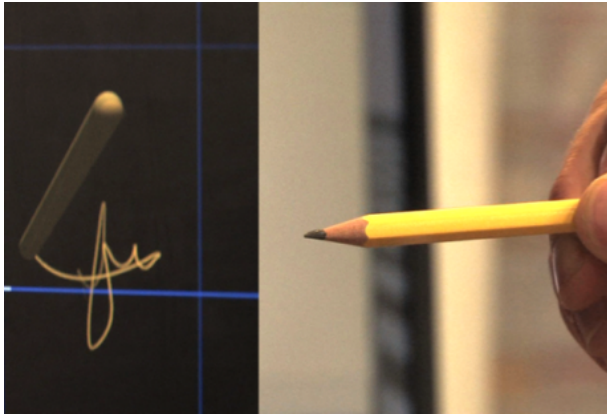


Introducing the Leap Motion Controller



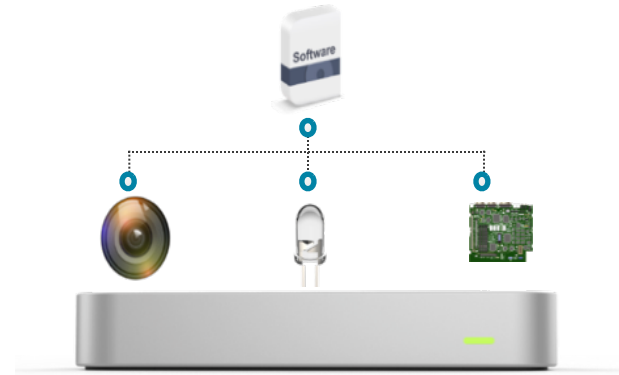
3D Motion Control Technology platform

Leap Motion – 3D Motion Control Technology



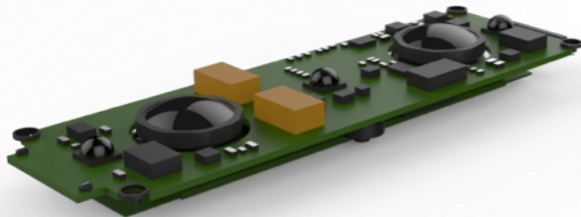
Accurate

100x more accurate than anything on the market
1/100th mm – tip of a pin accuracy



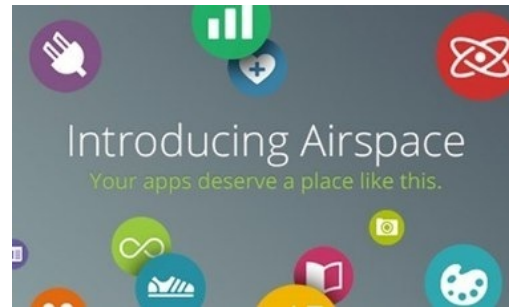
Inexpensive

Off-The-Shelf Components
150-degree view 290 fps (consumer module)



Embeddable

small form factor, low z-height,
low CPU and power consumption



Content-rich

Airspace App Store with over 60k app
developers across wide range of
categories



Powerful

no visible latency – real time interaction experience
precise hand and finger movements

Ushering in the era of touch-less computing

Our platform is made up of three components

Peripheral

- Leap Motion Controller
- USB Connection to Computing Device

SDK/Drivers

- Leap Motion Software
- Ground-breaking algorithms

- Third-party applications, developer relations
- Consumer & Business focused applications

Airspace (App Store)

Industry Example Use Cases

- Education

- Interactive Displays in classroom
- Integration with curriculum
- Applications for special needs
- UI Research for industries

- Data Visualization

- Complex data navigation
- Trend & Correlation identification
- Decision efficiencies
- Data sharing & collaboration

- Healthcare

- Access to data & images with sterility
- Information access in public areas
- Progress/Regression measurement
- Patient room control

- Manufacturing

- Visualization during design process
- App interaction in dirty environments
- Engaging workforce to drive productivity
- End to end process visualizations

