

Laser Pointer Mouse

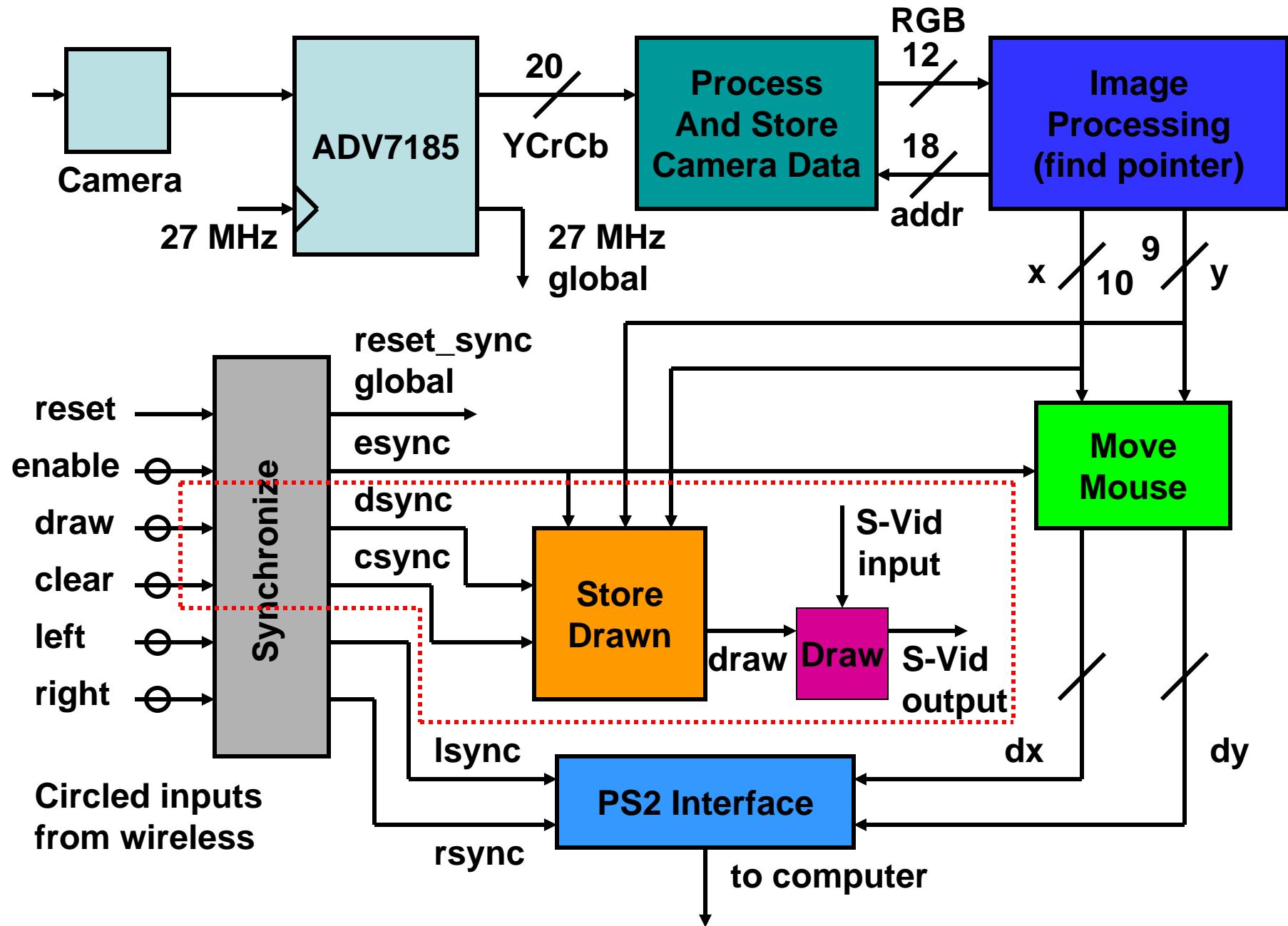
Xinpeng Huang and Billy Putnam

Introduction

Objective: To control a mouse on a projected screen with a laser pointer

- Buffer Video Input
- Initialize Image Processor
- Locate Laser Pointer
- Send mouse events through PS/2 to computer

