

Emotion World of Blue Eyes Technology

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Abstract- Nowadays, we are using a very vast technology that can conscious human emotions. Emotions are so valuable which is infinity, the world without emotions becomes null. So, by giving emotional values to the devices we can make them more effective. So, we have introduced a new technology which sense our emotions, can be a good companion and be a understandable partners leads to a current technology known as “BLUE EYES”. Emotional sensory world of blue eyes technology which identifies human emotions (sad, happy, excitement or surprise) using image processing techniques. After understanding the situation, songs will be played to make human behavior normal. Blue eyes system is intended to be a solution that monitors and records the user brain and their physiological condition. The technology that are used in Blue eye technology can understand our emotion at the mouse, it verifies our identity, feel our presence and start interacting with us.

I. INTRODUCTION

A world where human interact with the computer having emotion in it is not far away. The blue eye technology is a discrete method employees highly accurate video cameras and microphones to identify users action. The three components that help the computer to sense the emotional condition of the humans is through eyes, fingers and speech. With the help of the video cameras and microphones, the computers can understand the user needs and his/her emotional situation. Real time pursue is possible to recognize the face gestures. Gestures like, yes/no, can be recognized easily. Computationally, our computers are deaf, dumb and blind. They just do not bother about what you think or feel. It just does what we allocate them. They do not have the ability to modify our comments. The emotion technology does not restrict its application inside the desktop, but it is more than that.

In a car that has an effective computing system, has the ability to recognize whether driver is half asleep and advice the driver to stop the car and take rest. The computer to be genuinely very intelligent and interact with us must be given the ability to

recognize, understand even to behave and express emotions. Blue stands for Bluetooth and Eye stands for the eye modems through which emotional information is obtained. Bluetooth indicates the wireless communication.

II. THEORY

• Emotional mouse

Emotional mouse is used to obtain physiological and emotional state which includes heartbeat, pressure, temperature etc. with the touch of the user on the mouse which has different sensors integrated inside it. It is used to determine the personality of the user using it.

• Manual and gauge

Webcam can be used to quickly determine the glints and pupils of the user under different lightening condition such as variable lightning and realistic lighting and then wraps the cursor to every new object user is looking at. After that user can take the control of the target by handing near the target or just ignores it and moves for the next one.

• AI for intelligent speech Recognition

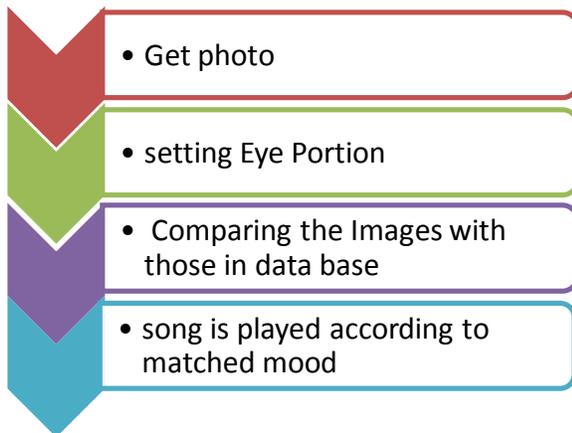
User can use microphone to speak with the computer and that speech gets filtered and RAM is used to store it. The inputs are made to scan and made to match against the words which are stored internally. Pattern matching is designed so the best fit because of variations in parameters such as loudness, pitch, frequency difference, time gap etc.

• User interest tracker (UIT)

UIT is activated when the user gets an eye contact; it automatically detects user’s area of interest and starts searching in accordance with it. E.g.: if we are reading the title of the book, then a windows pop ups

the book in browser window Emotion world. Human emotion is a visible phenomenon of effective state, cognitive activity, emotional state and personality. This paper is prepared in order to recognize the emotional state of a person according to **facial affect program**. It is a postulated set of central nervous system structures that takes into consideration of the patterning of universal basic **facial** expressions of emotion in humans. This program is created in order to create link between a specific emotion and a given pattern of **facial** muscular activities. According to Ekman research if the eyes are relaxed or neutral when the person is happy; if the brows are pulled down and inward; no sclera is seen in the eyes then that person is angry; If the brows are made to drawn together with the inner corners raised and the outer corners lowered or level; the eyes are glazed-then the person is sad. If the eyebrows are raised and curved, then that person is surprised. In this paper we are introducing a new technology known as "Emotion World of blue eyes technology is being proposed which is going to contact with the detection of emotions of human. It will be using texture of eye so that we can get to know much about the person's internal state just by analyzing into them. This technology uses camera to capture the image of a person then it is made to focus on the eye area by using texture filtering algorithm which is then being compared with the collection of images in the database. The image which is most similar to the emotion of a person is made to displayed on the window, after detection process a song is played in order to the person's emotion to normalize the mood of person.

