IOSR Journal of Computer Engineering (IOSR-JCE)
e-ISSN: 2278-0661, p-ISSN: 2278-8727, Volume 28, Issue 1, Ser. 2 (Jan. – Feb. 2026), PP 87-93
www.iosrjournals.org

"The Air-Canvas: Real-Time Gesture Recognition"

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Abstract
The "Air-Canvas: Real-Time Gesture Recognition" is a hands-free, AI- powered system that allows users to interact with a digital wall using only their hands. The user can draw or write on the digital surface by means of real-time gesture tracking, which emulates the traditional whiteboard. That is deleting, your traditional input devices like keyboards or mice. It focuses on the user interface, allowing collaboration between many users, using voice commands, and storing information in the cloud, which makes it usable in several areas such as in the classroom, for remote work, and design. The platform ensures that people with disabilities have access to an interactive and inclusive digital experience and even provides an innovative touch to those hoping to get more involved with latest technology.

Date of Submission: 12-02-2026 Date of Acceptance: 22-02-2026

I. Introduction

The Air-Canvas: Real-Time Gesture Recognition is a novel project that aspires to artificial the interaction between digital tools and human beings. It is easy to add your hand gestures to control and interact with the digitized whiteboard. The key part of the working of this system is AI and its instant processing time. This allows the users to perform actions like writing, erasing and drawing the content in a digital canvas by just using their finger swipes. Relying on visual sensors to facilitate the interaction without tactile input devices such as keyboards, mice, or stylus pens among others, the Air-Canvas technology becomes a new dimension in the computer-human interactions in providing hands-free control, which is not only more instinctive but also much more user-friendly to the digital world.

Its broad range of applications can be equally realized in the academic environment, for instance, teachers, students, and creative artists. As a consequence of the growing selection of online learning, remote collaboration and digital designing in the futuristic generation, Air-Canvas offers a natural and appealing interface that helps to enhance the digital experience for people. It supports parallel live interaction irrespective of the geographical distance and allows comprehensive digital creative experience without the need of physical contact with the input devices. This is why it is particularly suitable for the distance learning systems and professional collaboration.

One of the greatest assets of the Air-Canvas is its versatility. It is applicable in a wide area, among them education, in virtual classrooms; healthcare, in no-contact scenes that are requisite for sterile environments; design, through hands-free artist and smart city designers; as well as in the entertainment sector, virtual reality (VR) to create augmented reality experiences for example. On the other hand, as the product is being developed, the contribution of this real-time AI-based method of recognizing gestures in UAE-based across- site platform will most likely become vividly visible, speeding up and improving functionality, accessibility, and creativity

Proposed Machine Learning Algorithms for the Air-Canvas: Real-Time Gesture Recognition
Workflow Diagram

The diagram elaborates on the workflow of an air-canvas application, which includes opening the webcam, capturing video feed, and processing the data for hand detection using landmarks. A canvas is built on observed hand movements that enables a choice between modes-selection, drawing, and eraser. Finally, the output is rendered on the canvas for display.

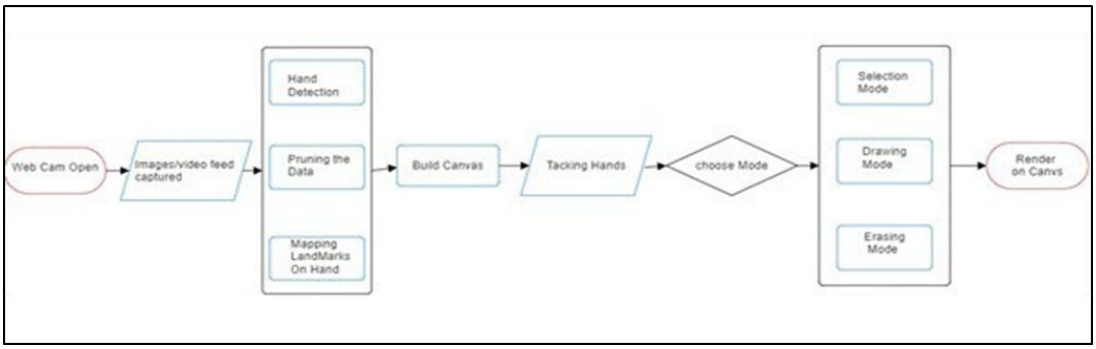

Fig 1: Workflow Diagram

System Initialization:
Required Equipment:
Camera/Sensor will be tracking: hand movements Loading libraries and dependencies such as OpenCV, Media Pipe. Drawing Configuration by specifying the size and resolution of a canvas, along with any additional parameters.

