SIXTH SENSE TECHNOLOGY

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INTRODUCTION

- SixthSense is a **wearable gestural interface** that augments the physical world around us with digital information.
- Technology that plays with Human hand gestures to make the world more interactive and workflow much easier.
- It was developed by Pranav Mistry, a Phd student in the Fluid Interfaces at the MIT Media lab.
Why sixth sense?
COMPONENTS

The hardware components are coupled in a pendant like mobile wearable device.

- Camera
- Projector
- Mirror
- Mobile Component
- Colored Markers
Camera

• Captures an object in view and tracks the user hand gestures.
• It sends the data to the smart phone.
• It acts like a digital eye, connecting you to the world of digital information.
The projector projects visual information enabling surfaces and physical objects to be used as interfaces.

It displays data sent from the smart phone on any surface in view—object, wall, or person.
SMART PHONE

• A web enabled smart phone in the user’s pocket processes the video data.
• Other software searches the web and interprets the hand gestures.
Color Marker

• At the tip of the user’s fingers.
• Helps the webcam to recognize the gestures.

• The movements and arrangements of these makers are interpreted into gestures.
APPLICATIONS
• Check the time just by drawing a circle on the wrist.

• Watch related videos on the newspaper articles you are reading.

• To make a call, virtual keypad is shown on your palm.
• Get product information by using image recognition technology.

• Get book reviews, ratings & other relevant information.

• Get flight updates regarding timing of the flight.
• Projects relevant information regarding a person.

• Click pictures just by forming “framing gesture”.

• Organize, sort & resize pictures by projecting them on a surface.
• Call up the map and use thumbs & index fingers to navigate through.

• Zoom in & zoom out using intuitive hand movements.

• Drawing application by tracking fingertip movements.
ADVANTAGES

- Portable
- Supports multi-touch and multi-user interactions.
- Connectedness between world and information.
- Cost effective.
- Data access directly from machine in real time.
- Its an Open Source.
CONCLUSION

- Sixth Sense recognizes the objects around us, displaying the information about it and letting us to access it in anyway we need.
- The Sixth Sense prototype displays several applications and that demonstrate the usefulness, visibility and flexibility of the system.
- The potential of becoming a “transparent” user interface for accessing user information about everything about us.
- Integrating information to everyday objects will not only help us to get rid of the digital divide, but will also help us in some way to stay human, to be more connected to our physical world.

- IT WILL NOT END UP IN MAKING US MACHINES SITTING IN FRONT OF OTHER MACHINES!!