Industry Example Use Cases

- Retail

- In-store interactive experiences
- Non-intrusive customer engagement
- Enhanced purchase processes
- Create product “experiences” anywhere

- Other B2B

- Non-intrusive biometric authentication
- Interactions in challenging environments
- Command & control applications
- Selling physical products
- CAD applications

- Desktop Productivity

- Bring consumer tech to the enterprise
- Improve inefficient business app UI's
- Lessen learning curves for biz apps
- Improve workforce satisfaction

Michael Sutherland

kiwi@leapmotion.com

@kiwi

DEVELOPER PROGRAMS

PLATFORM GROWTH & PARTNERSHIPS

Evolution of the Leap Motion Controller

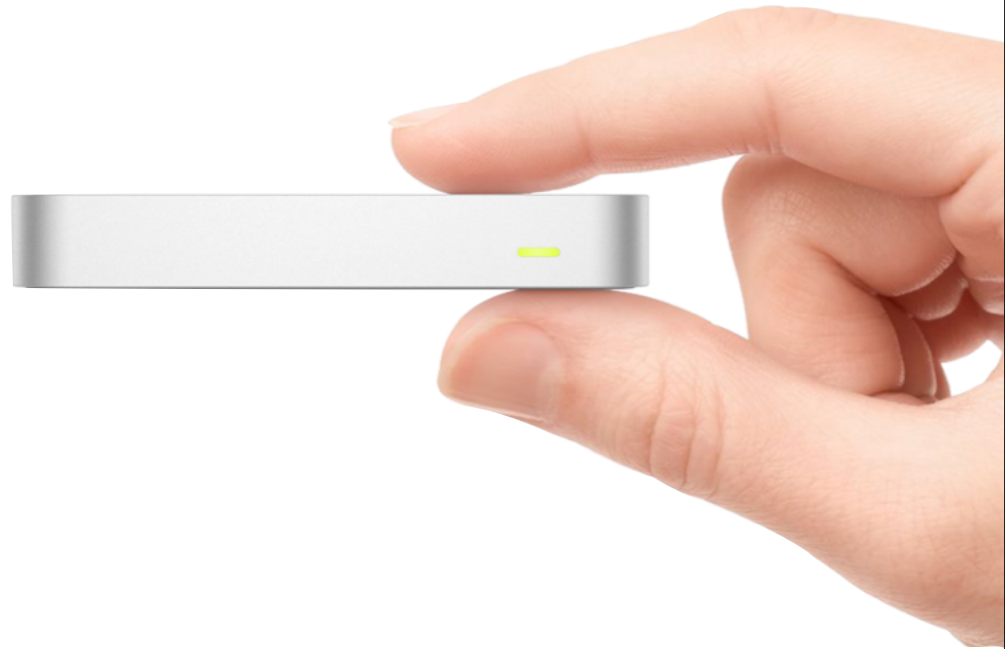




http://www.youtube.com/watch?v=xNqs_S-zEBY

Overview

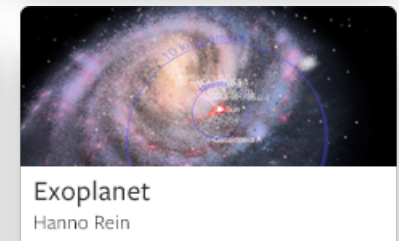
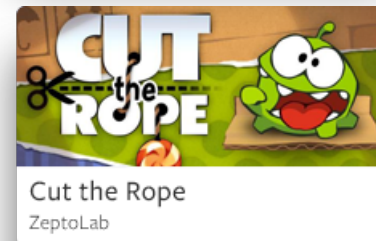
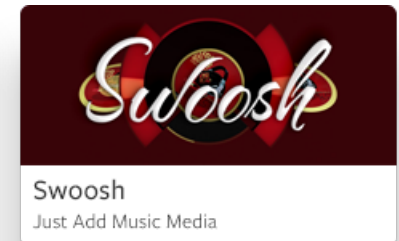
- Building on the Leap Motion Platform
- Details about the SDK
- Development Resources
- Demos
- Developing with the LMC
- How to engage with Leap for help
- Q&A



