

USER MOVEMENT CAPTURE FOR AR/VR ENVIRONMENTS

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Initial Bidding Guidance: Low Six Figures

With a 2012 priority date, the disclosed portfolio describes systems for detecting finger, hand, mouth, lip, or facial movements and using such gestures as an input for a computing device. This system is particularly valuable in virtual reality and/or augmented reality environments where user movement can be used as the primary input means instead of traditional methods such as keyboards and mice. This portfolio includes the following:

Abstract (US 9,122,395 & 9,361,023)

A reader is utilized to detect motion of a user's fingers when a user mimics a typing motion. The system can be used to define various key press states for particular finger positions and then monitor the motion of fingers to detect when a key state is entered. The system can then provide the detected key state as input to a system expecting the data input.

Earliest Priority Date: 5-29-2012

Representative Claims: US 9,122,395 – Claim #1

1. A system for providing input to a computing device without requiring a keyboard, the system comprising: a sensor configured to: detect finger and/or hand and/or or mouth and/or lip and/or facial movement activity of a user; generate data associated with the finger and/or hand and/or or mouth and/or lip and/or facial movement activity; and provide the and/or hand and/or or mouth and/or lip and/or facial movement activity data to an engine; the engine configured to: process the received and/or hand and/or or mouth and/or lip and/or facial movement activity data to identify a speech element; and provide indicia data associated with the identified speech element to the computing device, wherein the computing device can react to the indicia data as data entry and wherein the system does not require a physical, projected, or other representation of a keyboard and wherein the engine is configured to access a model file defining finger and/or hand and/or or mouth and/or lip and/or facial movement activity positions that are associated with speech element states and associating the speech element states with particular indicia data and wherein the engine is configured to enter a training mode to generate the model file by: instructing a user to mimic producing a speech element by finger and/or hand and/or or mouth and/or lip and/or facial movement activity; recording the position of the user's finger and/or hand and/or or mouth and/or lip and/or facial movement and associating the position of the user's finger and/or hand and/or or mouth and/or lip and/or facial movement activity as a speech element state associated with the particular movement.

Contact:

For more information on the assets available for sale in this portfolio, contact Paul Greco.

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TECHNOLOGY

VIRTUAL REALITY/AUGMENTED REALITY

IMPORTANCE

IMPORTANT PORTFOLIO FOR COMPANIES INVOLVED IN VIRTUAL REALITY AND AUGMENTED REALITY

NUMBER OF ASSETS

2

PATENTS (2)

US 9122395
US 9361023