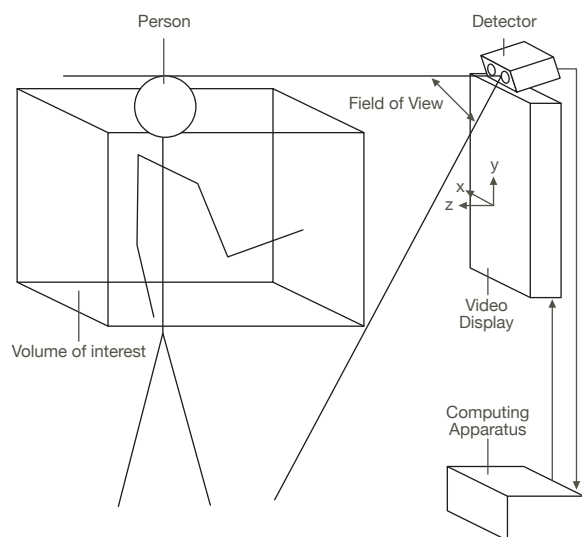


Presenting GestureTek's patented, cutting-edge 3D-vision control system. Using depth cameras to track people's hands in free space, GestPoint Maestro 3D provides touch-free point-based control from a distance on any interactive display screen or consumer device. The system comes with a 3D depth camera and SDK (including sample code) that makes the (x, y, z) position of up to 10 hands available in real-time. The SDK also comes with a 4-point tracker for head, torso and hands. This enables 360° navigation control, 3D two-handed and multi-touch control, dimensions of avatar control and other forms of dynamic gesture control. An upgrade to our development library of 3D hand gestures that can be read by any 3D camera is also available. Our custom multi-camera solutions make possible large-screen multi-user interactive experiences. Software licenses are available for OEM embedded solutions. Our gesture control patents and technologies have already been licensed by Microsoft for Xbox 360® and Sony for the EyeToy, and were the inspiration for Kinect™. Join the growing roster of users of this exciting next generation interface technology and step into the future now.



- Reach into 3D worlds and manipulate objects as if in the real world
- No need for mouse, remote, touch-screen or any touch-based peripheral
- Can be integrated into any device, toy or appliance for gesture control from a distance
- Brings a “Kinect-like” experience to digital signage, displays and store windows
- Can be deployed on virtually any development toolkit or OEM platform
- Developers can create their own applications for custom touch-free display control
- Stop customer traffic by enabling screens to detect motion from up to 8 feet away
- Explore our library of gestures for a variety of environments
- The perfect solution where hygiene and operational ease are required (eg. clean rooms and kiosks)
- Ideal in scenarios wherever touch-free operation is desired
- Learn from our experience with Hitachi's 3D camera remote-free TV pilot
- Universal Studios Japan used our 3D tracking in an 80-foot interactive wall
- Find out how we used 3D vision in a Sprint digital signage campaign

The technology used in GestPoint Maestro 3D is protected by several patents internationally including: 5,534,917 and 7,430,312.