GestuTeK’s award-winning tracking engines enable gesture-based interaction and can be delivered over the air or embedded directly onto camera-enabled devices.

The engines use the camera on the device to detect motion and track objects, allowing for “joystick”, “force of motion” and “menu selection” interaction.

Play games, answer calls, scroll, pan, zoom, turn pages and browse the web - all without pressing a button or touching the screen.

Developers can also track motion and objects in their applications. Imagine games that respond to hand motions over menu items or game play that is controlled by tracking the position of the user’s head.
Changing the interface of mobile.
SHAKE the device for shuffling playlists, throwing dice, etc.
ROCK it with a flick of the wrist to answer a call or simulate a throw.
ROLL to simulate mouse or joystick control when turning pages, zooming, navigating, etc.

Two trackers with unlimited applications.
MOTION determines interaction by tracking movement, ideal for many games.
MOSAIC tracks objects, including faces and hands.

Selected Platform Support

Selected Handset Availability