

VIRTUAL REALITY GLOVES USING ARDUINO AND PROCESSING IDE

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The Gloves for Virtual Reality its main goal is to by utilizing the Processing IDE and Arduino UNO and creating a low-cost glove with controlling and performing some actions. The glove is helpful into a suite of apps and is intended for usage in virtual reality systems. By waving or shaking our hands in front of the computer, we may move the pointer to the appropriate area and carry out tasks. Similar to Arduino, Processing is an open-source application. You can make Android applications, basic system applications, and much more with Processing. Here we can draw on our computer by only waving your hand in front of the webcam in this section. Additionally, we should able to turn on and off lights by just waving your hand and clicking with your fingers in mid air.