Building for the Leap Motion Platform



- Airspace: Discovery Platform for Mac & PC Apps
- 100+ Apps
- 1 Million App downloads
- Categories: Productivity, Games, Education, Creative Tools, Science
- Native Apps, Plugins, Webapps
- \$25 Million Fund
- San Francisco based Accelerator



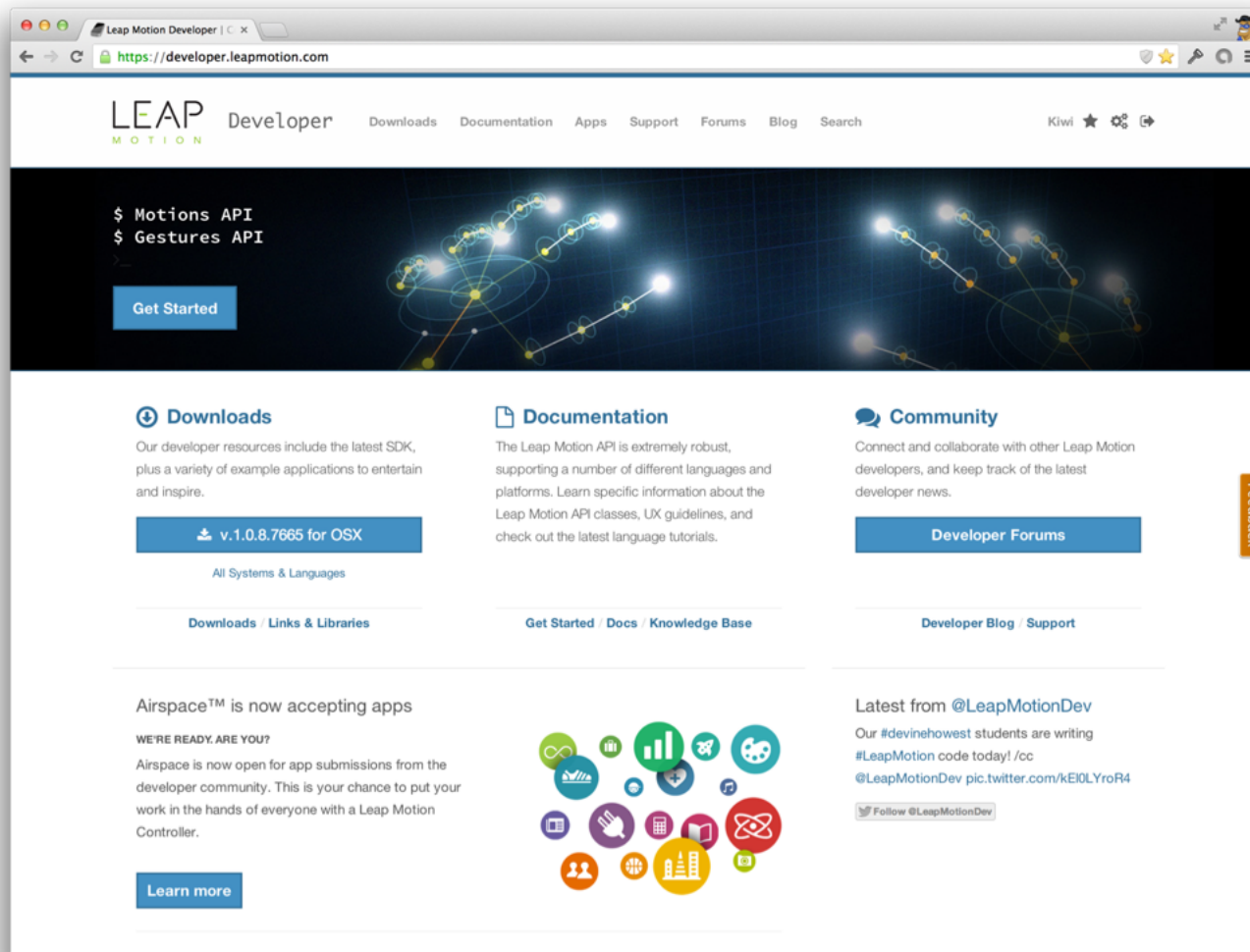
Details about the SDK

Native Development

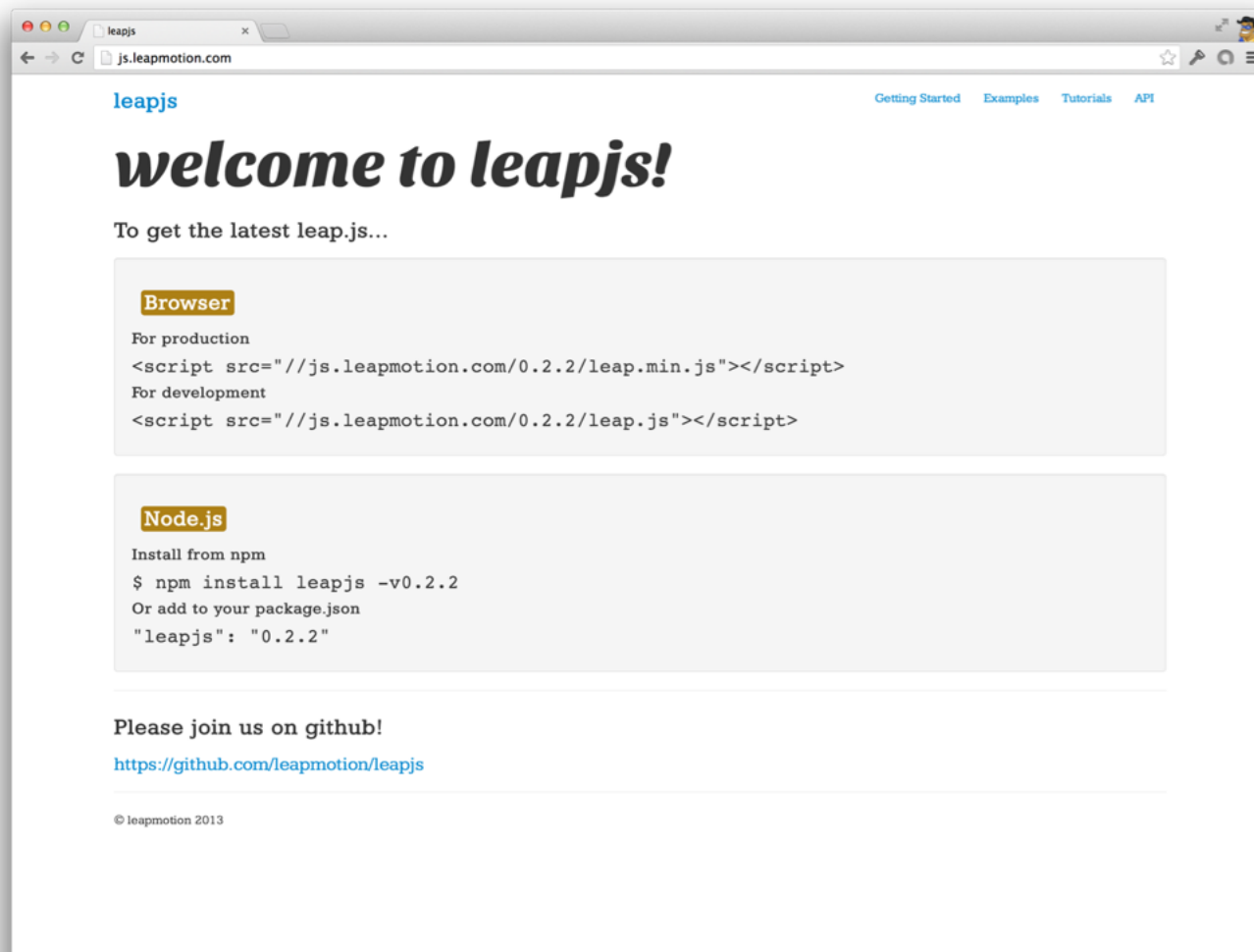
- Mac, PC & Linux
- C++, C#, Objective-C, Python, Java
- SDK available from developer.leapmotion.com

