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Paper Authors

**Mrs. S. Nagavali, M. V. S. Bhanusri, V. Saran Venkata Sai Manikanta, P. Kavyasree,
P. Kalyan Ram**



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REAL TIME VIRTUAL DRAWING WITH HAND GESTURES USING MACHINE LEARNING

Mrs. S. Nagavali¹, M. V. S. Bhanusri², V. Saran Venkata Sai Manikanta³, P. Kavyasree⁴, P. Kalyan Ram⁵

¹Assistant Professor, Dept of C.S.E,²18ME1A0569, ³18ME1A05B6, ⁴18ME1A0588, ⁵18ME1A0581

RAMACHANDRA COLLEGE OF ENGINEERING, ELURU

vali214@gmail.com, mvsbhanusri@gmail.com, saranvajjiparthi1@gmail.com ,
kavyapothunuru@gmail.com , kalyanrc9999@gmail.com

Abstract:

Gesture Recognition is an era that is used to become aware of human gestures with the assist of mathematical algorithms. Gesture reputation acknowledges the hand, tracks the hand movements & additionally affords facts approximately hand function orientation and flux of the hands and landmarks of the hand and fingertips, with this we will get the skeleton-Based Landmark detection with the aid of using the use of this we will draw on any floor with the aid of using waving the hand.

This gesture reputation gadget is used to make fingertip movement monitoring and with assist of that trajectory course we will practice the canvas on that course to show the output at the digital digicam screen.

Introduction:

In the generation of virtual world, conventional artwork of writing is being changed via way of means of virtual artwork. Digital artwork refers to types of expression and transmission of artwork shape with virtual shape. Relying on cutting-edge technology and era is the exclusive traits of the virtual manifestation. Traditional artwork refers back to the artwork shape that's created earlier than the virtual artwork. From the recipient to analyse, it may absolutely be divided into visible artwork, audio artwork, audio-visible artwork and audio-visible imaginary artwork, which incorporates literature, painting, sculpture,

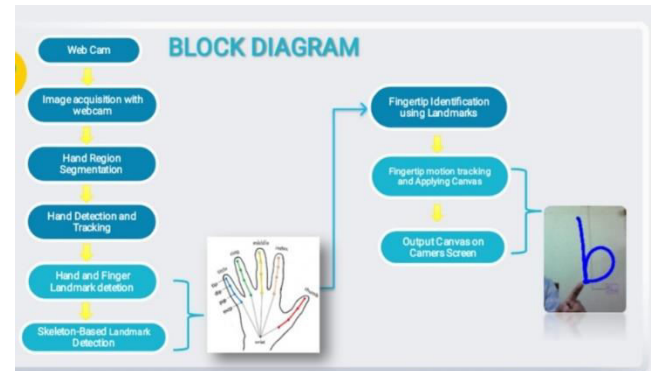
architecture, music, dance, drama and different works of artwork. Digital artwork and conventional artwork are interrelated and interdependent. Social improvement isn't a people's will, however the wishes of human lifestyles are the primary riding pressure anyway. The equal state of affairs occurs in artwork. In the prevailing circumstances, virtual artwork and conventional artwork are along with the symbiotic state, so we want to systematically recognize the primary information of the shape among virtual artwork and conventional artwork. The conventional manner consists of pen and paper, chalk and board technique of writing. The vital purpose of virtual

artwork is of constructing hand gesture popularity machine to jot down digitally. Digital artwork consists of many approaches of writing like via way of means of the use of keyboard, touch-display surface, virtual pen, stylus, the use of digital hand gloves, etc. But on this machine, we're the use of hand gesture popularity with using gadget mastering set of rules via way of means of the use of python programming, which creates herbal interplay among guy and gadget. With the development in era, the want of improvement of herbal `human – pc interplay (HCI)` structures to update conventional structures.

Project Design

Ever desired to attract your creativeness through simply waiving your finger in air. Here we can discover ways to construct an Air Canvas that may draw something on it through simply shooting the movement of a colored marker with camera. Here a colored item at tip of finger is used because the marker. We may be the use of the pc imaginative and prescient strategies of OpenCV to construct this project. The favoured language is python because of its exhaustive libraries and smooth to apply syntax however knowledge the fundamentals it could be carried out in any OpenCV supported language. Here Colour Detection and monitoring is used with a purpose to gain the objective. The coloration marker in detected and a masks is produced. It in particular attention on device gaining knowledge of area for correct results. Machine gaining knowledge of is part of Artificial intelligence that is used for the look at of algorithms.

System Architecture:



Problem Statement:

Developing an interface among human hand and the machine the usage of open cv strategies and python language to choose the shade and draw the usage of hand at the evolved drawing area.

