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INTRODUCTION

- Developed by Pranav Mistry, a PhD student in the Fluid Interfaces Group at the MIT Media Lab
- Sixth Sense is bringing the digital world to our world
COMPONENTS

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

- CAMERA
- PROJECTOR
- MIRROR
- MOBILE COMPONENTS
- COLORED MARKERS
CAMERA

- Captures an object in view and tracks user’s hand gestures
- It sends the data to the smartphone
- It acts as a **digital eye**, connecting you to the world of digital information
The projector **projects** visual information enabling surface and physical objects to be used as interfaces.

- The projectors itself contains a **battery** inside, with **3 hours** of battery life.
- A tiny LED projector displays data sent from the smartphone on any **surface** in view-object, wall or person.
MIRROR

- The usage of the mirror is to correct the projecting angle of the projector.
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.
COLOUR MARKERS

- It is at the tip of the user’s fingers
- Marking the user’s fingers with red, yellow, green and blue tape helps the webcam recognize gestures
- The movements and arrangements of the markers are interpreted into gestures that act as interaction instructions for the projected applications interfaces
HOW IT WORKS?

Webcam

Mobile Phone With Internet Connection

Projector

Mirror
APPLICATIONS
Make a call

Call up a map
➢ Check the time

➢ Create multimedia reading experiences
- Drawing application
- Zooming features
- Capture an image
- Get product information
- Get book information
- Get flights update
ANY QUESTION?
THANK YOU