Web Development

- Support for most modern browsers
- *leap.js* available from js.leapmotion.com



developer.leapmotion.com



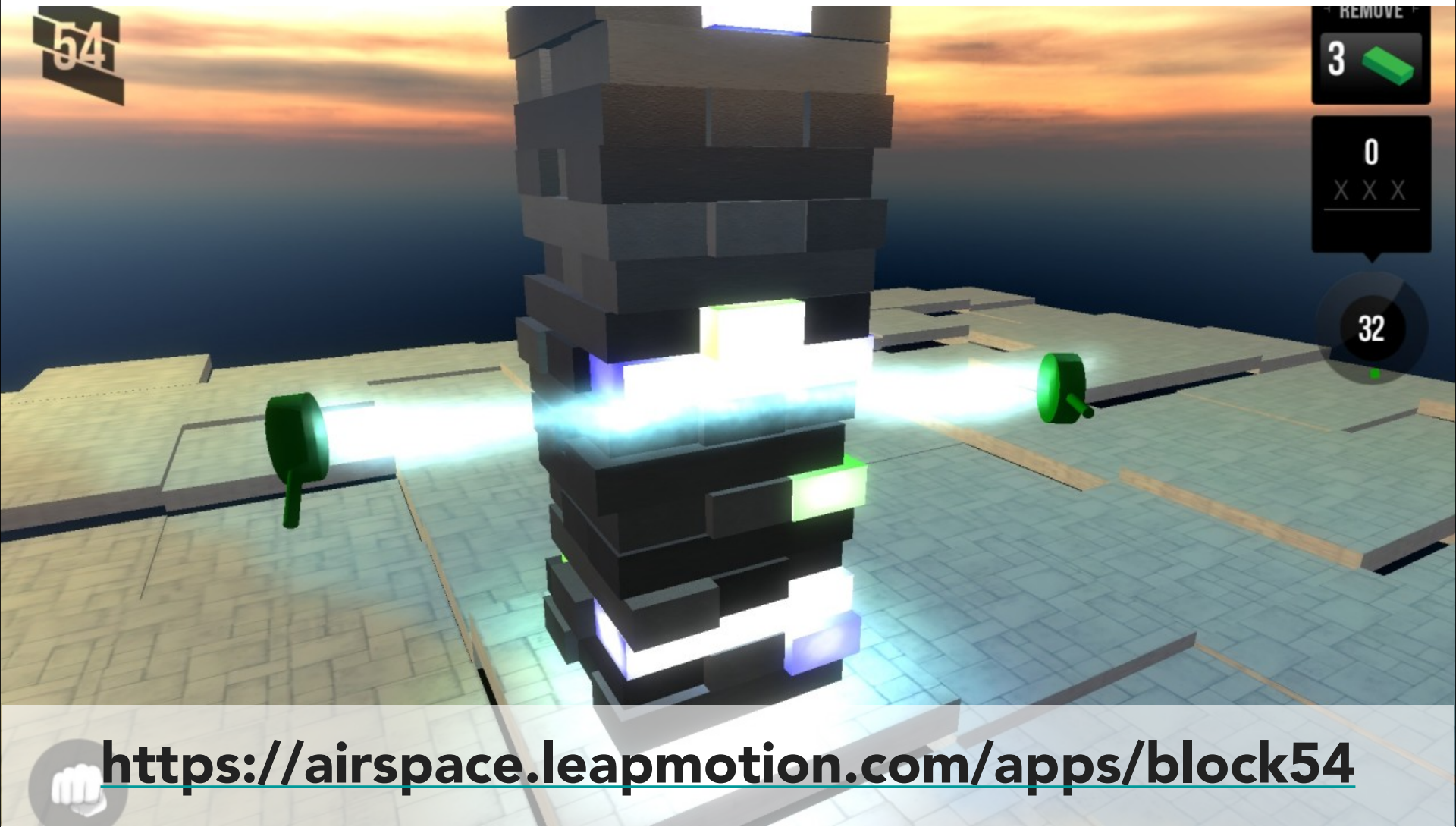
js.leapmotion.com

What is the Leap Motion Controller?



