ultraleap

Touchless.
Today, and Future.

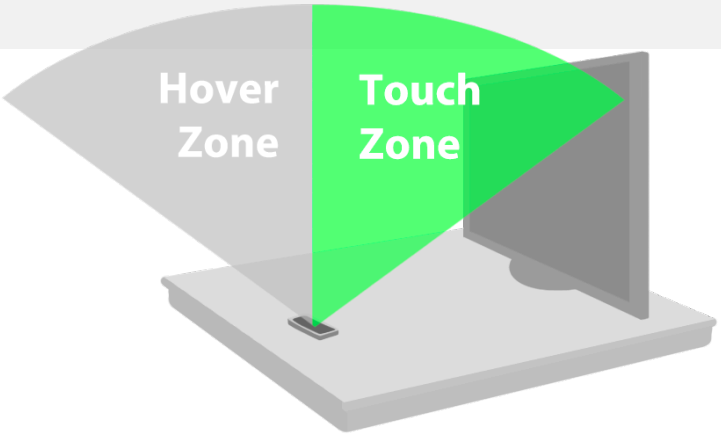
Touchless Today: Control the Desktop

Touchless for Windows sits in the system tray, and sends cursor position, click, based on Leap Motion hand input.

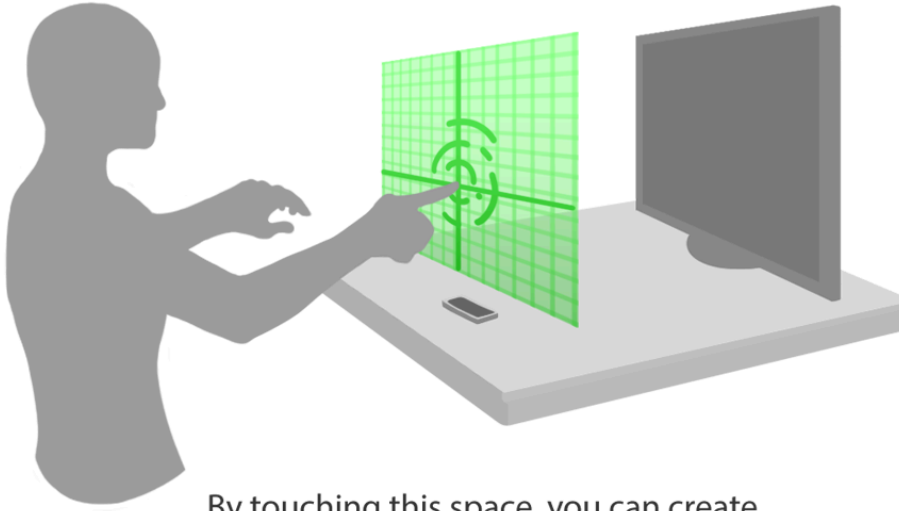
- It was designed to control a Desktop PC.
- This means the Leap Motion Controller must be placed on the desk, facing upwards only.
- It was built for Leap V2 only Tracking.
- The cursor style and size is fixed.

The Leap Motion Controller can be used to create a virtual 'touch' surface in the air.

Your interaction space is split into two zones: the hover zone, and the touch zone.

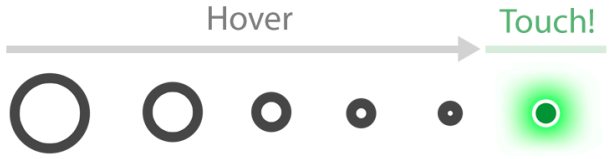


The hover zone is used for aiming and the touch zone is used for creating touch events on the screen.



By touching this space, you can create virtual touch events on your screen.

Your cursor icons on the screen will tell you whether you are touching or hovering.



You can tell how close you are to touching by the amount of empty space inside your cursor.

Touchless in Future: Designed with Touchscreens in Mind.

Ultraleap will update Touchless to retrofit contactless interaction to Touchscreens. To do this:

- We will create a calibration step, which configures the Leap position for different kiosk and screen sizes.
- This will allow for mounting the Leap at the bottom or top.
- We will update it to use the latest Leap V4 software, for the best hand tracking possible today.
- Cursor color/size will be customizable to match content.