Aniket Sandbhor, Prasad Rane, Prathamesh Shirole, Pawan Phapale, AIR CANVAS, International journal of creative research thought(IJCRT), 2023 IJCRT | Volume 11, Issue 4 April 2023 | ISSN: 2320-2882**

The paper "Air Canvas" introduces a system for drawing in the air using hand gestures. It uses Python, OpenCV, and MediaPipe for hand tracking and movement recognition. This system allows users to create drawings without physical contact with devices, addressing problems like paper wastage. It holds potential for educational and design applications and could evolve to control IoT devices and enhance AI-based interactions.

PROBLEM STATEMENT :

The increasing reliance on digital and remote learning environments highlights the limitations of traditional educational tools, such as whiteboards and projectors, which require physical interaction and hinder both teachers' and students' flexibility and creativity. As distance learning becomes more prevalent, there is a pressing need for interactive and engaging solutions that can effectively support varied learning styles while addressing the challenges of non-interactive formats.

Proposed Machine Learning Algorithm

1.Workflow Diagram

The diagram elaborates on the workflow of an air-canvas application, which includes opening the webcam, capturing video feed, and processing the data for hand detection using landmarks. A canvas is built on observed hand movements that enables a choice between modes-selection, drawing, and eraser. Finally, the output is rendered on the canvas for display.

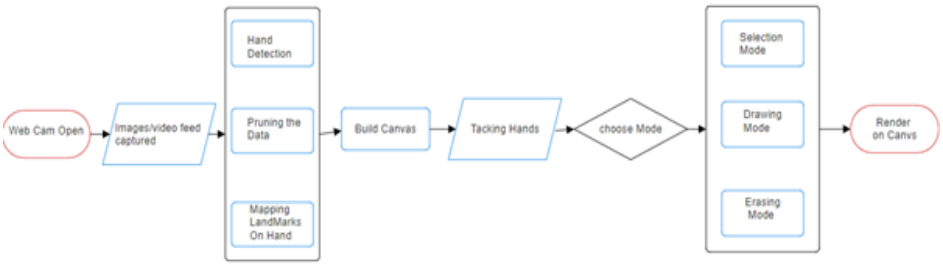

Fig. 1. Workflow Diagram

1. **System Initialization:**

Required Equipment:

Camera/Sensor will be tracking hand movements. Loading libraries and dependencies such as OpenCV, Media Pipe. Drawing Configuration by specifying the size and resolution of a canvas, along with any additional parameters.

2. **Capture Video Frame**

Begin the video stream, and the program will start grabbing frames from the camera. Each frame can be preprocessed in advance, depending on your requirements for accuracy. Convert to a format suitable for further analysis and processing.

3. Implement Hand Tracking:

Use Media Pipe's hand tracking model to detect and track the key hand landmarks. Collect the landmarks such as fingers, palm, and wrist from the model's output. Apply transformations, if appropriate, to change the coordinates of the detected hand landmarks.

4. Translate Hand Movement onto Canvas:

Establish a connection between hand movements and the coordinates of the canvas. Calculate the position of the hand on the canvas using detected landmarks. The position of a virtual drawing tool-a virtual pen or brush-is updated based on user's hand movements.

5. Drawing on the Canvas :

Implement the functionality of drawing by, for example a line or any shape. Note that this is a drawing request, for instance by detecting a click button or a specific gesture. Update the canvas in real time with the movement of the hand, thus allowing air drawing.

6. Presentation of the Canvas:

Render the canvas on the display continuously as any drawn content appears. In addition, ensure smooth updates of the canvas in response to hand movement so that visual feedback is provided in real-time for noninterrupted drawing.

7. Handling user inputs:

Implement the functionality of some user interactions like canvas delete or switching between the tools. Identify hand gestures or commands by which the system should respond for the action to be performed. Monitor the input from the users and respond in an appropriate manner based on their gestures or commands.

Proposed Deep Learning Algorithms

For "Air-Canvas: Real-Time Gesture Recognition", the proposed deep learning model uses Convolutional Neural Network (CNN) using OpenCV, NumPy, and MediaPipe for hand tracking accuracy and gesture a CNNs are actually seen this image features, . enabling efficient real-time communication. NumPy maintains data arrays, while MediaPipe recognizes hand symbols, increasing gesture accuracy and system responsiveness. For "Air-Canvas: Real-Time Gesture Recognition", the proposed deep learning model uses Convolutional Neural Network (CNN) using OpenCV, NumPy, and MediaPipe for hand tracking accuracy and gesture a CNNs are actually seen this image features, . enabling efficient real-time communication. NumPy maintains data arrays, while MediaPipe recognizes hand symbols, increasing gesture accuracy and system responsiveness.

