HOLOGRAPHIC VIDEO VISUALIZER WITH GESTURE CONTROLLER

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College ***:*** *Bangalore Institute of Technology, Bangalore*
Branch ***:*** *Department of Electronics & Telecommunication Engineering*
Guide(s) ***:*** *Prof. Ranjana K*
Student(S) ***:*** *Mr. Sachin Sagar C. S.*
Ms. Pooja B. K.
Mr. Nishanth Patel S. R.
Mr. Swasthik

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Introduction:

A 3D holographic video visualizer with gesture control can add excitement to your party and impress your friends. This system projects an image from a monitor onto an acrylic pyramid, creating a 3D effect. It features audio visualizers that respond in real time to music from a SoundCloud playlist. The gesture control interface detects hand motions without touch, allowing you to play the next song, pause, adjust the volume, switch visualizers, and more. Holographic projection, invented by Hungarian physicist Dennis Gabor in 1947, records light patterns to reproduce three-dimensional images. This technology, based on the illusionary technique Pepper's Ghost, used in Victorian theatres, is now advanced with HD projection and CGI technology. It is utilized by major brands like Endemol, Coca-Cola, and BMW. 3D holographic projection is a growing field with applications in business, education, science, art, and healthcare. It allows for lifelike visuals and special effects, promising a bright future. Holo projectors can project large-scale, high-resolution images onto various surfaces, enhancing visual experiences without the need for 3D glasses.

Objectives:

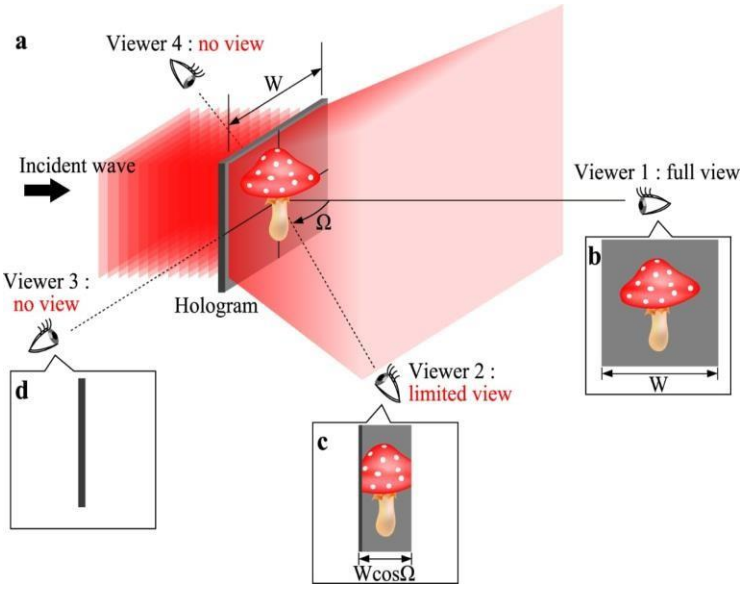
To implement advancements in enlargement of the reconstructed holographic 3D image, reduction of the LUT memory and acceleration of the CGH computation.

It is a one-of-a-kind photographic technique in which 3D objects are captured using a laser and then reconstructed as accurately as possible to match the initially recorded item. When lit by a laser, holograms can produce an accurate 3D clone of an item and mimic its features.

Security and medical uses. For example, if a doctor needed to get a close look at someone's arm, they could use the 3D image of the arm as seen by a camera to get a detailed view.

Dramatically improve training, design, and visualization in many business settings and production facilities.

Methodology:



The display design can use either front or rear projection, in which one or more video projectors are directed at the glass plate. Each projector's beam widens as it approaches the surface and then is bundled again by the lenses' arrangement on the glass. This forms a virtual point of origin, so that the image source appears to be an imaginary object somewhere close to the glass.

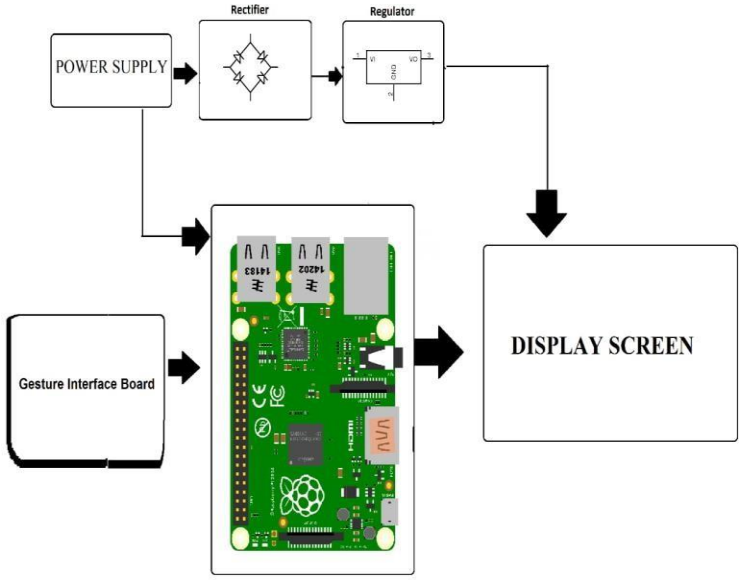
In rear projection (the common use case), the light passes through the glass; in front projection it is reflected. The computer sends the image to the projector. The projector generates light beams which form the image on the screen.

