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Media Player Control Using Hand Gestures

Chaitanya Singh, Tejashwini Rath, Sneha Singh, Dr. Swati agrawal (Associate Professor)

Department of electronics and telecommunication Bhilai Institute of Technology Durg (C.G.) , India
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ABSTRACT

This study presents a real-time hand gesture recognition system leveraging computer vision and deep learning techniques to revolutionize human-computer interaction. our system captures and processes webcam images to detect and recognize hand gestures, enabling seamless control over computer operations. With applications in assistive technology, gaming, and smart home automation, this innovative system enhances user experience and promotes inclusive interaction. Our five-phase approach - image acquisition, hand tracking, feature extraction, gesture recognition, and classification - achieves high accuracy and robustness, paving the way for futuristic HCI solutions.

Keywords: Hand Gesture Recognition, Computer Vision, Deep Learning, Convolutional Neural Networks, Human-Computer Interaction, Assistive Technology.

1. Introduction

Human-Computer Interaction (HCI) has undergone significant advancements, transforming the way humans interact with technology. Gesture recognition, particularly hand gestures, has emerged as a vital component of HCI, enabling users to communicate more intuitively and efficiently. This project aims to develop a real-time hand gesture recognition system leveraging MediaPipe's hand tracking capabilities, OpenCV's computer vision expertise, and PyAutoGUI's automated GUI interactions.

By integrating these technologies, our system captures and processes hand gestures, recognizing and interpreting specific movements to control computer operations. MediaPipe's robust hand tracking enables accurate gesture detection, while OpenCV's image processing capabilities enhance gesture recognition. PyAutoGUI seamlessly translates recognized gestures into corresponding GUI actions.

With applications in virtual reality, healthcare, smart home automation, and assistive technology, gesture recognition technology has transformative potential. This project addresses the limitations of traditional input methods, providing an intuitive and efficient means of human-computer interaction.

Methodology

System Architecture The proposed system comprises two primary components: Hand Gesture Recognition (HGR) and Media Player Control (MPC). The HGR module utilizes the MediaPipe library to detect and recognize hand gestures from video feeds. MediaPipe's pre-trained model facilitates hand detection and tracking, enabling the extraction of hand landmark coordinates.

Media Player Control

The MPC module maps each recognized hand gesture to a specific media player control using PyAutoGUI. This library simulates keyboard presses and mouse clicks, allowing the system to send commands to the media player.

User Interaction

The system introduces a novel, intuitive interaction paradigm, mirroring real-world experiences. Hand gestures feel natural, requiring neither interruption nor additional devices. Moreover, they offer diverse interaction modalities, transcending single-point input limitations.

Image Processing

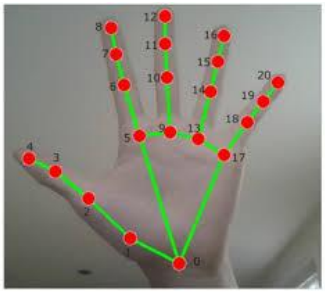
The system captures an image, converting it to RGB format. It then detects multiple hands within the image using MediaPipe. An empty list stores the detected hand landmarks, represented by a set of points.

