

## Bachelor Thesis



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### **Analysis and Feasibility Study of State-of-the-Art Hard- & Software Applications for Gesture Control in VR Environments**

Gesture control will play a major role in the interactive operation of various applications in the future. This technology is currently used in the aircraft and automotive industries, among others. In the course of this bachelor thesis, a state-of-the-art analysis of the systems available on the market will be carried out. The different technical principles (tracking with and without aids) are of interest here. The advantages and disadvantages of the individual technologies are to be worked out as well as a practical investigation of the available hardware and software (at the institute of automotive engineering and at the industrial partner MAGNA Steyr Fahrzeugtechnik).

#### **Scope of work:**

- Literature survey on existing systems and with regard to the fields of application
- Benchmark of existing systems available at the Institute of Automotive Engineering and MAGNA Steyr Fahrzeugtechnik
- Preparation & Processing of data obtained from sensors

#### **Requirements:**

- Interest in new technologies
- Solution-oriented thinking
- Advantageous: Basic knowledge in programming (e.g. Python, VB.NET, C, etc.)

**Duration:** 3 month  
**Start:** As from now  
**Workplace:** Institute of Automotive Engineering / Magna Steyr Fahrzeugtechnik Graz

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