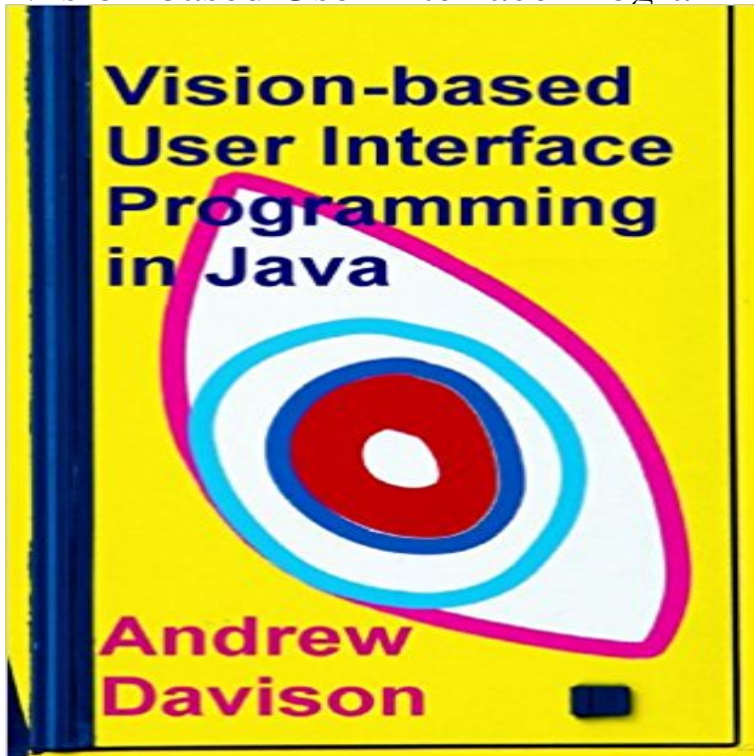


## Vision-based User Interface Programming in Java



Learn how to implement human-computer interaction based on movement, facial recognition, eye tracking, hand and finger gestures, and the use of visual tags for augmented reality. There's no need to invest in expensive hardware or software; all that's required is an ordinary laptop's webcam and the magical, and free, computer vision library OpenCV and its Java binding JavaCV. This book, written by Andrew Davison (the author of the popular Killer Game Programming in Java), offers a practical introduction to the implementation of vision-based user interfaces (VBIs). All the code examples are available online at <http://fivedots.coe.psu.ac.th/~ad/vbi/>

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