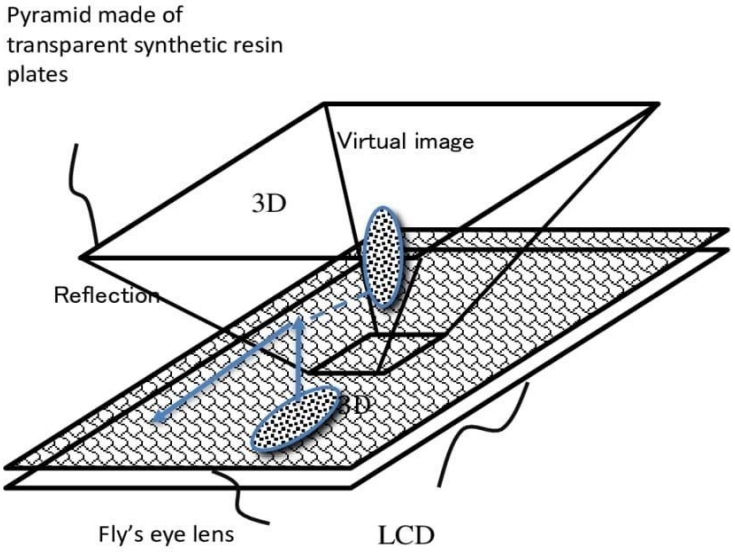
When the user touches the screen, a tactile membrane film reacts to these movements, generating electrical impulses that are sent back to the computer. The computer interprets the received impulses and modifies the projected image according to the information.

The projector generates the beams of light that will form the image on the screen's film, which is adhered to the crystal support. These crystal lenses can be a maximum of 16 millimeters (0.63 in) across.

The projector is usually located behind the screen and must be placed a certain angle above or below the user's line of sight to avoid the dazzling the user. Therefore, it must be trapezoidal projector, so it can compensate for the deforming of the images at this angle of displacement.

Block Diagram:





Holography is a unique method of photography whereby 3D objects are recorded using a laser and then restored as precisely as possible to match the originally recorded object. When illuminated via a laser, holograms are able to form an exact 3D clone of the object and duplicate its features

The diffraction grating and reflective surfaces inside the hologram recreate the original object beam. This beam is absolutely identical to the original object beam before it was combined with the reference wave. This is what happens when you listen to the radio. Your radio receiver removes the sine wave that carried the amplitude- or frequency-modulated information.

The wave of information returns to its original state, before it was combined with the sine wave for transmission. The beam also travels in the same direction as the original object beam, spreading out as it goes

Since the object was on the other side of the holographic plate, the beam travels toward you. Your eyes focus this light, and your brain interprets it as a three-dimensional image located behind the transparent hologram. This may sound far-fetched, but you encounter this phenomenon every day.

Every time you look in a mirror, you see yourself and the surroundings behind you as though they were on the other side of the mirror's surface. But the light rays that make this image aren't on the other side of the mirror -- they're the ones that bounce off of the mirror's surface and reach your eyes.

Result and conclusion

Holographic technology, with its vast applications, is transforming various aspects of human life beyond art and business communication. It is paving the way for advancements in safety, security, education, planning, and the overall strength of our civilization. Once considered the realm of science fiction, holograms have now become a practical and commonplace feature in our daily lives. We are only at the beginning of realizing the full potential of holograms, and as technology continues to evolve, their impact on society will grow even larger.

One of the remarkable uses of holographic technology is in the field of holographic interferometry, which opens new possibilities for researching the physical and mechanical properties of materials. This method allows for non-contact measurement and shape comparison of objects, even if they no longer exist physically. The shape of an object can be recorded on a hologram, preserving it for future reference.

Holographic experimental methods are valuable tools for researchers and students involved in optical measurements of tensions and visualizations of thermal or concentration fields. These methods are also highly suitable for educational purposes, providing a visual and interactive way to understand complex concepts. The resulting three-dimensional images are created from interference patterns between two original

images, engaging all four visual functions, including binocular disparity, which creates the illusion of depth.

In conclusion, the practical uses of holographic technology extend far beyond what we see in movies. It is becoming an integral part of our society, with applications in various fields that enhance our understanding, safety, and efficiency. The ability to create 3D images in volumetric space through holographic displays is revolutionizing how we interact with and visualize information. As developers and innovators continue to improve this technology, holograms will become an even more significant part of our future, demonstrating their endless possibilities and transformative potential.).