Capture Video Frame

Begin the video stream, and the program will start grabbing frames from the camera. Each frame can be preprocessed in advance, depending on your requirements for accuracy. Convert to a format suitable for further analysis and processing.

Implement Hand Tracking:

Use Media Pipe's hand tracking model to detect and track the key hand landmarks. Collect the landmarks such as fingers, palm, and wrist from the model's output. Apply transformations, if appropriate, to change the coordinates of the detected hand landmarks.

Translate Hand Movement onto Canvas:

Establish a connection between hand movements and the coordinates of the canvas. Calculate the position of the hand on the canvas using detected landmarks. The position of a virtual drawing tool- a virtual pen or brush-is updated based on user's hand movements.

Drawing on the Canvas :

Implement the functionality of drawing by, for example a line or any shape. Note that this is a drawing request, for instance by detecting a click button or a specific gesture. Update the canvas in real time with the movement of the hand, thus allowing air drawing.

Presentation of the Canvas:

Render the canvas on the display continuously as any drawn content appears. In addition, ensure smooth updates of the canvas in response to hand movement so that visual feedback is provided in real-time for noninterrupted drawing.

Handling user inputs:

Implement the functionality of some user interactions like canvas delete or switching between the tools. Identify hand gestures or commands by which the system should respond for the action to be performed. Monitor the input from the users and respond in an appropriate manner based on their gesturs or commands.

Proposed Deep Learning Algorithms for the The Air-Canvas: Real-Time Gesture Recognition

For "Air-Canvas: Real-Time Gesture Recognition", the proposed deep learning model uses Convolutional Neural Network (CNN) using OpenCV, NumPy, and MediaPipe for hand tracking accuracy and gesture a CNNs are actually seen this image features, . enabling efficient real-time communication. NumPy maintains data arrays, while MediaPipe recognizes hand symbols, increasing gesture accuracy and system responsiveness. For "Air-Canvas: Real-Time Gesture Recognition", the proposed deep learning model uses Convolutional Neural Network (CNN) using OpenCV, NumPy, and MediaPipe for hand tracking accuracy and gesture a CNNs are actually seen this image features, . enabling efficient real-time communication. NumPy maintains data arrays, while MediaPipe recognizes hand symbols, increasing gesture accuracy and system responsiveness.

Why Media Pipe is used for Air-Canvas: Real-Time Gesture Recognition?

MediaPipe has streamlined models of high optimizations to detect key features in hand images, including finger tips, joint points, and palm contours. This will be very necessary in the Air Canvas application where it is very critical to get the correct identification of hand landmark for the purpose of tracking motion and deciphering gestures in order to draw on the virtual canvas.

Real-Time Processing: MediaPipe is formulated to have real-time performance so that the Air Canvas analyzes hand movements in real time. It's a must for achieving smooth and fluid drawn experience since the user needs to see this rendering on the canvas as he moves his hands around in space.

MediaPipe also made it possible for Air Canvas to be scalable and operate smoothly on both mobile devices, web, and desktops. No matter what modality the users are using to interact with the applications, such as across the laps top or through mobile devices, the application has a high level of consistency and responsiveness that allows the tool to be used in various environments.

Media Pipe Used in Air-Canvas: Real-Time Gesture Recognition

Landmark Detection

Landmark detection is a type of computer vision that enables the identification and tracking of specific key points, known as "landmarks", on objects in an image or video-often faces, bodies, or hands. In gesture recognition systems like MediaPipe, landmark detection locates and maps points on the hand, which includes areas such as fingertips, joints, and the base of the palm. The procedure uses highly developed models of machine learning with a high degree of precision to detect these features in real-time. The coordinates of each landmark then determine the sensing of the movement patterns in the applications containing gesture control, interactive displays, and hands-free interfaces in digital environments.

