



As the inventor and multiple patent holder in gesture recognition for presentation and entertainment systems, GestureTek has been a trailblazer in computer vision control for more than two decades. We are the world leader in hand tracking and 3D vision technology, full-body tracking, immersive systems and mobile device user interfaces. Our interactive solutions for controlling computers, interacting with multimedia displays and playing games in a 3D virtual world have won international awards and are in demand among tourist attractions, hospitality venues, tradeshow, corporate locations and public spaces. We have delivered applications for home entertainment, advertising, digital signage, healthcare, education, corporate promotions, television production and industrial design.



**Patented technology for gesture control of interactive surfaces, signs, displays, devices and games**

GestureTek transforms any display surface or consumer device into a gateway to an unforgettable interactive multimedia or virtual reality experience. Body movement controls the program, so there's no need to wear, hold or touch anything special. Our gesture-based user interface can be delivered on any surface or device. This includes floors, walls, tables, bartops, kiosks, toys, consoles, set top boxes, PCs, laptops or cell phones.

Among the more than 2,500 delighted GestureTek clients are BMW, Cisco, CNN, Ford, Microsoft, NASA, Nike, Sony, Intel, Samsung, Vodafone, IBM, Federal Express, Telefonica, Panasonic, Gillette, Virgin Megastores, Cingular/AT&T Wireless, Shell Group, Target Stores, Disney and NTT DoCoMo.



## CONSUMER PRODUCTS & TECHNOLOGY LICENSING

GestureTek's robust library of video gesture control patents, technologies and applications are available for licensing. Whether you're a developer or manufacturer, we have all the tools you need to integrate computer vision into your products, including toys, games, PCs, consoles and set top boxes. We offer consulting, concept design, hardware design and application development services to help you optimize your gestural interface implementation. We also create vision-equipped toys from prototype through to final design.

Natural gestural interfaces are more intuitive and entertaining than conventional interfaces, enhancing the user experience. Control on-screen elements with hand and body movement and even track the movement of peripheral devices in complete 3D space. Microsoft, Sony, Hasbro, NTT DoCoMo, Reactrix, DynaMedia and WSI are just a few of the companies that have embraced the future by licensing GestureTek's patents or technologies.



### Selected Licensees:



## GESTURETEK MOBILE™

GestureTek Mobile (a business unit of GestureTek Inc.) is the world leader in gesture control for cell phones and mobile Internet devices. Our patented, award-winning EyeMobile Engine® is the world's first motion-controlled user interface for mobile gaming and applications. The software can be embedded into any handset or delivered over the air. GestureTek Mobile also offers a library of turnkey motion-controlled mobile games for carriers on multiple platforms.

Using the existing camera on a mobile device, EyeMobile tracks motion, enabling users to control their device with shake, rock or roll movements instead of button presses. As a software-only solution, it is more cost-effective than hardware-based accelerometer solutions. It requires a small memory and processor footprint and is easy to integrate into existing applications.

GestureTek's EyeMobile Engine is embedded in NTT DoCoMo handsets in Japan and supports more than 100 million handsets running on Java, BREW, Symbian, Windows Mobile and Linux platforms. This includes selected models from HTC, Samsung, Nokia, Sony Ericsson and Motorola. We continue to lead the way to a fully gestural touch-free user interface for all camera-enabled handsets with our groundbreaking work in practical mobile applications such as web browsing, picture viewing, map navigation and rapid text entry.



## POINT & CONTROL TECHNOLOGY



### **Illuminate™ Multi-touch Surfaces**

GestureTek's gesture-controlled surface solutions have brought 'Minority Report-style' interactivity to the mainstream. Display systems come as sleek tables, displays or kiosks, and can be customized to nearly any shape or size. With the technology completely hidden from view, the surfaces create space-age magic in any venue.

Our popular Illuminate Multi-touch Surface Computing table delivers an unforgettable interactive multimedia experience. Patented, state-of-the-art hand-tracking technology lets you press, rotate or drag your hands along a surface to access presentations, manipulate images and special effects, play games or view advertising.

### **GestPoint® Control System**

This family of proven interactive presentation systems uses advanced real-time computer vision to convert simple hand gestures into mouse control in any environment, replacing conventional interfaces such as keyboards, mice, joysticks or touch screens.

The newest AirPoint™ product is an awe-inspiring portable hand-tracking unit that allows users to control interactive multimedia content on any computer or display screen by making hand motions above the unit. No other interface device is required. Cameras can be positioned within the device, from below looking up, or from above looking down, depending on the requirements. Our unique expertise allows us to assist customers in choosing the most exciting and effective solution to meet their needs.

## RESPONSIVE MEDIA

### **GestureFX™**

GestureFX is a stunning interactive visual display system that projects dynamic multimedia content onto any surface, including floors (GroundFX®), walls (WallFX™), tables (TableFX™) and screens (ScreenFX®). Designed to inform and entertain, this system intelligently responds to motion, enabling users to control content with gestures.

GestureFX's vast library of special effects can be customized in endless ways. Ripples of water form, fish scatter or ice cracks beneath your feet as you step onto a virtual pond. Images flip, fly or flicker as you enter the display area and move your hands and body. Interactive games and branded advertising can also be integrated into the display.



# IMMERSIVE INTERACTIVE MEDIA

## GestureXtreme®

This virtual gaming system inserts your real-time video image into exciting virtual worlds, where you can interact with entertaining characters and objects in unique games, sports activities and adventure simulations. Enjoy 'Wii-like control', without the remote. This engaging, unencumbered full-body immersive experience is popular in museums, science centers and other tourist attractions. It has even been used in television shows. GestureTek's pre-programmed games can be used to entertain or educate, while custom applications can be used for promotion, advertising and corporate branding. GestureXtreme also comes as a portable unit called FunCam that can be installed virtually anywhere.

## ScreenXtreme®

ScreenXtreme is a revolution in public space advertising and entertainment. This immersive interactive digital signage solution transports a user's real-time image into any digital display, sign or advertisement. It can be installed as a turnkey unit or added to any existing digital signage solution working on Microsoft Windows. With ScreenXtreme, your customers are immersed as they interact with dynamic content, images and special effects simply by moving their hands and body. It's an unforgettable full-body immersive experience.



# GESTURETEK HEALTH

GestureTek Health brings gesture control technology to the health, disability and rehabilitation sectors. Our hygienic, touch-free interactive virtual therapy solutions for rehabilitation, sensory stimulation and immersive play allow people of all ages and abilities to have fun, build confidence and improve their physical and cognitive capabilities.

IREX™, the Interactive Rehabilitation and Exercise System, immerses patients into stimulating virtual worlds, replacing traditional therapy with exciting virtual reality games and exercises. Patients see their real-time image onscreen as they move their body to control virtual objects, with session data and patient progress recorded and monitored. IREX is the subject of extensive research focusing on stroke, traumatic brain injury and other cognitive and physical disabilities.

The Immersive Therapy Suite is a portable mobile therapy solution designed for rehabilitation and activation, providing more than 30 virtual reality activities and music applications. The system is delivered directly to the patient anywhere in a health care facility.

Our multi-sensory products respond to the slightest motion, offering those with the most limited mobility a chance to participate in games and activities that might otherwise be inaccessible. The simple blink of an eye can trigger dazzling interactive special effects that stimulate the senses. Our multi-sensory applications can be projected onto walls, floors or displays. With installations in hospitals, clinics and special needs centers worldwide, clinical trials and client feedback consistently prove that virtual reality therapy benefits people with disabilities, including cerebral palsy, autism and Alzheimer's.