- How does this work:



- *Step1: Get photo*

A video is played when a person sets his focus on his face and press "Enter".

Then it will capture the photo. Immediately returns one single image frame, from the video input object obj. The frame of data is made to returned and is independent of the video input object Frames Per Trigger property does not have any effect on the value of the Frames Available or Frames Acquired property. The object should be a 1-by-1 video input object. Frame is made to returned as an H-by-W-by-B matrix where H is the Image height, W Image width, as specified in the ROI Position property, B Number of bands associated with object>

- *Step 2: setting Eye Portion*

I. parts of the face are detected:

a. Input parameter: detector, Image data which should be of uint8

Thick (optional): thickness of bounding box.

b. Output parameters

It is made to create bounding box for face, eye, left eye, right eye, mouth and nose, image with found face are shown in boxes and these faces are stored as cell array build Detector build face parts detector object with threshold values for parts.

ii. Shape Recognition:

- We receive the eye part we can match it with the existing images by classifying it according to structure of eye.2. Then the image is converted from rob to gray.3. Image is converted into the image to black and white so as to prepare the boundary tracing using black and white boundaries. 4. Then the Binary Image is inverted.5. Then the boundaries are searched and are being concentrated only on the exterior boundaries. 'No holes' option will speed up the processing by preventing black and white boundaries from searching for inner contours.6. Determination of Shapes, properties take place.7. Shapes are classified according to properties.
- *Step 3:Comparing the Images with those in data base:*
- The system will then match the captured image with the data entries in our database and then it is converted to gray scale; the idea is to create a

function which will returns the difference in range [0, 1] between two given length. This means, that here we compare posture and with this base the emotion of person for given two images (a grey region) can be known

Step 4: song is played according to matched mood:

- The generated data receives a list of sound files and database of these sounds are created according to the emotion which was detected and defined in database for each song, and then consequently takes one or more audio files according to the matched emotion of previously created image in database and then plays it. List of sound files are analyzed and written in a single database file. Various sound file formats are supported. Database files are encoded with .wav extension. The sound file in database is saved as a wav file using `tehari` function and later it is loaded using the `WAVREA` function. The sound played is then returned and the sample rate (F_s) is in Hertz and the number of bits per sample are used to encode the data in the file.

APPLICATIONS

The major advantage of speech recognition system is that it allows the users to multiple work parallelly. And in military operation for controlling the message through voice. And pilots to give information to the computer by simply talking through microphones- they don't need to use their hands for this purpose. The radiologist mainly focuses on his/her attention on the images rather than texting. Blue eyes provide technical means for recording and monitoring human's physiological conditions. The Blue eyes technology can be used in automobile industries. Household devices like television, refrigerators, and ovens can do their work automatically while we are passing the commands.

III. CONCLUSION

The Blue eyes technology will make the computer as smart and intelligent as that of human behavior. The main aim of Blue eyes technology is providing a machine or system having perceptual abilities like humans thus it will support healthy stress-free surroundings where the computers and human can work together in intimate partners. Due to this it makes human life simpler and easy by providing more luxurious and user-friendly services computing devices. The very important role in the maintenance and development of social relationships is that the recent research document tells that the understanding and recognition of emotional expressions. From this

technology, it makes possible for computers and machines to detect the human emotion and respond to it. Here the Bluetooth provides a wireless communication and the movements of the eye enabling us to collect lots of information about the user.

This process has mainly two results

Firstly, the observation reveals the fact that different eye colors and their intensity resulting in change in the emotions.

Secondly, the results were achieved for converging in good emotions using all the shapes, features, colors based on eye points etc. Overall the moto of the research proves to be a great source economic development. Finally, although it makes the human activities reduced, it is going to be technological forecast.

IV. REFERENCES

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