Usually, the identification of the landmark will specifically depend on the availability of hands on the platform, like that of MediaPipe. In "Air-Canvas: Real-Time Gesture Recognition," it is the case. MediaPipe Hands detects and tracks 21 landmarks on each hand in three-dimensional space, or x, y, and z coordinates. One landmark piece of data enables tracking of finger positions, identification of specific gestures, and, after thorough processing, commands to draw, erase or choose the tool on a virtual canvas. The ability to recognize such movements in real-time creates an intuitive and touch-free interface ideal for applications in education, design, and augmented reality.

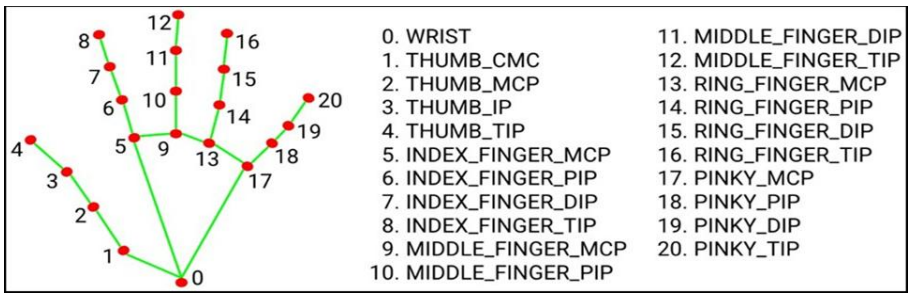

Fig -2: Hand landmarks

II. Problem Statement

The increasing reliance on digital and remote learning environments highlights the limitations of traditional educational tools, such as whiteboards and projectors, which require physical interaction and hinder both teachers' and students' flexibility and creativity. As distance learning becomes more prevalent, there is a pressing need for interactive and engaging solutions that can effectively support varied learning styles while addressing the challenges of non-interactive formats.

III. Objective

Gesture Recognition: Implement AI-based hand gesture recognition to allow users to write and draw in the air.

Real-Time Interaction: Ensure that the system provides instant feedback and updates on the virtual board as gestures are performed.

Advanced Features: Integrate advanced functionalities such as multi user collaboration, voice commands, 3D drawing capabilities, and cloud synchronization.

User Experience: Design an intuitive user interface that mimics traditional whiteboard interactions while incorporating innovative features for enhanced user engagement.

IV. Literature Review

Sr. No.	Name of the document	Technology Used	Limitation
1	Saurabh uday Saoji , AIR CANVAS APPLICATION USING OPENCV AND NUMPY IN PYTHON (2021), International Research Journal of Engineering and Technology (IRJET) Volume: 08 Issue: 08 | Aug 2021	**Python Libraries:** OpenCV,NumPy **Deep Learning Models**: Single Shot Detector (SSD), Faster R-CNN	Gesture Control Challenges, Air Character Dataset, Background Interference, Gesture Control Challenges
2	Shreyas Amol Sandbhor, Himanshu Shekatkar, Aniket Nawalkar, Ms. Sucheta Navale, Sandbhor, Shreyas and Shekatkar, Himanshu and Nawalkar, Aniket and Navale, Sucheta, Survey Paper on Air canvas Using OpenCV (February 5, 2024).	**Python Libraries**: OpenCV,NumPy, Tkinter **Framework**: MediaPipe	Background Interference, Lack of Advanced Features, Hardware Dependency
4	Tamalampudi Hemaa Chandhan, Kavin Kumar R, Nalin Raj, Neelam Nanda Kishore Reddy, Dr.Mohammed Zabeeulla Air Canvas: Hand Tracking Using OpenCV and MediaPipe, 1st - International Conference on Recent Innovations in Computing, Science & Technology	**Python Libraries**: OpenCV,NumPy, Tkinter, **Framework**: MediaPipe	Required Lighting Conditions, Hardware Dependency, Occlusions
5	Mitesh Ikar, Gayatri Jagnade, Nikita Chaudhari, Computer Vision-based Air Canva Virtual Paint, Conference: International Journal of Trend in Research and Development Volume: Volume 10(2) Issue:April 2023	**Python Libraries**: OpenCV,NumPy, **Framework**: MediaPipe	Limited Gesture Range, Hardware Dependency, Lighting and Background Sensitivity

