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Design and Implementation of the Image Interactive System Based on Human-Computer Interaction

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ABSTRACT

Based on the traditional Human-Computer Interaction method which is mainly touch input system, the way of capturing the movement of people by using cameras is proposed. This is a convenient technique which can provide users more experience. In the article, a new way of detecting moving things is given on the basis of development of the image processing technique. The system architecture decides that the communication should be used between two different applications. After considered, named pipe is selected from many ways of communication to make sure that video is keeping in step with the movement from the analysis of the people moving. According to a large amount of data and principal knowledge, thinking of the need of actual project, a detailed system design and realization is finished. The system consists of three important modules: detecting of the people's movement, information transition between applications and video showing in step with people's movement. The article introduces the idea of each module and technique.

KEYWORDS

Human-Computer, Interaction, Image Processing, Moving Object Detection, Communication, Response

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