Visitors can view exhibits in three dimensions and interact with them in 3D space. All without any need for auxiliary devices like special glasses or data gloves!

Two cameras mounted on the top edge of the 3D BSB Explorer track the visitor’s eyes. The screen shows different views of the picture to the user’s left and right eye, thus creating a three dimensional image.

Finger movements are captured by an infrared camera. Image processing software identifies the spatial position of one or more fingers from the pictures in real-time and translates it into user commands.

Users can turn pages and scale, drag and drop the exhibits shown on the screen just by moving their hands. The system is accurate to within the millimeter range so that even the slightest movements of the fingers can be translated into cursor movements.