New ways of interacting with Computers

LEAP
MOTION



Bring the real world into the Digital



<https://airspace.leapmotion.com/apps/flocking>



<https://airspace.leapmotion.com/apps/kyoto>



<https://airspace.leapmotion.com/links/google-earth>



<https://airspace.leapmotion.com/apps/cyber-science-motion>



<https://www.biodigitalhuman.com/leap/app.html>

HANDS & POINTABLES

Frames

Hands

Fingers

Tools



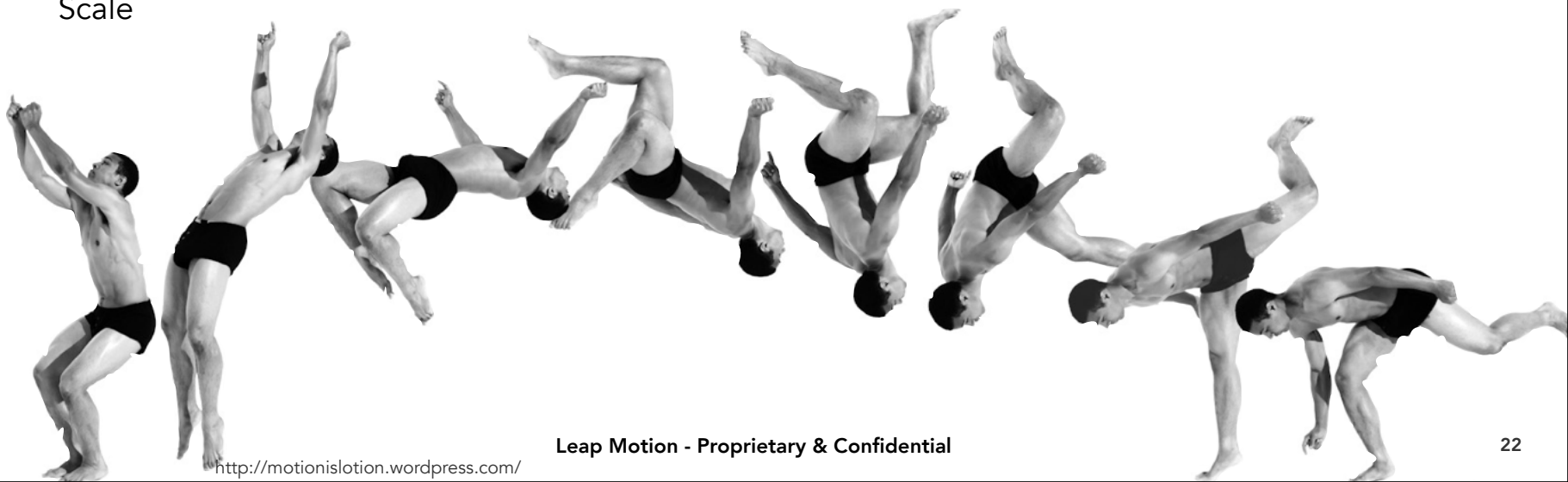
<http://www.behance.net/gallery/Some-Skills/1944211>

