Comparison of Absolute and Relative Pointing Effectiveness using Leap Motion Interface Technology

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Outline

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- Development
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Introduction

- Pointing
- Leap Motion Controller
Background

- Absolute Pointing
- Relative Pointing
- Leap Motion Controller
Figure 1: Illustrating the difference between relative (left) and absolute (right) pointing [1].
Figure 2: A schematic view of Leap Motion Controller [2].
Figure 3: A higher level architecture of the application of this project.
Figure 4: Functionality of the application of this project.
Figure 5: Internal flow diagram of relative pointing task scene.
Figure 6: A screenshot of the main menu of the application.
Figure 7: A screenshot of relative pointing task scene of the application.
Figure 8: A screenshot of absolute pointing screen that a user achieves after completing the task.
Conclusion

- Some challenges were faced
- Unity 3d game doesn’t support Linux
- Leap Motion Controller- not properly documented
- Developed prototype is ready for research evaluation
References
