

Gesture Control Solutions for Consumer Devices

Webcam-Based Hand, Face and Body Tracking Solutions

GestureTek's pioneering gesture control technology introduces a whole new level of interactivity for motion-controlled display systems. Whether it's a personal computer, laptop, set-top box, television set, mobile device, game console, digital sign or interactive kiosk, GestureTek's ground-breaking depth-tracking software lets users control devices using simple hand motions instead of a remote control, keyboard or other touch-based peripheral.

Lifelike 3D Virtual Reality Experiences

Our patented gesture recognition software tracks full-body movement or subtle hand gestures in complete 3D space. Using depth-sensing cameras to measure ongoing changes in position and distance between different parts of a user's image and other elements in the scene, the system reliably and repeatedly isolates and tracks a user's unique movements and then translates those gestures into specific computer commands. The system is resistant to environmental distractions such as background movement or variable lighting. Users can literally watch their real-time full-body video image, or their full-body 3D avatar, while they interact dynamically with computer-generated characters, objects and icons in a three-dimensional virtual world.



Full-Body Avatar Control

Gestural Platform Interface for any Device

GestureTek is leading the way to a fully gestural touch-free user interface for all camera-enabled consumer devices. Consumer electronics companies worldwide are turning to GestureTek's video gesture analysis technology to deliver computer control using a combination of hand poses and gestures, including hand waves, swipes and pointing. Leading TV and set-top box manufacturers are also using our technology to demonstrate their touch-free, remote-free devices.

GestureTek has a robust library of video gesture control patents and video capture, analysis and control commands available for license. APIs include full-body analysis and motion tracking, as well as feature-specific tracking such as face, hand, color, motion and object tracking.

Exciting Applications for Gesture-Based Interactive Experiences

GestureTek's trailblazing, patented depth-tracking technology has unlimited applications in countless sectors. Here are just a few of our successes:

- Entertainment solutions deployed in millions of consumer electronics devices, including phones and toys.
- An interactive attraction for the Beijing Olympics that features a hand-tracking interface to power a 3D flight simulation experience.
- Interactive and immersive advertising and digital signage solutions for companies such as Samsung, Hudson's Bay Company, Telefonica, Dublin Mall and Musgo.
- Virtual rehabilitation systems for healthcare organizations worldwide, where patients can watch themselves on-screen as they complete therapeutic exercises.



3D Flight Simulation Experience at the Beijing Olympics



Two-Handed Gesture Control: Drive with your Hands in Free Space

Selected Licensees



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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