V. Methodology

Problem Definition: Set project goals and gather requirements.
System Design: Design the overall architecture of the system.
Tool Selection: Use OpenCV, MediaPipe (hand tracking), and Python (development).

Agile Development:
Sprint 1: Basic hand detection.
Sprint 2: Gesture-based drawing.
Sprint 3: Add gestures (erase, color change).
Sprint 4: Adding various shapes

Image Processing: Preprocess images, detect hands, and map gestures to canvas actions.
Testing: Optimize for accuracy and responsiveness.
Deployment: Deployment, gather feedback and refine.

VI. Functional Description:

System Initialization:
Required Equipment:

Camera/Sensor will be tracking hand movements. Loading libraries and dependencies such as OpenCV, Media Pipe. Drawing Configuration by specifying the size and resolution of a canvas, along with any additional parameters.

Capture Video Frame

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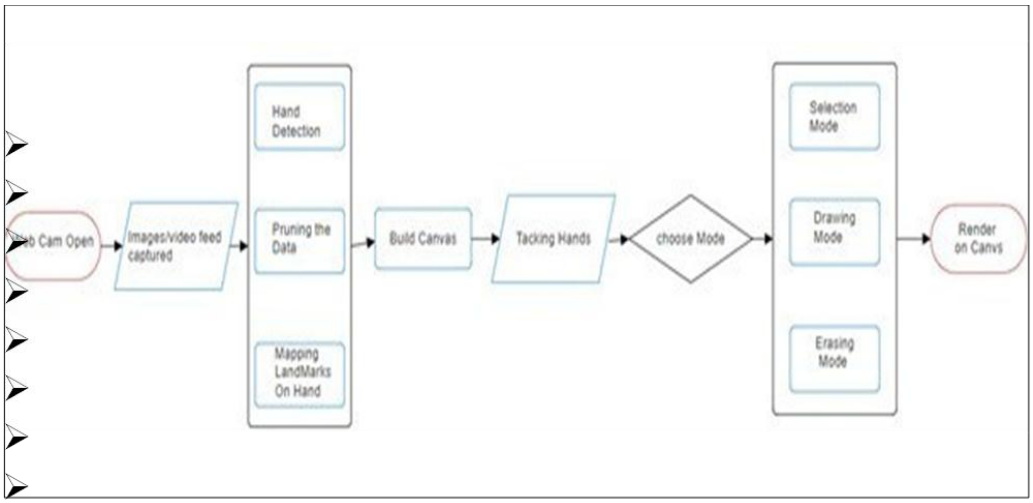


