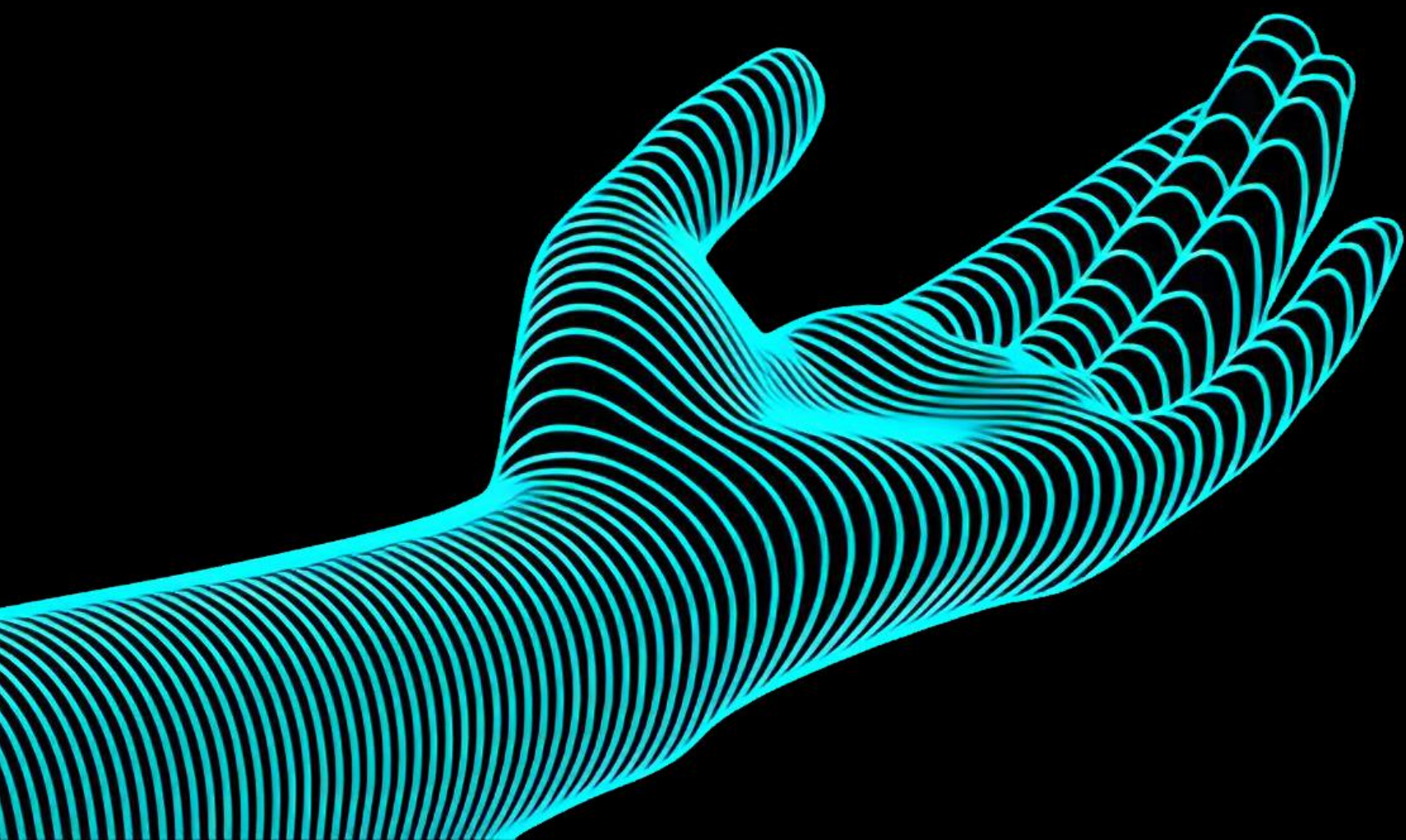