



SIXTH SENSE TECHNOLOGY (WEAR UR WORLD)

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Abstract:

It's start of another period of innovation where engineers are growing new advances step by step. Much the same as in the sci-fi motion pictures where show of PC screen shows up on dividers, directions are given by motions, the keen computerized condition which converses with us to do our work, etc. All these will be conceivable by utilizing our Sixth Sense Technology. In this paper we will perceive how this Sixth Sense innovation is utilized to enlarge the physical world with computerized data utilizing characteristic hand signal. It partners innovations like hand signal acknowledgment, picture catching, increased reality and PC vision. It superimposes the advanced world on this present reality.



Keywords: Shaded Markers, Projector

INTRODUCTION:

SixthSense is a wearable "signal based" gadget that increases the physical world with advanced data and gives individuals a chance to utilize regular hand motions to communicate with that data. It was produced by Pranav Mistry, a PhD understudy in the Fluid Interfaces Group at the MIT Media Lab. As of now we utilize versatile, desktops, tabs and so forth to get to web. With SixthSense we will utilize a gadget no greater than current phones and presumably in the end as little as a catch on our shirts to get the web to us request to collaborate with our reality.

SixthSense will enable us to collaborate with our reality more than ever. We can get data on anything we need from anyplace inside a couple seconds. We won't just have the capacity to communicate with things yet in addition with individuals. One extraordinary piece of the gadget is its capacity to filter protests or even individuals and undertaking out related data on individuals or question [1].

Background

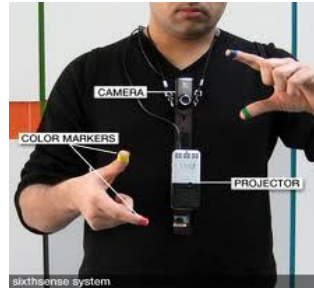


Figure 1 : Prototype

The SixthSense model is made out of a pocket projector, a mirror and a camera. The equipment segments are coupled in a pendant-like versatile wearable gadget. Both the projector and the camera are associated with the portable registering gadget in the client's pocket. Intuition is that it stays nearby the neck of a man and in this way the projection begins by methods for the small scale projector connected to the gadget. In this way, in course, you end up being a moving PC in yourself and the fingers with the hues markers (red, blue, green and yellow) act like a mouse and a console [4] which enables the camera to recognize the four fingers and perceive hand signals. The model was worked from a normal webcam and a battery-controlled 3M projector, with an appended mirror — all associated with a web empowered cell phone. The setup enables the client to extend data from the telephone onto any surface — dividers, the body of someone else or even your hand.

Working of Sixth Sense: Components

The equipment parts are coupled in a pendant like versatile wearable gadget [4].

1. Camera
2. Projector
3. Mirror
4. Mobile Component
5. Color Markers

Working

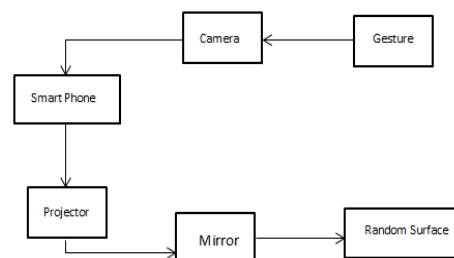


Figure 2: Working Flow

1. The equipment that bodes well work is a pendant like versatile wearable interface.
2. It has a camera, a mirror and a projector and is associated remotely to a Bluetooth or 3G or Wi-Fi advanced mobile phone that can slip easily into one's pocket.
3. The camera perceives people, pictures, pictures, motions one makes with their hands.
4. Data is sent to the Smartphone for handling.
5. The descending confronting projector extends the yield on to the mirror.
6. Mirror mirrors the data on to the ideal surface.
7. Along these lines, advanced data is liberated from its limits and set in the physical world.

The thought is that Sixth Sense endeavors to decide what somebody is interfacing with, as well as how the individual is collaborating with it. The product scans the web for data that is possibly pertinent to that circumstance, and after that the projector assumes control. The framework is continually attempting to make sense of what's around you, and what you're endeavoring to do. It needs to perceive the pictures you see, track your motions, and after that relate everything to pertinent data in the meantime.

The product perceives 3 sorts of signals:

Multitouch signals, similar to the ones you see in Microsoft Surface or the *iPhone* - where you contact the screen and make the guide move by squeezing and hauling.

Freehand signals, similar to a Namaste motion

Notorious motions, attracting a symbol the air like, at whatever point we draw a star, it demonstrates the climate. When we draw an amplifying glass, demonstrates the guide.

The innovation is fundamentally founded close by motion acknowledgment, picture catching, preparing, and control, and so forth. The guide application gives the client a chance to explore a guide showed on an adjacent surface utilizing hand motions, like motions upheld by multi-contact based frameworks, giving the client a chance to zoom in, zoom out or container utilizing instinctive hand developments. The illustration application gives the client a chance to draw on any surface by following the fingertip developments of the client's pointer.

Conclusion

SixthSense innovation is a developing innovation where it has made collaboration with the physical world all the more astonishing utilizing regular hand signal. It's an open source so all have a chance to actualize their thoughts and upgrade the innovation.

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