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# Air-Canvas: Real-Time Gesture Recognition

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

Air-Canvas: Real-Time Gesture Recognition is a hands-free system powered by AI that allows users to interface with a virtual wall via hand gestures. With real-time gesture tracking, users can write or draw on the virtual surface without the use of standard input devices such as keyboards or mice. The system provides an easy-to-use interface, making it possible for multiple users to work together easily. It is suitable for classroom use, working remotely, and design creativity. Moreover, Air-Canvas supports accessibility for the disabled, promoting an inclusive online experience. With its visionary design, it closes the gap between technology and human interaction and makes digital collaboration more immersive. Air-Canvas redefines virtual environment interaction by offering a futuristic and user-centric alternative to traditional interfaces.

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

## I. Introduction

Air-Canvas: Real-Time Gesture Recognition is a cutting-edge project aimed to change the future of human-computer interaction with hands-free manipulation of a virtual whiteboard. Leveraging real-time gesture recognition via AI technology, users will be able to write, erase, and sketch on a digital canvas by a mere finger gesture. The technology renders input peripherals such as keyboards, mice, or styluses unnecessary, giving rise to an easier and natural interface.

Air-Canvas uses visual sensors to translate hand movements, making digital interaction smoother and more natural. Its uses extend across different fields, especially in education, where students and instructors can work together seamlessly in virtual classrooms. With the growing trend of online learning, remote collaboration, and digital design, Air-Canvas offers an interactive and accessible interface, enabling real-time interaction irrespective of location.

Apart from education, Air-Canvas has broad applicability. In medicine, it offers no-contact communication in sterile settings. In the creative arts, hand gestures can be utilized for hands-free design by designers and artists. The technology is also applied in entertainment, where virtual and augmented reality can be improved.

With its versatility, Air-Canvas is defining the future of digital interaction through enhanced accessibility and efficiency. With progressive development, it will further extend its real-time AI-based gesture recognition across industries, especially within the UAE-based systems, to strengthen functionality, creativity, and collaboration. This initiative is a model for the possibilities of AI in revolutionizing day-to-day digital experiences to create a more interactive, inclusive, and touch-free digital world.

## 2. 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.

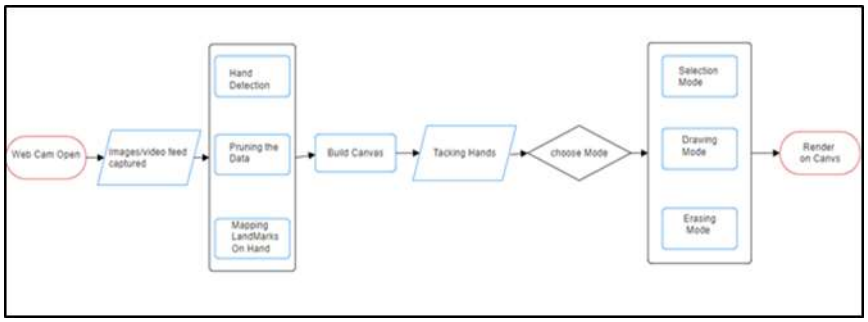
## 3. Working Technologies Used:

- Python: For developing the recognition algorithm and backend server.

- OpenCV: For capturing and processing video frames from the webcam.
- MediaPipe: For hand landmark detection and tracking.
- VS Code: For programming.

**Working of the Project:**

1. Webcam Initialization: The webcam is opened to capture the real-time video feed.
2. Capturing Video Feed: Images or video frames are continuously captured from the webcam for processing.
3. Hand Detection: The system detects hands in the captured frames.
4. Pruning the Data: Removes unnecessary or noisy data to improve accuracy.
5. Mapping Landmarks on Hand: Identifies key points (fingertips, joints) on the hand for precise gesture recognition.
6. Canvas Initialization: A digital canvas is built where users can interact and draw using hand gestures.
7. Hand Tracking: The system tracks hand movements to interpret gestures in real time.
8. Mode Selection

