

3D Interaction in Augmented Reality with Stereo-Vision Technique

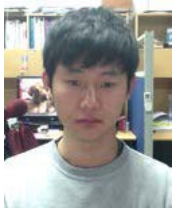
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Abstract—Providing natural hand interaction between a virtual object and a user on Augmented Reality is a major issue to manipulate a rendered object in a convenient way. Conventional 2D image-based recognition and interaction technique in AR has a limitation to perform a natural interaction between the user and the virtual object. In this paper, we present a stereo-vision based natural 3D hand interaction with the augmented object. In the proposed 3D hand interaction approach, 3D hand location and finger direction can be easily obtained by using stereo-vision technique while user hand is approaching to the virtual object. The collision detection between user hand and the virtual object is determined by using a simple ray casting emitted from the user's finger-point against the virtual object. From the experiments, the proposed 3D hand interaction method can control the virtual object in a natural way rather than using a vision-based 2D hand interaction since the stereo-vision technique can obtain the depth information from the AR environments.

Keywords— Stereo-vision, Haptic interface, Augmented Reality, Collision detection, Hand detection



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