

Technology Licensing, Consulting, Hardware Design, Software Development

GestureTek is the inventor, pioneer and world leader in vision-enabled interactive gaming and entertainment systems, pushing the boundaries of human-computer interaction for over twenty years. Our patented video-gesture-control technology gives players the freedom to control sports, adventure and educational simulations and even immerse themselves in exciting 3-D computer-generated landscapes, controlling the program through gesture and body motion.

'Wii-like' gesture control - with or without peripheral devices

GestureTek delivers pure, real-time, full-body immersive experiences in computer-controlled virtual worlds. Hands and body are the interface devices, eliminating the need for any gear, such as head-mounted units, joysticks or nunchuks. For a more 'Wii-like' gaming experience, GestureTek offers a wand-like interface device that can be tracked in complete 3-D by any camera-enabled hardware, with no need for embedded electronics. Users see their real-time full-body image onscreen and control 3-D animation by waving the wand.

Works in any camera-enabled environment

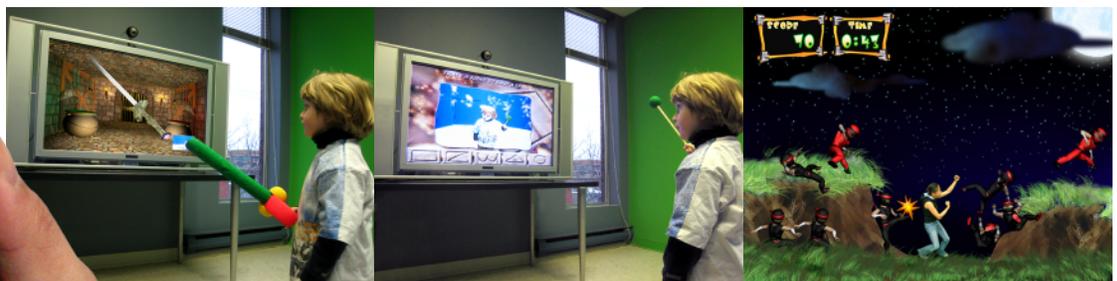
Users can interact with a wide array of GestureTek games, adventure simulations and stimulating educational applications in all sorts of environments, including home entertainment consoles, PCs, set-top boxes, and even mobile devices such as cell phones and laptops. With thousands of GestureTek systems installed in location-based entertainment facilities and our patented body-tracking technology already embedded in millions of consoles and cellphones, countless people all over the world have already experienced the freedom and exhilaration of a GestureTek virtual world experience.

Limitless potential in every sector

Permanent and portable virtual reality gaming systems developed and powered by GestureTek can be found in museums, science centers, nightclubs, bars, casinos, amusement parks, malls, retail stores, digital signage networks and other location-based entertainment facilities all over the world. Our patented face and body-tracking software is also popular with health and wellness organizations for fitness, recreation and even rehabilitation.

Services to meet your every need

GestureTek offers consulting services for game concepts, software and hardware design, as well as software delivery and application development services. We also create vision-enabled toys from prototype through to final design. Our state-of-the-art patents and technologies can be licensed to provide toy and game developers with the tools required to integrate computer vision control into their products. Game engines developed by GestureTek are designed to allow content to be easily ported from one device or platform to another. APIs include full body analysis and motion tracking, as well as feature-specific tracking such as face, hand, color, motion and object tracking.



GestureTek has licensed our patents, technologies, game engines and applications to:



GestureTek technology is protected under numerous comprehensive patents in the United States and other countries. U.S. patents include 5,534,917 (Video image based control system), 7,058,204 (Multiple camera control system) and 7,227,526 (3D-vision image control system).

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