Human-eyewear device interaction

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The objective of this project is to address the problem of interaction between the user and eye-wear devices. In particular, our framework recognizes audio instructions, hand gestures, and human gazes and translate them into commands. This advancement in eye-wear device interaction will facilitate the usability of eye-wear devices with virtual objects moving forward.

The framework processes the instructions given by the user and converts the audio, visual inputs and matches with defined and well-programmed functions called commands in the framework. These commands help the framework to implement necessary actions requested by the user.