

Title (en)

OBJECT TRACKING INTERFACE DEVICE FOR COMPUTERS AND GAMING CONSOLES

Title (de)

OBJEKTVERFOLGUNGSSCHNITTSTELLENVORRICHTUNG FÜR COMPUTER UND SPIELEKONSOLEN

Title (fr)

DISPOSITIF D'INTERFACE DE SUIVI D'OBJET POUR DES ORDINATEURS ET DES CONSOLES DE JEU

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Application

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Abstract (en)

[origin: WO2009026715A1] The present invention is directed to an object tracking interface device for use with computers and game consoles. The object tracking interface device tracks the movement of a moving object within the field of view of the object tracking interface device and provides input to the computer or game console on the movement of the moving object. The object tracking interface device comprises one or more detection means which view a viewed space through which the moving object moves, a means for receiving the output of the detection means for determining the presence of a moving object, a means calculating one or more parameters of the movement of the moving object, and a means for converting the parameters of the movement of the moving object into a signal which can be input into the computer or gaming console. The present invention also provides an apparatus for a sports simulation game for playing of sports utilizing a moving object, the game comprising a display screen, a object tracking interface device for tracking the movement of the moving object within the field of view of the object tracking interface, a projector for displaying the sports simulation game on the screen and a computer or game console for operation the sports simulation game. The object tracking interface device includes at least one detection means mounted at each of the top corners of the screen to provide a field of view of the detection means to cover the space in front of the screen. The object tracking interface device also includes a means for receiving the output of the detection means for determining the presence of a moving object, a means for calculating one or more parameters of the movement of the moving object and a means for converting the parameters of the movement of the moving object into a signal which can be input into the computer or gaming console.

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