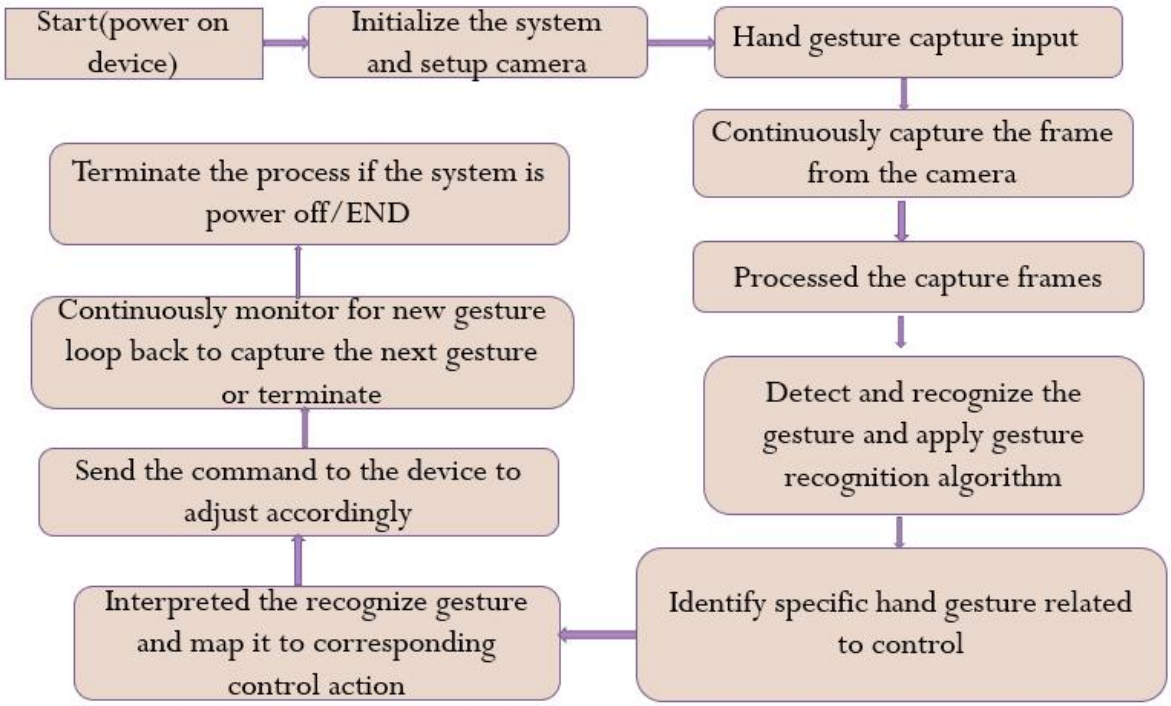
Hand Landmark Detection

Hand Landmark Detection identifies specific points on the hand, enabling gesture recognition and tracking. MediaPipe's pre-trained model detects 21 landmarks:

1. Wrist
2. Thumb base
3. Thumb tip
4. Index finger base
5. Index finger tip
6. Middle finger base
7. Middle finger tip
8. Ring finger base
9. Ring finger tip
10. Pinky finger base
11. Pinky finger tip

12-21. Additional landmarks for finger joints and palm.





Gesture Recognition

The system recognizes gestures based on hand landmark coordinates, including:

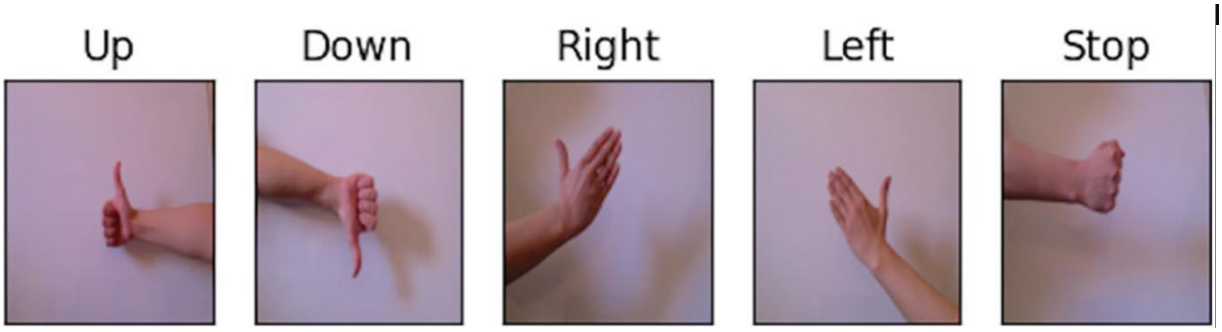
1. Play/Pause: Thumb and index finger touch