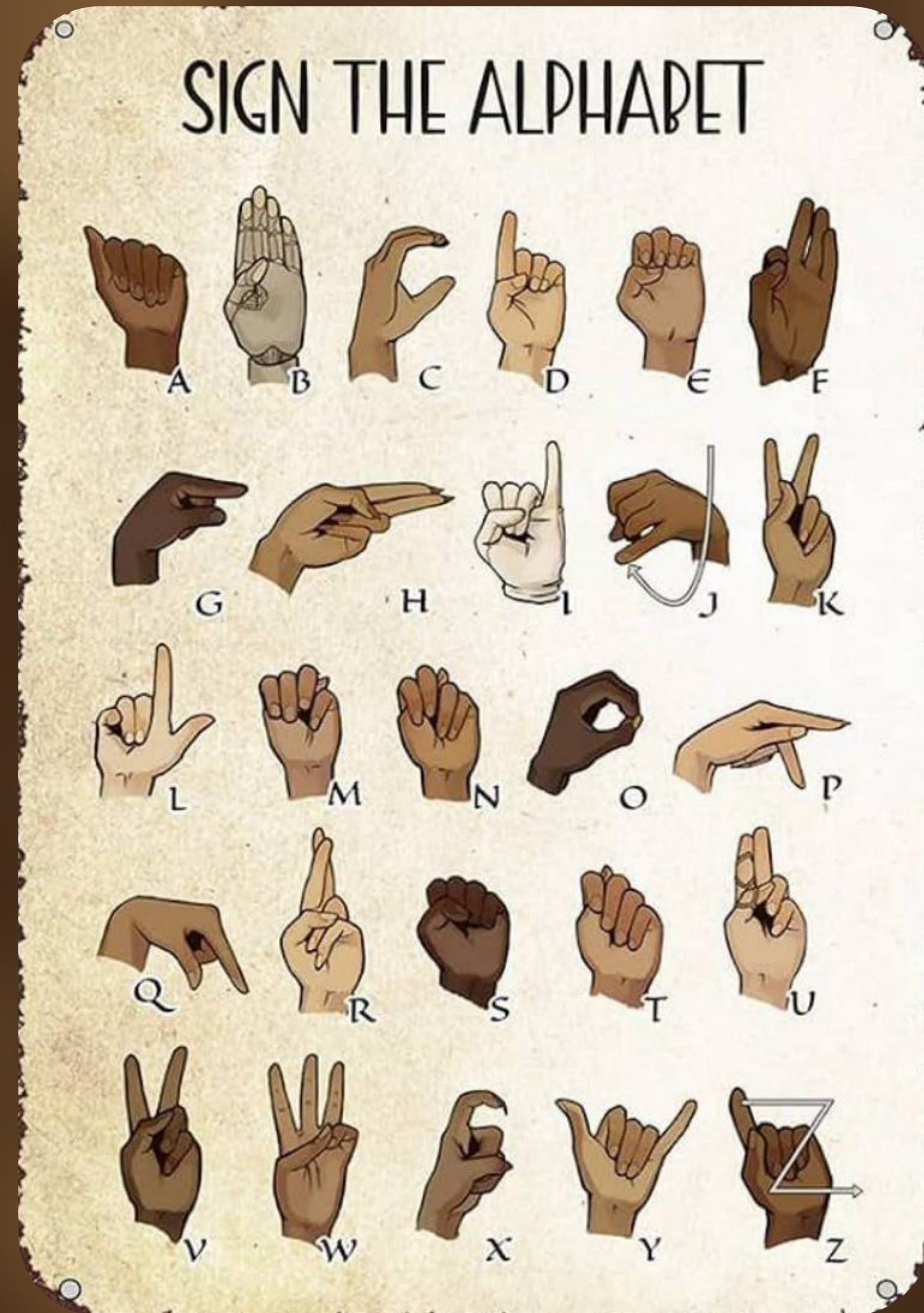# Signature Cocktail