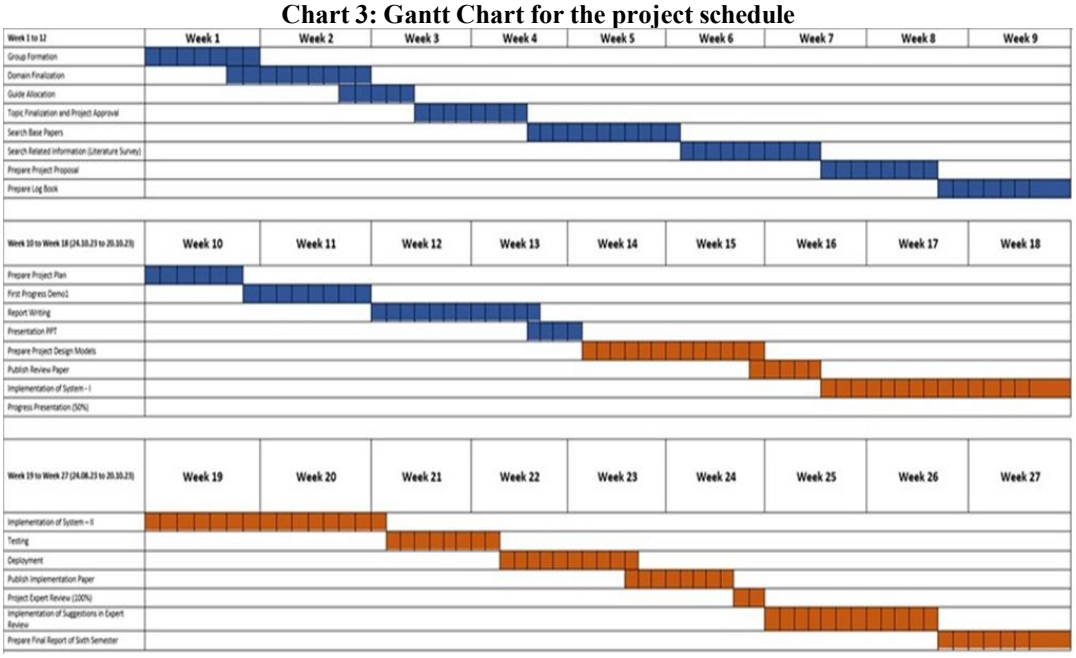
Fig. Work Flow Diagram

Project plan

Sr. No.	Activity	Semester	Duration	Planned Date	Execution Date
1	Group Formation	Fifth			
2	Domain Finalization				
3	Guide Allocation				
4	Topic Finalization and Project Approval				
5	Search Base paper				
6	Search related Information (Literature Survey)				
7	Prepare Project Proposal				
8	Prepare Log Book				
9	Prepare Project Plan				
10	First Progress Demo1				
11	Report Writing				
12	Presentation PPT				
13	Prepare Project Design Models				
14	Publish Review Paper				
15	Implementation of System - I				
16	Progress Presentation 1 (50%)				
17	Implementation of System – II				
18	Testing				
	Deployment				
0	Publish Implementation Paper	Sixth			
21	Project Expert Review (100%)				

22	Implementation of Suggestions in Expert Review				
23	Prepare Final Report of Sixth Semester				
24	Final Project Oral				

Chart 3: Gantt Chart for the project schedule



VII. Conclusion

The Air Canvas – Real-Time Gesture Recognition system holds great promise in transforming education by offering teachers an innovative tool to engage students in more interactive and hands-on learning. With this technology, educators can teach complex subjects like geometry, art, and science through dynamic, real-time visualizations, allowing students to see and participate in lessons through virtual drawings and gestures. The intuitive interface not only enhances engagement but also ensures that learning is accessible to all students, including those with physical disabilities, by offering touch less interaction. This future-proof technology aligns with the evolving needs of modern classrooms, making education more adaptable and responsive to individual learning styles. Furthermore, the Air Canvas contributes to environmental conservation by reducing the need for physical resources like paper, pens, and traditional drawing tools, thereby cutting down on classroom waste. By promoting digital learning and collaboration, the system minimizes the carbon footprint associated with educational materials. As technology advances, the Air Canvas serves as a bridge to a more sustainable, inclusive, and innovative educational landscape, where both teachers and students can thrive in a Virtual environment that is not only creative but also mindful of environmental conservation.

VIII. Future Scope

- **Gesture Recognition:** AI-driven hand gesture tracking using standard cameras or sensors.
- **Virtual Canvas:** Real-time rendering of user input, allowing for drawing, writing, erasing, and using various tools.
- **User Interface:** Design and development of an intuitive UI for users to interact with the canvas and select drawing tools.
- **Collaboration:** Multi-user functionality for real-time collaboration on a shared virtual canvas.
- **Advanced Features:** Voice commands for tool selection and actions, cloud- based session saving, and 3D drawing capabilities.
- **Cross-Industry Applications:** Usable in education, healthcare, design, and VR environments.
- **Accessibility:** Special features for users with physical disabilities, such as gesture-only or voice-controlled interaction.

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