

***Abstract: A Gesture based Camera Controlling Method
in the 3D Virtual Space***

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Abstract

In this paper, we propose a gesture user interface for controlling a virtual camera in the 3D virtual space, which can be used to navigate the 3D virtual space by users. In the proposed mechanism, Kinect[1] is used as an input device for detecting positions of user gestures. After obtaining the positions information from Kinect, the sequences of positions are filtered to be recognized as any kind of gestures for controlling the virtual camera. The recognized gestures will push the corresponding operation into the camera in the 3D virtual space so that the 3D space can be navigated according to the user-steered control. Experimental results show that the proposed method achieved the gesture recognition ratio of more than 75%.

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