

movement vector from video

Source: <http://sci.tech-archive.net/Archive/sci.image.processing/2008-04/msg00045.html>

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 - *Date:* Thu, 10 Apr 2008 09:59:09 -0700 (PDT)
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hi,

i need to do a project something like in this video.

<http://www.youtube.com/watch?v=y6izXII54Qc> (newsbreaker game)

this is a project they are screening on theaters before the movie, and the audience participates with the game (simple arkanoid game) via changing their position or their hands position.

i've accomplished this with tracking changing blobs, and if the blobs are on the right half side of the screen, i would consider a right move, if they are on the left side of the screen, i would consider it a left move. however, this would be a cheat and not the best way to do it.

any suggestions?

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