



THREE DIMENSIONAL SECURITY SYSTEM IN GESTURE RECOGNITION

¹ Naveen Kumar, Research Scholar, Department of CSE, Indus Instt. of Engg. & Tech, jind.

² Abhishek bhatnagar, A.P., Department of CSE, Indus Instt. of Engg. & Tech, jind

Abstract: *Gesture recognition enables humans to communicate with machine (HMI) & interact naturally without any mechanical devices. Using concept of gesture recognition, it is possible to point a finger at computer screen so that cursor will move accordingly. The main objective of research is to using 3d approach to compare Gesture detection & increase chances of accuracy. Gesture detection is widely used in personal identification & authentication for a precise & robust recognition. Gesture detection recognition has been reconnoitred over numerous years.*

[1] Introduction

Gesture recognition is a topic in computer science & language technology with goal of interpreting human gestures via mathematical algorithms. Gestures could originate from any bodily motion or state but commonly originate from face or hand. Current focuses in field include emotion recognition from face & hand gesture recognition. Many approaches have been made using cameras & computer vision algorithms to interpret sign language. However, identification & recognition of posture, gait, proxemics, & human behaviours is also subject of gesture recognition techniques. Gesture recognition could be seen as a way for computers to begin to understand human body language, thus building a richer bridge between machines & humans than primitive text user interfaces or even GUIs (graphical user interfaces), which still limit majority of input to keyboard & mouse.

Gesture recognition could be conducted with techniques from computer vision & image processing.

The literature includes ongoing work in computer vision field on capturing gestures or more general human pose & movements by cameras connected to a computer

Gesture recognition & pen computing: Pen computing reduces hardware impact of a system & also increases range of physical world objects usable for control beyond traditional digital objects like keyboards & mice. Such implementations could

ISSN : 2278-6848



© International Journal for
Research Publication and Seminar

enable a new range of hardware that does not require monitors. This idea may lead to creation of holographic display. The term gesture recognition has been used to refer more narrowly to non-text-input handwriting symbols, such as inking on a graphics tablet, multi-touch gestures, & mouse gesture recognition. This is computer interaction through drawing of symbols with a pointing device cursor.

1.1 Motivation for Current Research

During last years there has been an increasing use of automatic personal recognition systems. Palm print based biometric approaches have been intensively developed over last 12 years because they possess several advantages over other systems. Palm print images could be acquired with low resolution cameras & scanners & still have enough information to achieve good recognition rates. In this case, discriminant information relies in palm lines & texture. However, if high resolution images are captured, ridges & wrinkles could be detected, resulting in an image similar to fingerprints.

Note : For Complete paper/article please contact us info@jrps.in

Please don't forget to mention reference number , volume number, issue number, name of the authors and title of the paper