High-Level Design



Process and Store Camera Data

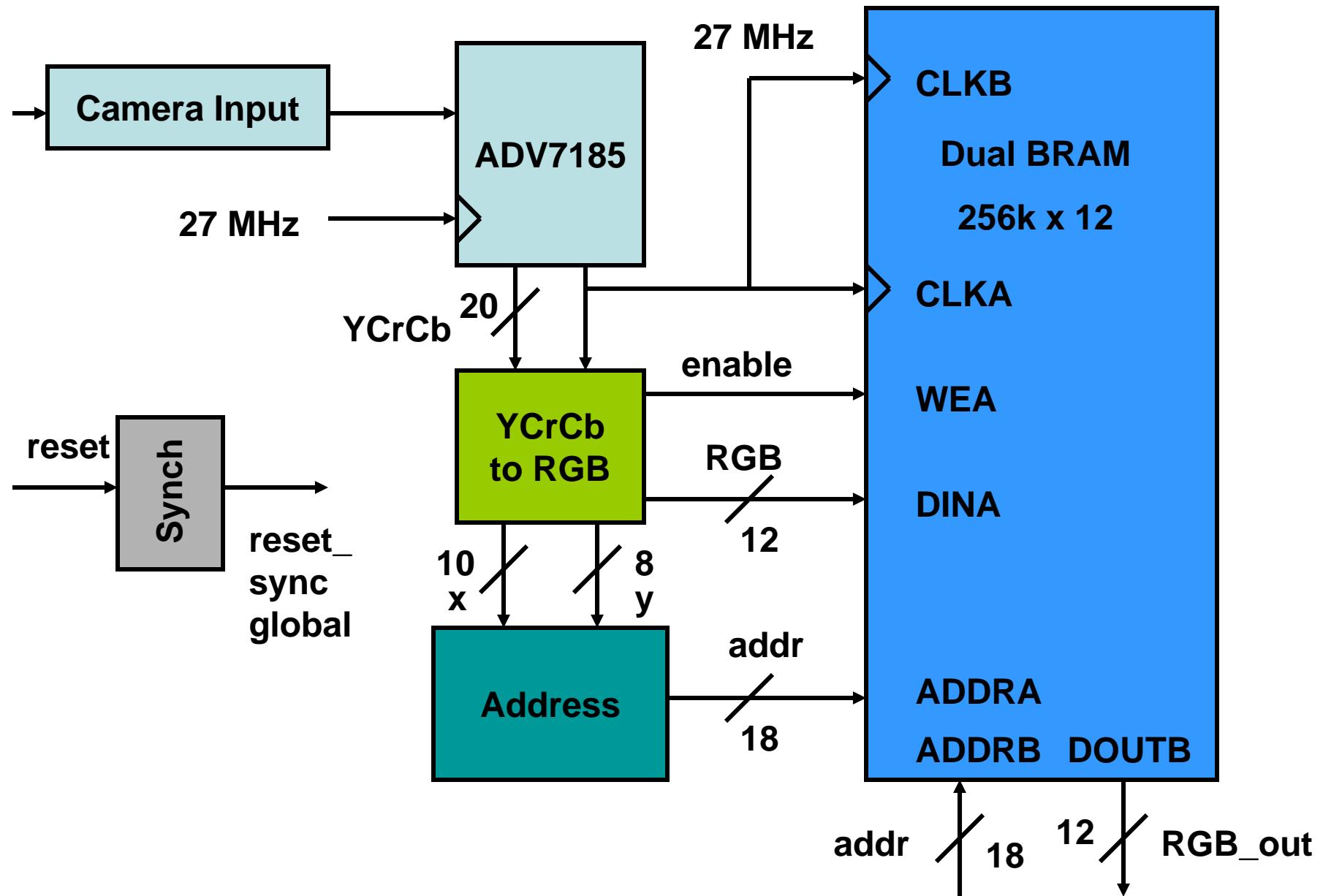