team:
Nika Lobanova, Aleksandra Kuzmich, Gleb Pavlov, Elena Tesmeeva, Nikita Rashkin

ASL

SIGN THE ALPHABET

Problem

- Lack of ASL learning tools
- Hard to make it entertaining
- Existing software requires expensive equipment

Solution

Single-Camera game for learning ASL

- Laptop or PC and a camera is all you need
- Can be interesting for any player
- Unique gaming experience

Team

Glev Pavlov, Hand-Tracking

Nika Lobanova, Art&Narrative

Aleksandra Kuzmich, level-generation

Nikita Rashkin, Tech-Lead

Elena Tesmeeva, Team-Lead

System Architecture

Level Generation

- Model training
- Letters->words
- Dictionary cleaning

Art & Lore

Narrative

- Inspiration&Concept
- Visual choices
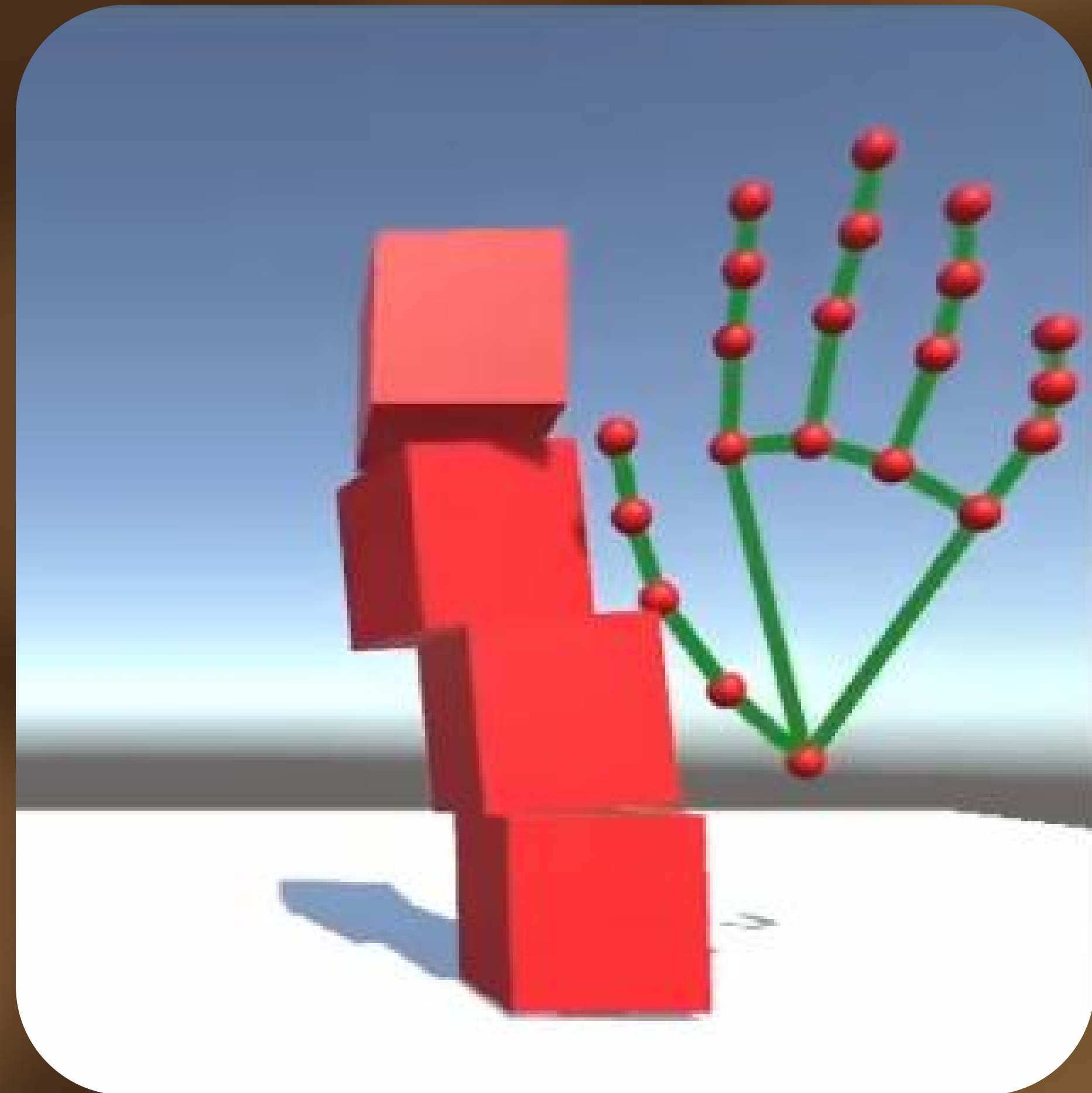- World-building&Dynamics
- Dialogue&Engagement

Tracking&Gestures

Left Hand: A

Hand Integration

- Linear algebra
- BMC constraints
- IK, right?

System Requirements

- 720p 30fps web camera
- Gtx 1050 or equivalent
- Intel Core i5-7300HQ or equivalent

Future work

- More accurate hand tracking and model sync
- More environment integration
- Making a full story-line and level progression
- Style refining

Demo