IJARSCT
ISSN (Online) 2581-9429
International Journal of Advanced Research in Science, Communication and Technology (IJARSCT)
International Open-Access, Double-Blind, Peer-Reviewed, Refereed, Multidisciplinary Online Journal
Impact Factor: 7.301
Volume 3, Issue 16, May 2023

Real Time System for Virtual Keyboard and Mouse

Pratik Kalamkar, Bhagvat Karhale, Pradip Pawar, Ritesh Gaikwad, Prof. S. V. Patil
Sinhgad College of Engineering, Vadgaon, Pune, India

Abstract: *These days, PC vision has advanced to where a PC can perceive its client utilizing an essential picture handling calculation. Individuals are involving this vision in many pieces of day-to-day existence as of now of improvement, like face acknowledgment, variety identification, programmed vehicles, etc. PC vision is utilized in this examination to make an optical mouse and console that utilizations hand movements. The PC's camera will filter the picture of different developments made by an individual's hand, and the mouse or pointer will move in light of the development of the motions, including doing well and left clicks utilizing particular signals. Essentially, uniquemotions can be utilized to control the console, for example, a one-finger signal to pick a letters in order and a four figure signal to swipe left and right. Without any wires or different gadgets, it will work as a virtual mouse and console. The venture's just piece of equipment is a webcam, and the coding is finished in Python utilizing theBoa constrictor stage. The Raised body absconds are made first, and afterward a calculation is made by planning the mouse and console capabilities to the blemishes utilizing the imperfection computations. On the off chance that you map ping several them withthe mouse and console, the PC will perceive the motion and answer fittingly. In this project we have created 4 gestures like click, open the folder and close the folder and exit. Also, we have created the virtual keyboard.*

Keywords: Computer Vision, Virtual Keyboard, Virtual Mouse

REFERENCES

[1] Sugnik Roy Chowdhury et al. “Gesture Recognition Based Virtual Mouse and Keyboard” Proceedings of the Fourth International Conference on Trends in Electronics and Informatics (ICOEI 2020).
[2] Omkar Shinde, Kiran Navale, Dipak Kunjir, Akshay More, Prof. Ashwini Taksal “GESTURE RECOGNITION BASED VIRTUAL MOUSE AND KEYBOARD” International Research Journal of Modernization in Engineering Technology and Science.
[3] Chinnam Datta Sai Nikhil, Chukka Uma Someswara Rao, E.Brumancia, K.Indira, T.Anandhi, P.Ajitha “Finger Recognition and Gesture based Virtual Keyboard” Proceedings of the Fifth International Conference on Communication and Electronics Systems (ICCES 2020).
[4] Dipankar Gupta1 , Emam Hossain2 , Mohammed Sazzad Hossain3 , Mohammad Shahadat Hossain2 , and Karl Andersson “An Interactive Computer System with Gesture-Based Mouse and Keyboard”.
[5] Aishwarya Tathe, Amina Mondal, Akanksha Shetty, Asad Mulla and Prof.A.N.Kalal “A Review on Gesture Recognition Based Virtual Mouse and Keyboard” International Journal of Research Publication and Reviews Journal homepage: www.ijrpr.com ISSN 2582-7421