

# 一种基于颜色结构光的投影仪摄像头触摸板人机交互系统

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**摘 要:** 本文提出了一种只用投影仪和单摄像头搭建的投影触摸板人机交互系统. 本人机交互系统是利用投影仪摄像头系统对手指的运动进行捕捉, 可以使任何平面变成触摸板. 本文分析了系统测量三维坐标的误差, 通过优化标定提高了测量精度. 为了解决手指触碰的高度和位置的精准度问题, 基于建立的手指模型利用颜色结构光来实时获取手指三维信息和寻找触碰点, 并且利用卡尔曼滤波优化手指触碰后手指的运动轨迹, 提高了手指触碰的精度在 2 mm 以下 99% 准确率, 触碰后的位置精度达到 1 个像素点, 利用投影仪-摄像头系统实现了触摸板的功能和应用.

**关键词:** 投影仪-摄像头; 人机交互; 颜色结构光; 卡尔曼滤波

## A Projector-Camera-Touchpad Human Computer Interaction

### System based on Color Structured Light

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**Abstract:** A method using only one projector and one camera is proposed to build a Projector-Camera-Touchpad (PCT). This HCI system uses projector-camera to catch the finger's motion to make any plane to a touchpad. This paper analyzes the error measuring the 3-dimensional coordinates of the system, and improves the accuracy by optimizing the calibration. To solve the problem of height when to touch happens and finger's position accuracy, based on a finger model the color structured light is adopted to get 3-dimension information and locate the finger touch point. At meanwhile, the trajectory of finger touch is optimized by Kalman filter. Finally, the touch accuracy is improved to 99% under 2mm and touch position precision are increased to 1 pixel. The function of the touchpad is realized by the projector-camera system.

**Key words:** projector-camera system; human-computer interaction; color structured light; Kalman filter

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