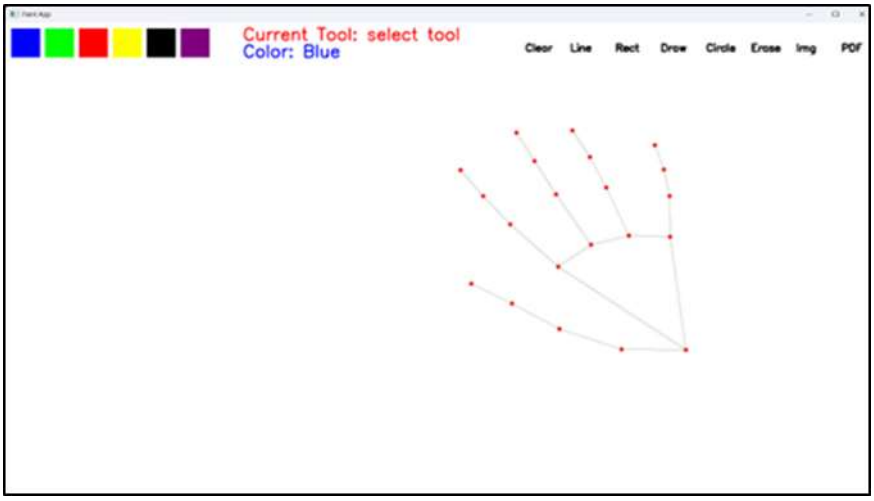


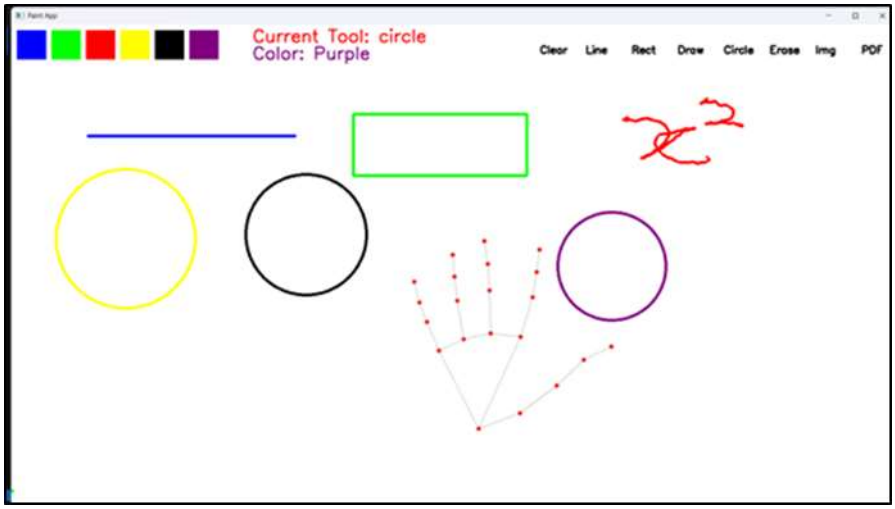

Users choose between different modes for interaction:

- Selection Mode – Used for choosing tools or settings.
- Drawing Mode – Enables users to draw on the canvas using hand gestures.
- Erasing Mode – Allows users to erase parts of the drawing using gestures.

9. Rendering on Canvas: The selected mode's output (drawing, erasing, selecting) is processed and displayed on the digital canvas.