Motivation:

Drawing or Sketching the usage of hand is everyone's wish. Some or the opposite time we believe writing in air the usage of our hand. So, right here got here the task from this idea wherein we create a canvas and select out the colors required the usage of our hand and draw the desired layout or write something you wish.

Objective:

- To create a digital canvas to sketch.
- To locate the human finger as a color marker.
- To assist in on-line classes.
- To create an interface among person and the system.

Scope:

- To make sure that, the interface is quite simple and effortlessly comprehensible via way of means of the person.

- The person must be capable of draw what he needs to attract with none interruptions.

- In future, that is beneficial for making youngsters to examine drawing in faculties in an interactive way.

Features of Air Canvas

Can tune any precise coloured pointer. User can attract 4 one-of-a-kind colorations or even extrade them with none hussle. Able to rub the board with a unmarried region on the pinnacle of the screen. No want to the touch the computer. Here we are able to learn how to construct an Air Canvas that can draw whatever on it through simply taking pictures the movement of a colored marker with camera. Here a colored item at tip of finger is used because the marker.

Existed System

The Existing machine Open Air Canvas is a hands-unfastened virtual drawing canvas. This mission detects the desired colour pointer through the use of OpenCV and tracks its movement and follow the canvas at the trajectory route of the pointer in a separate window said as a blackboard.

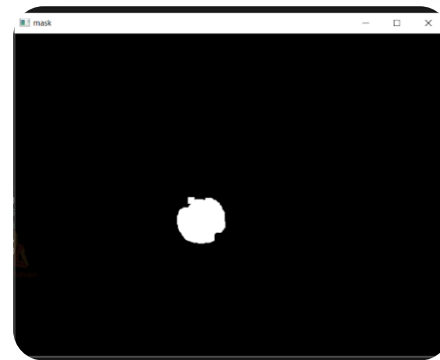
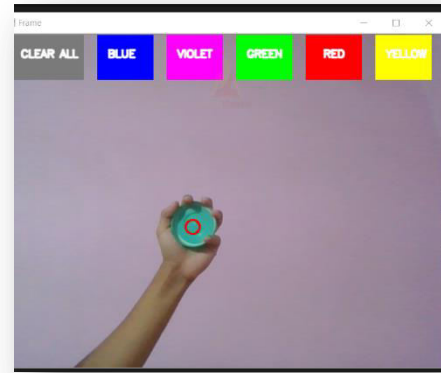
Limitations:

The pointer may also get distracted or switched if the identical colour is existed withinside the background.

The canvas is implemented at the separate window known as blackboard.

Fingertip detection

The current device handiest works together along with your fingers, and there aren't any highlighters, paints, or relatives. Identifying and characterizing an item inclusive of a finger from an RGB photograph with out an intensity sensor is a first rate challenge.



Proposed system

Our REALTIME VIRTUAL DRAWING WITH HAND-GESTURES USING MACHINE LEARNING is used to attract the canvas through simply waving your hand withinside the air. It detects the user's hand and acknowledges the skeleton-primarily based totally landmarks. Unlike the present machine it makes use of the user's fingertip to attract the canvas through movement detection and trajectory route of the fingertip, additionally it applies the canvas at the identical window in which the user's video is streaming. In this pc imaginative and prescient

that could be a Air canvas which enables to attract on a display simply through waiving your finger equipped with a colourful factor or a easy coloured cap. It

become OpenCV which got here to the rescue for those pc imaginative and prescient projects. The proposed technique gives a herbal human-machine interplay in such manner that it do now no longer require keypad, stylus, pen or glove and so on for man or woman input.

Technologies:

1. Python
2. OpenCV
3. Media Pipe (ML library)
4. Machine Learning

Open CV: Open pc Vision is a library used for the photograph processing and appearing the tasks.

Media Pipe: Media Pipe is a library wherein it has geared up to apply ml algorithms for functioning.

Algorithm of Workflow

This is the maximum thrilling a part of our gadget. Writing includes quite a few functionalities. So, the range of gestures used for controlling the gadget is same to those range of moves involved. The primary functionalities we covered in our gadget are

1. Drawing mode - In this country, we use the index finger tip for identification.
2. Selection mode - In this country we use for each the index and center finger tip identification.
3. Eraser mode - In this country we use for drawing the index finger.

Algorithm

1. Start studying the frames and convert the captured frames to HSV shade space. (Easy for shade detection)

2. Prepare the canvas body and placed the respective ink buttons on it.

3.. Adjust the trackbar values for locating the masks of colored marker.

