

Movea's GestureBuilder advances State of the Art for Gesture Control in Consumer Electronics

Grenoble, France – November 30, 2011 – Movea announced today that it is making State of the Art gesture recognition and gesture database design capabilities available to Consumer Electronic OEMs and Systems Integrators through its ground breaking GestureBuilder software. Part of Movea's SmartMotion portfolio and a component of the MoveTV platform, GestureBuilder enables Touchless Gestures for control of Smartphones, Tablets, TV's, Set-Top-Boxes, and Media Center PC's running Linux, Android, and Windows 7. Windows 8 support is also planned.

Bryan Hoadley, President of Movea Inc. and Movea's EVP of WW Sales and Marketing, explained, "Movea's powerful GestureBuilder software is currently being deployed to customers as part of our MoveTV Platform, a vertical solution for the PayTV market. Those deployments and our demonstrations of Touchless Gestures have generated an incredible level of interest in Movea's gesture recognition capabilities. In response to this interest, we wanted to make GestureBuilder more widely available to OEM's and Systems Integrators in the Consumer Electronics industry."

GestureBuilder offers customers the capability to create an unlimited number of 2D and 3D gestures utilizing 2- to 9-axes of sensor data from any combination of MEMS accelerometers, gyroscopes, and magnetometers. Additionally, Consumer Electronics OEM's and Systems Integrators can benefit from Movea's pre-defined libraries of 2D and 3D gestures, simple swipes, and predefined packages of custom gestures for vertical markets.

GestureBuilder captures motion data from combinations of MEMS sensors and leverages Movea's extensive portfolio of proprietary data fusion and signal processing techniques to be able to record and recognize gestures in real-time and optimize gesture databases for performance and accuracy. GestureBuilder's features include:

Gesture Recognition Features

- In-air gesture creation
- 2-, 3-, 5-, 6-, and 9-axis sensor configurations supported
- Edit gesture databases
- Gesture database management: Load, save, delete, regroup databases
- Gesture recognition testing
- Real time representation of recorded and performed gestures

Gesture Database Performance Features

- Recognition options configuration: Tolerance, Processing, Threshold
- Database recognition performance tuning recommendations
- Global gesture database efficiency testing and reporting

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- Automated User Experience testing
- Identification and reporting of confusing similar gestures
- Gesture class cohesion optimization

GestureBuilder is available through engagement under license agreement. Movea will be demonstrating Gesture Builder at CES, January 9th to 12th 2012, in the Las Vegas Nevada at the Hilton Hotel Conference Center Suite 669 by appointment only. For further information, visit Movea on the web at www.movea.com [1]

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Links:

[1] <http://www.movea.com>