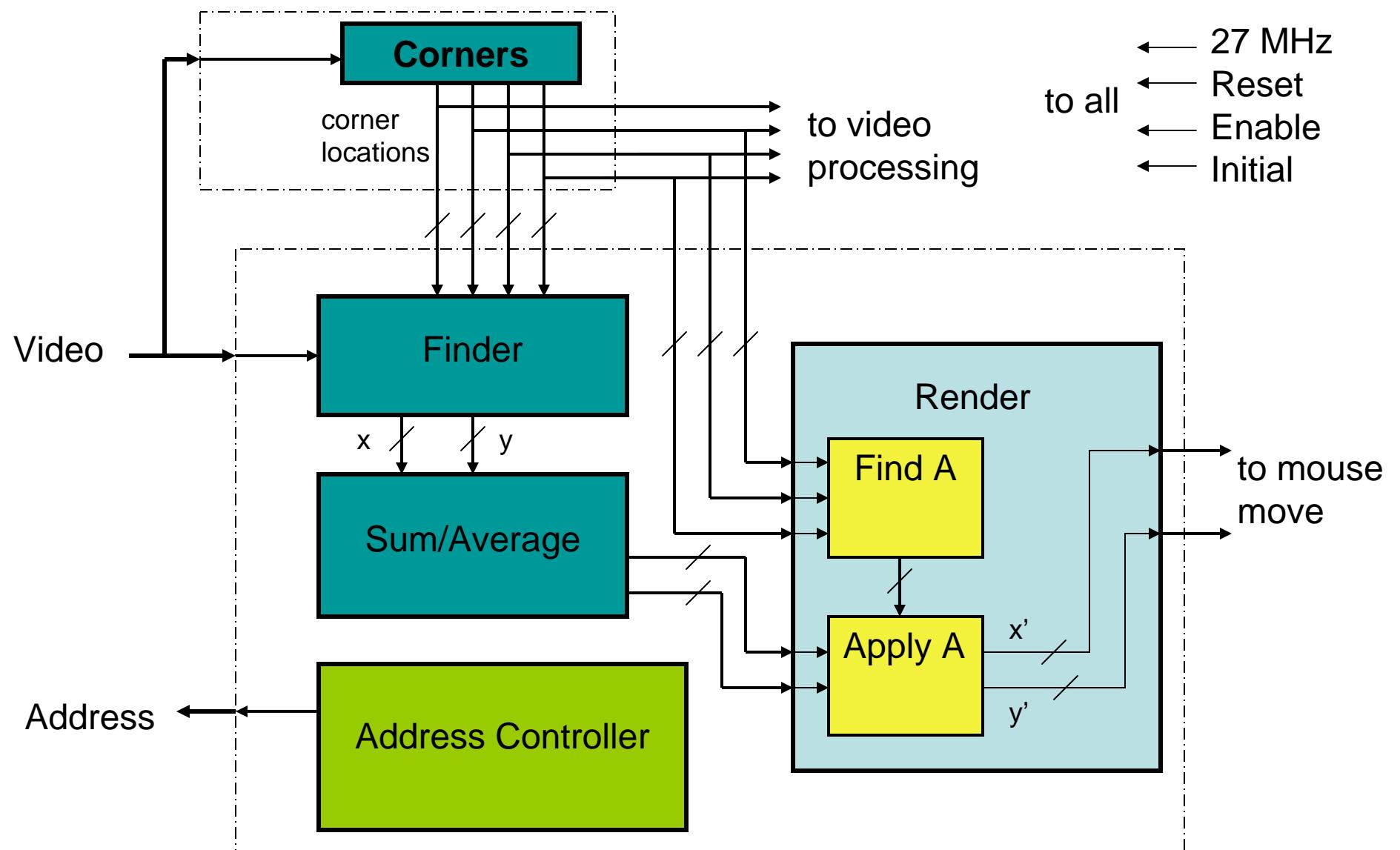


Image Processing and Initialization Block Diagram



PS/2 Mouse Interface

