To design a user interface based solely on hand motions.
(Yes, just like in “Minority Report”)

Tom Says: “It’s the future!”

Secondary Purpose:
Look Cool

So sleek! So sassy!

So tiny, so versatile!

wdgt Library
Each wdglist has it’s own matrix which holds its rotation and translation. Within each wdg are additional shapes which have a separate matrix for additional rotation and translation. Hierarchical!

wdgts rest in wdglist like a Matryoshka doll of infinite shape possibilities!

Like the mighty Voltron™, main combines separate libraries into something greater than its parts!

glove Library
Translates data from six nodes (three per glove!) into a set of actions.

POINT!
SELECT!
ROTATE!
SCALE!

main
Integrates between Glove and Wdgt.

Uses OpenGL to draw wdgts!
Uses Glove data instead of cb_mouse and cb_keyboard!

Ray Casts to discover object intersection.
Used to select buttons and drawn objects.

Manipulated object placed using Put_There