Abstract

The control of the game changed rapidly. As we know the game controls using a keyboard or joystick. but on this final project, the author offers a new method by using the motion of hand as a control and of course we do not require the existence of a keyboard or a joystick as a controller.

3D robot movement simulation with an image detection command Simulation Control application using hand commands as detected by the webcam. By detecting the color of the skin and then look for convexity of the shape and detect the hand fingers to control the robot to run forward, backward, facing right or left aside. The application is built using the XNA Framework and OpenCV libraries.

In this test successfully detects the position of the hand so that the 3D simulation of robot can be controlled with hand-image detection. Transfer the lag time between changes in hand movements can be detected by the application is very small relative to the unit microseconds.

Keyword: Simulation Games, MicrosoftXNA, OpenCV, Image Detection, 3D games, gaming gesture
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