Why Media Pipe is used for Air-Canvas: Real-Time Gesture Recognition ?

1. MediaPipe has streamlined models of high optimizations to detect key features in hand images, including finger tips, joint points, and palm contours. This will be very necessary in the Air Canvas application where it is very critical to get the correct identification of hand landmark for the purpose of tracking motion and deciphering gestures in order to draw on the virtual canvas.

2. Real-Time Processing: MediaPipe is formulated to have real-time performance so that the Air Canvas analyzes hand movements in real time. It's a must for achieving smooth and fluid drawn experience since the user needs to see this rendering on the canvas as he moves his hands around in space.

3. MediaPipe also made it possible for Air Canvas to be scalable and operate smoothly on both mobile devices, web, and desktops. No matter what modality the users are using to interact with the applications, such as across the laps top or through mobile devices, the application has a high level of consistency and responsiveness that allows the tool to be used in various environments.

Media Pipe Used in Air-Canvas: Real-Time Gesture Recognition

1. Landmark Detection

Landmark detection is a type of computer vision that enables the identification and tracking of specific key points, known as "landmarks", on objects in an image or video-often faces, bodies, or hands. In gesture recognition systems like MediaPipe, landmark detection locates and maps points on the hand, which includes areas such as fingertips, joints, and the base of the palm. The procedure uses highly developed models of machine learning with a high degree of precision to detect these features in real-time. The coordinates of each landmark then determine the sensing of the movement patterns in the applications containing gesture control, interactive displays, and hands-free interfaces in digital environments.

Usually, the identification of the landmark will specifically depend on the availability of hands on the platform, like that of MediaPipe. In "Air-Canvas: Real-Time Gesture Recognition," it is the case. MediaPipe Hands detects and tracks 21 landmarks on each hand in three-dimensional space, or x, y, and z coordinates. One landmark piece of data enables tracking of finger positions, identification of specific gestures, and, after thorough processing, commands to draw, erase or choose the tool on a virtual canvas. The ability to recognize such movements in real-time creates an intuitive and touch-free interface ideal for applications in education, design, and augmented reality.

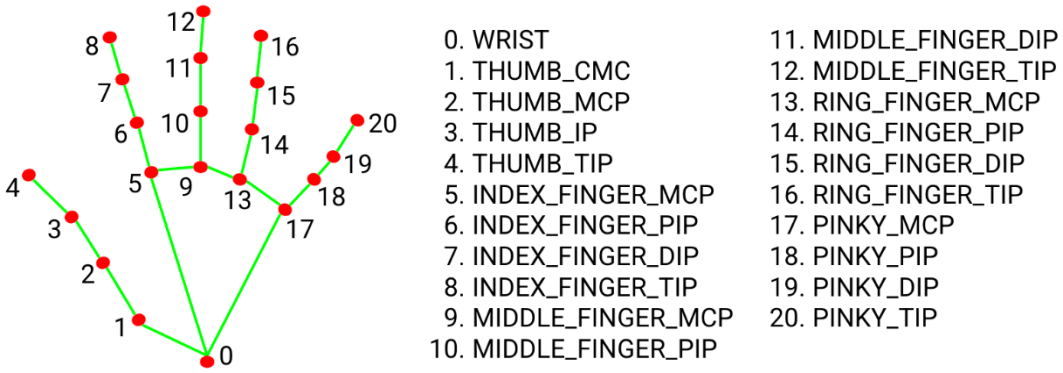

Fig -2: Hand landmarks

CONCLUSION :

The Air Canvas – Real-Time Gesture Recognition system holds great promise in transforming education by offering teachers an innovative tool to engage students in more interactive and hands-on learning. With this technology, educators can teach complex subjects like geometry, art, and science through dynamic, real-time visualizations, allowing students to see and participate in lessons through virtual drawings and gestures. The intuitive interface not only enhances engagement but also ensures that learning is accessible to all students, including those with physical disabilities, by offering touch less interaction. This future-proof technology aligns with the evolving needs of modern classrooms, making education more adaptable and responsive to individual learning styles. Furthermore, the Air Canvas contributes to environmental conservation by reducing the need for physical resources like paper, pens, and traditional drawing tools, thereby cutting down on classroom waste. By promoting digital learning and collaboration, the system minimizes the carbon footprint associated with educational materials. As technology advances, the Air Canvas serves as a bridge to a more sustainable, inclusive, and innovative educational landscape, where both teachers and students can thrive in a Virtual environment that is not only creative but also mindful of environmental conservation.

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