## 4. Outputs And Result

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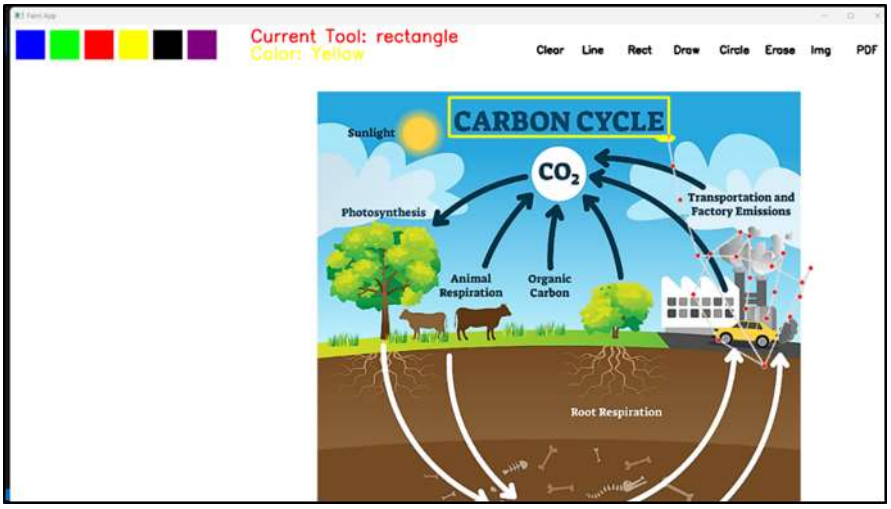
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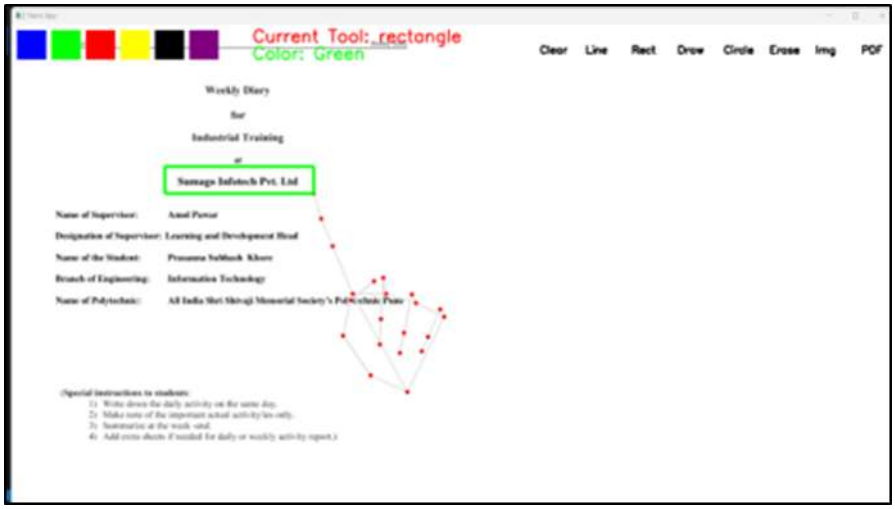
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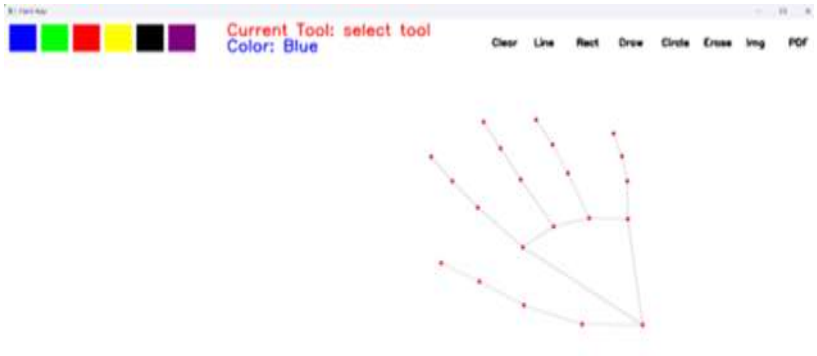


**Outcome:**

The product of our Air-Canvas: Real-Time Gesture Recognition project is a hands-free virtual drawing system that enables users to interact with a digital canvas through hand gestures. Through the use of computer vision and AI-based hand tracking, the system identifies and tracks finger movement in real-time, allowing users to draw, annotate, and highlight objects without a physical stylus or touch input. The interface comes with different tools for drawing lines, circles, rectangles, and freehand with colors that are selectable. There is also loading of images, editing, and saving the content as a PDF. The interface is gesture-oriented, which helps increase accessibility for artists, instructors, and working professionals. Besides, through 21-landmark tracking, the system maximizes accuracy so that interactions are intuitive and engaging. This paradigm shifts digital collaboration and reimagines human-computer interaction.

## 5. Conclusion

The Air Canvas – Real-Time Gesture Recognition technology transforms education by empowering instructors to reach out to students with interactive, hands-on learning. Educators can teach concepts such as geometry, art, and science based on real-time visualizations to create more dynamic and interactive lessons. Being touchless, it provides access for students, including those with physical disabilities.

In addition to engagement, Air Canvas encourages sustainability by lessening the necessity for paper, pen, and other conventional materials, reducing wastage in the classroom and decreasing the carbon footprint of learning. As a technology for the future, it transforms according to different learning styles, becoming education that is more inclusive and creative. With the fusion of digital learning and collaboration, Air Canvas encourages an interactive, accessible, and environmentally-friendly learning experience.

## 6. Future Scope

The AI-Based Air Canvas holds immense potential for future development. Incorporating deep learning, gesture recognition can be refined for better and more responsive feedback. Multi-finger gestures, AR/VR support, and voice-activated features for hand-free usage could be the areas of future enhancements. Compatibility enhancement across mobile devices and cloud collaboration will improve usability. The system can be implemented extensively in education, design, healthcare, and gaming. AI-based personalization and predictive sketching may further enhance user experience, and it can be a revolutionary technology in digital creativity and human-computer interaction. Integration with IoT enhances accuracy by using smart gloves, wearable sensors, and IoT cameras for precise hand tracking and spatial recognition.

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