MOTIONS

Translate

Rotate

Scale

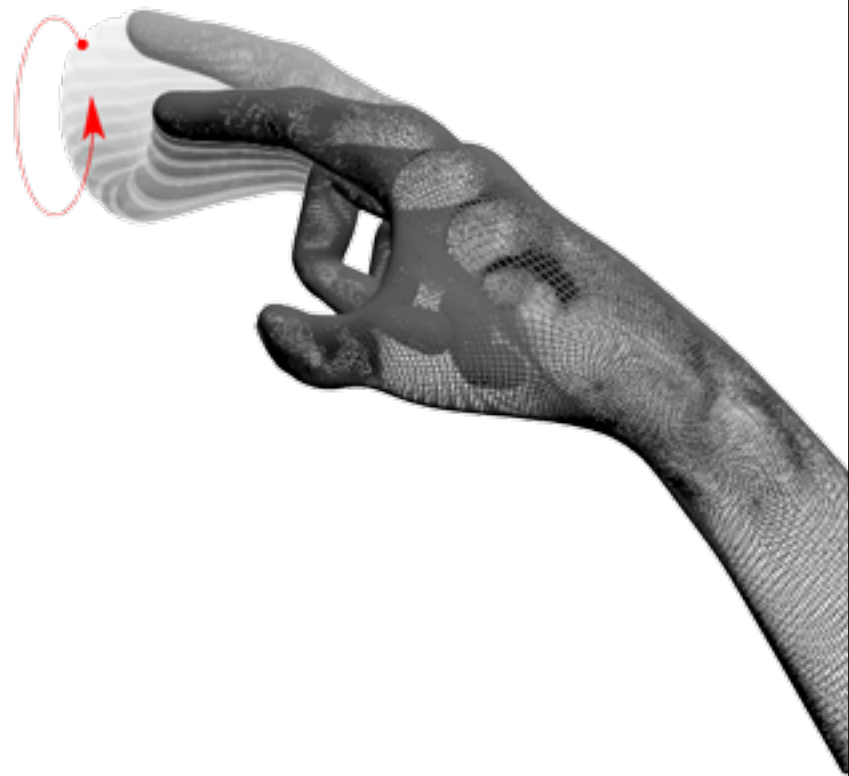


GESTURES

Circle

Swipe

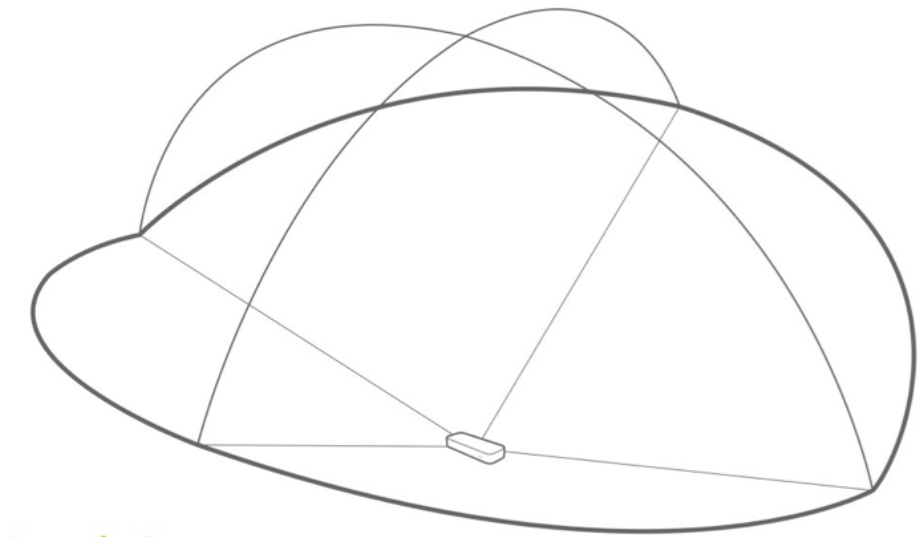
Tap



OTHER APIs

Interaction Box

TouchZone API



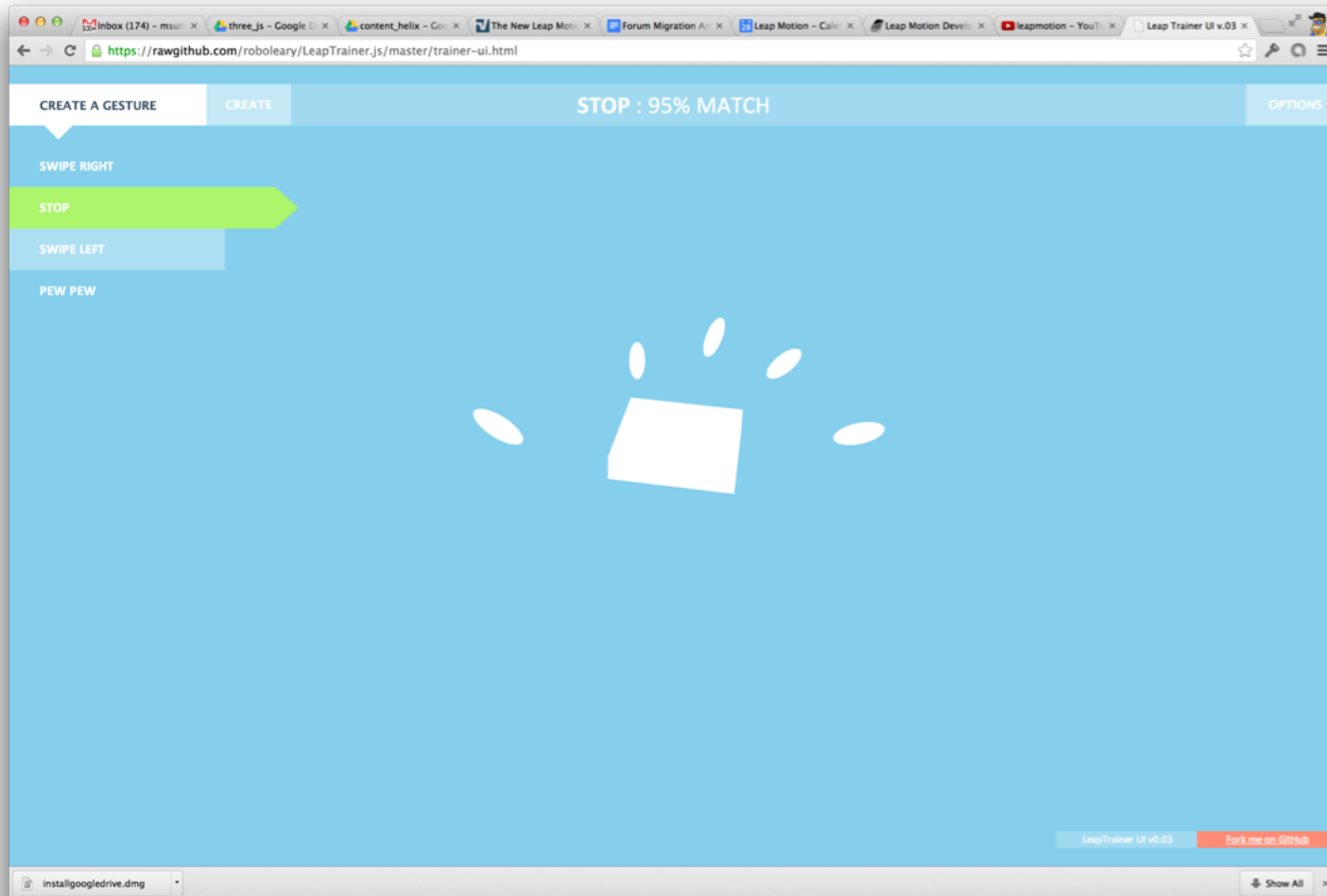
Platforms Partners



Tips for Developing

- Lighting Conditions
- Orient the User with the Hardware / Tutorials
- Data is your friend
- Menus
- Visual Feedback
- Rapid Prototyping

Gesture Engines



<https://rawgithub.com/robleary/LeapTrainer.js/master/trainer-ui.html>

Augmented Reality



<http://www.youtube.com/watch?v=90kHhOUzeQc>



<http://www.youtube.com/watch?v=zGdkLOXKS04>



<http://vimeo.com/74480202>



<http://www.youtube.com/watch?v=dLEIsH1Q2EY>

3 Main Takeaways

Design for the user, not for Iron Man

Forget what you know about UI/UX.
We're writing the rules as we go

Prototype & Build

Next Steps & How to get help

- Tutorials
 - Examples
 - Forums
 - Labs
- js.leapmotion.com/tutorials
 - js.leapmotion.com/examples
 - Forums
 - labs.leapmotion.com

Where you'll find us

developer.leapmotion.com/forums

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THANK YOU
QUESTIONS?

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