Hand Widget Project: Creating a Controllable Interface for Use with Motion Capture Gloves

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Introduction
The purpose of this project was to create an interface utilizing motion capture gloves, a “hand widget,” for use as a controller in a larger scale project by the Army Research Lab. The program was implemented in Unity, and Leap Motion technology was used alongside rotational sensors in the gloves to track the gloves’ movements.

Background
This project is part of the creation of a virtual reality program by the Army Research Lab to organize and present large quantities of images in an effective and intuitive manner. The completed project will utilize voice commands, eye tracking, a VR headset, and motion capture gloves.

Functionality
The widget features four buttons that can be touched to activate or deactivate sorting filters. The program also features three other ways of interacting with objects: sliding them, picking them up, or zooming to increase or decrease the size.

Future Work
The next big step to be taken is integrating this work with the larger project, as it is currently isolated. The hand widget’s functionality can also be expanded, and more work could be put into improving the visual presentation.

Acknowledgements
Acknowledgements to Dr. Bernhard Vogler and David Cook for creating and running the RCEU program; to Nicholas Diliberti, Lizhou Cao, and Yangzi Dong for their assistance; to Christopher Kaufman for creating the motion capture gloves; and to the Army Research Lab, the UAH Office of the Provost, and the UAH Office of the Vice President for Research and Economic Development for funding.