4. Preprocess the masks with morphological (regarding shape of the things) operations.

5. Detect the contours, discover the middle coordinates of biggest contour and preserve storing them withinside the array for successive frames. (Arrays for drawing factors on canvas)

6. Finally draw the factors saved in array at the frames and canvas .

Methodology

- The frames are examine and convert the captured frames to HSV shadeation space (Easy for shadeation detection)
- Make the canvas body and positioned the respective hyperlink buttons on it.
- Now, Set the tune bar values for locating the masks of the coloured marker.
- Pre-processing of the masks is finished with morphological operations.
- The subsequent step is going on like this by, Detecting the contours, locating the middle coordinates of huge contour and maintain storing them withinside the array for subsequent frames (Arrays for drawing factors at the canvass).
- Finally, draw the factors saved in an array at the frames and canvas.

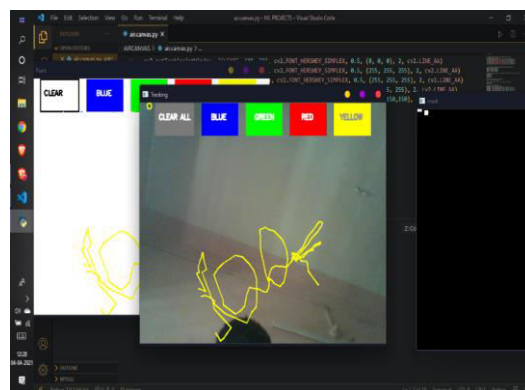
Steps in Detail

1. Colour Tracking of Object at fingertip. First of all, The incoming photograph from the webcam is to be transformed to the HSV shadeation area for detecting the coloured item on the tip of finger. The underneath code snippet

converts the incoming photograph to the HSV area, which may be very appropriate and best colour area for Color tracking. Now, We will make the Trackbars to set up the HSV values to the desired variety of colour of the coloured item that we've got located at our finger. When the trackbars are setup, we can get the realtime fee from the trackbars and create variety. This variety is a numpy shape that's was surpassed withinside the characteristic `cv2.inrange()`. This characteristic returns the Mask on the coloured item. This Mask is a black and white photograph with white pixels at the placement of the preferred colour. 2. Contour Detection of the Mask of Color Object Now, After detecting the Mask in Air Canvas, Now is the time to find its middle role for drawing the Line. Here, In the underneath Snippet of Code, We are doing some morphological operations at the Mask, to make it freed from impurities and to stumble on contour easily. 2 air canvas 2. Project Design 3. Drawing the Line the use of the placement of Contour Now Comes the actual common sense at the back of this Computer Vision project, We will shape a python deque (A statistics Structure). The deque will shop the placement of the contour on every successive body and we can use those saved factors to make a line the use of OpenCV drawing functions. Now, we can use the placement of the contour to make decision, if we need to click on a button or we need to attract at the sheet. We have organized a number of the buttons at the pinnacle of Canvas, if the pointer comes into their area, we can cause their method. We have 4 buttons at the canvas, drawn the use of OpenCV. Clear :

Which clears the display screen with the aid of using emptying the deque. Red: Changes the marker to crimson colour the use of colour array. Green: Changes the marker to Green colour the use of colour array. Yellow: Changes the marker to Yellow colour the use of colour array. Blue: Changes the marker to Blue colour the use of colour array. Also, to keep away from drawing while contour isn't present, We will Put a else situation on the way to seize that instant. 4. Drawing the factors Now we can draw all of the factors at the positions saved withinside the deque, with respective shadeaction.

Result:



Conclusion:

This makes the consumer to have an interactive surroundings wherein the consumer can draw some thing he desires with the aid of using deciding on his required colours from the displayed ones. So, we finish that Virtual Sketch is advanced the use of the library NumPy and in Open CV wherein we've many libraries and set of rules in constructed which makes the interfaces greater energetic whilst the use of . We used python as, it have many in-built libraries and lots of

modules which constitute the creativeness truly while used at the side of OpenCV in addition to its morphological processes.

The device has the capability to project conventional writing methods. It eradicates the want to hold a cell telecall smartphone in hand to down notes, imparting a easy on the-move manner to do the same. It will even serve a outstanding motive in supporting specially abled human beings talk easily. Even senior residents or folks who discover it hard to apply keyboards will capable of use device effortlessly. Extending the functionality, device also can be used to govern IoT gadgets shortly. Drawing withinside the air also can be made possible. The device might be a fantastic software program for clever wearables the use of which human beings may want to higher engage with the virtual world. Augmented Reality could make textual content come alive. There are a few barriers of the device which may be progressed withinside the future. Firstly, the use of a handwriting recognizer in vicinity of a individual recognizer will permit the consumer to write down phrase with the aid of using phrase, making writing faster. Secondly, hand-gestures with a pause may be used to govern the real-time device as performed with the aid of using

rather than the use of the wide variety of fingertips. Thirdly, our device every now and then acknowledges fingertips withinside the historical past and adjustments their state. Air-writing structures must best obey their master`s manage gestures and must now no longer be misled with the aid of using human beings around. In the future, advances in Artificial Intelligence will beautify the performance of air-writing.

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