2. Volume Up: Index finger up

3. Volume Down: Index finger down

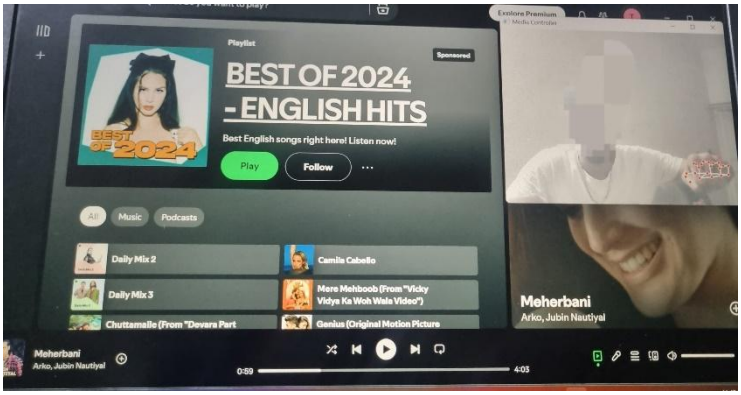
4. Next Track: Swipe right

5. Previous Track: Swipe left

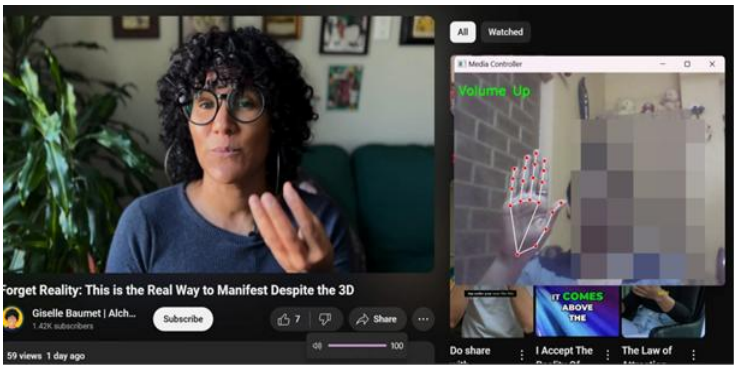


Experimental Results & Discussions

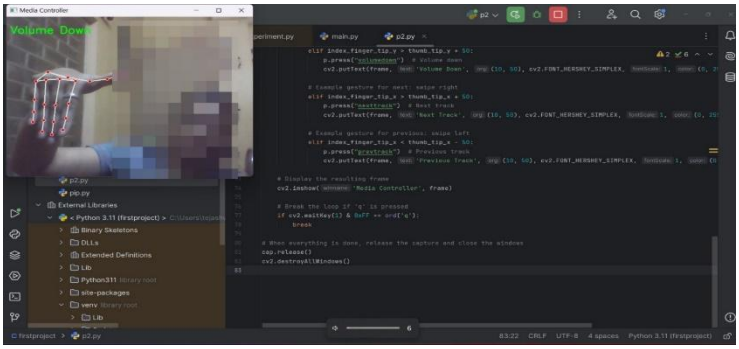
1. Play/Pause: Thumb and index finger touch



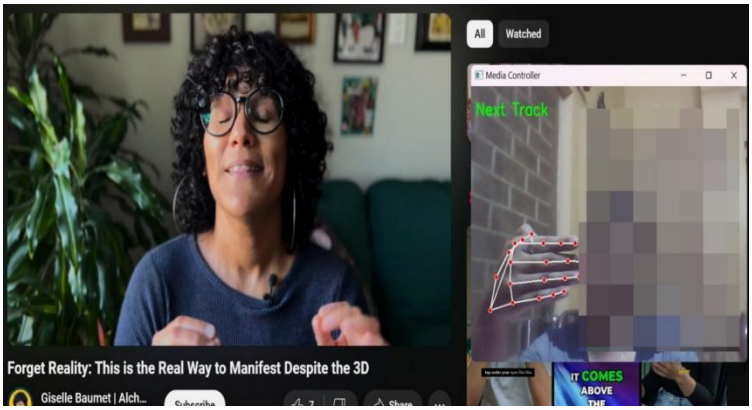
2.Volume Up: Fingers up



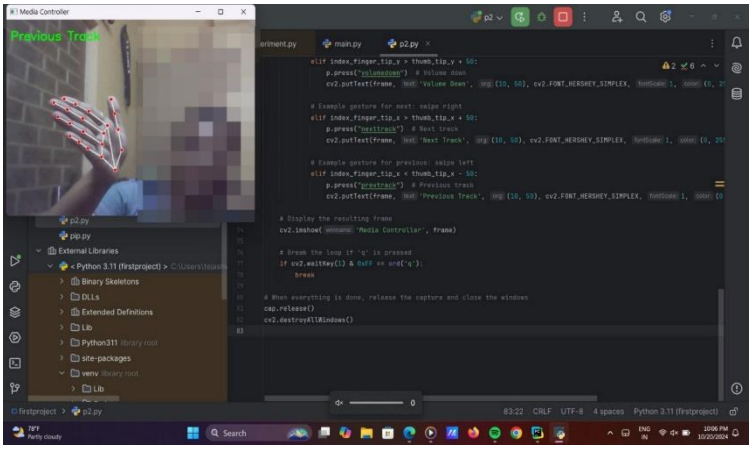
3.Volume Down: Finger down



4.Next Track: Swipe right



5.PreviousTrack: Swipe left



Conclusion

This project demonstrates the potential of hand gesture recognition in revolutionizing human-computer interaction. Leveraging the power of MediaPipe for gesture detection, PyAutoGUI for automated control, and OpenCV for real-time image processing, our model enables seamless communication between humans and devices.

Future scope

1. Enhanced Gesture Recognition: Multi-Hand Gesture Recognition. Dynamic Gesture Recognition: Expand the system to recognize dynamic gestures, such as hand movements and trajectories.
2. Expanded Application Domain: Intelligent Home Automation: Integrate hand gesture recognition with smart home devices for seamless control. Healthcare Applications: Explore gesture-based interfaces for patients with mobility or dexterity impairments.
3. Artificial Intelligence (AI) Integration, Internet of Things (IoT) Integration

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