

# **Laser Pointer Mouse**

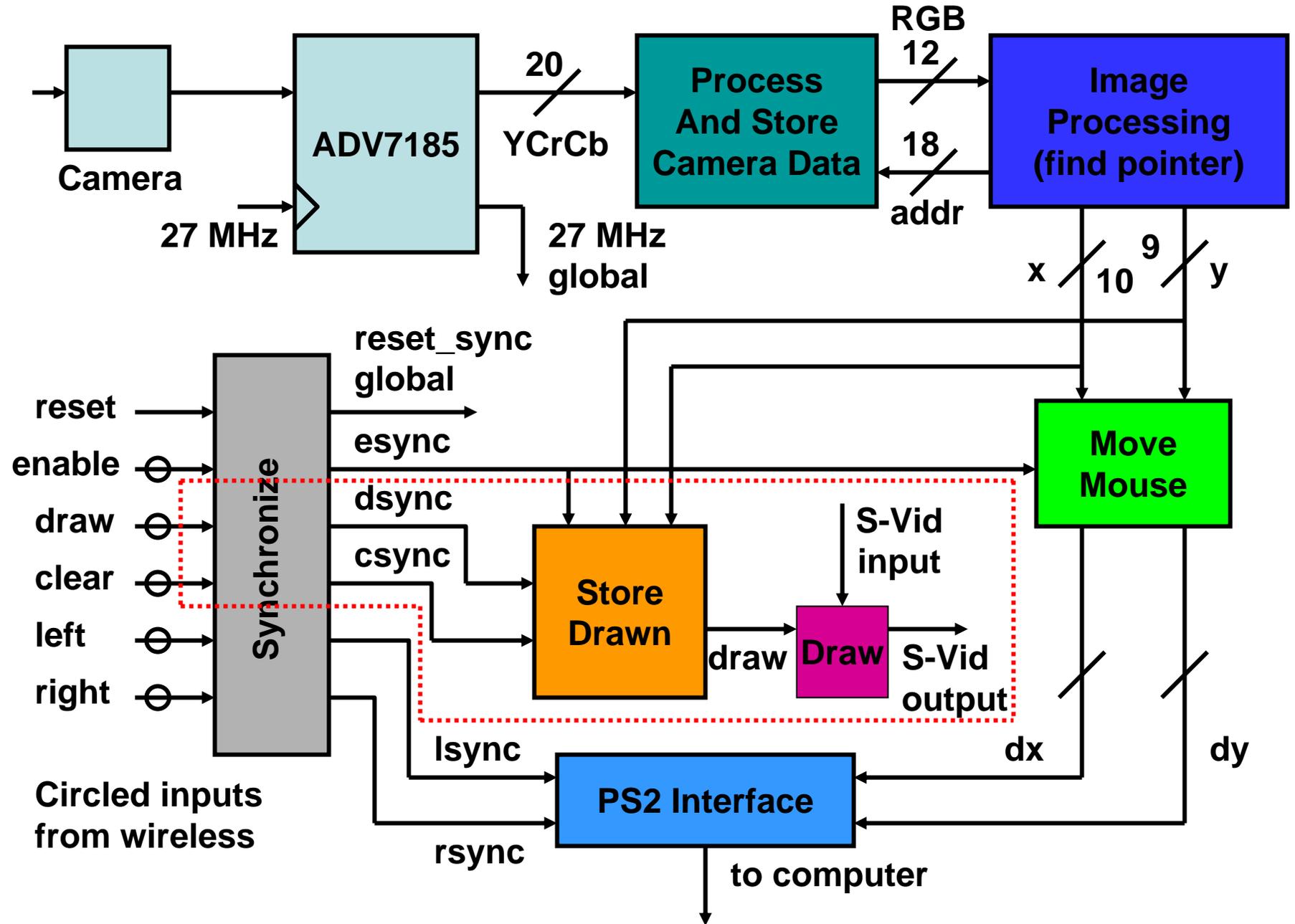
Xinpeng Huang and Billy Putnam

# Introduction

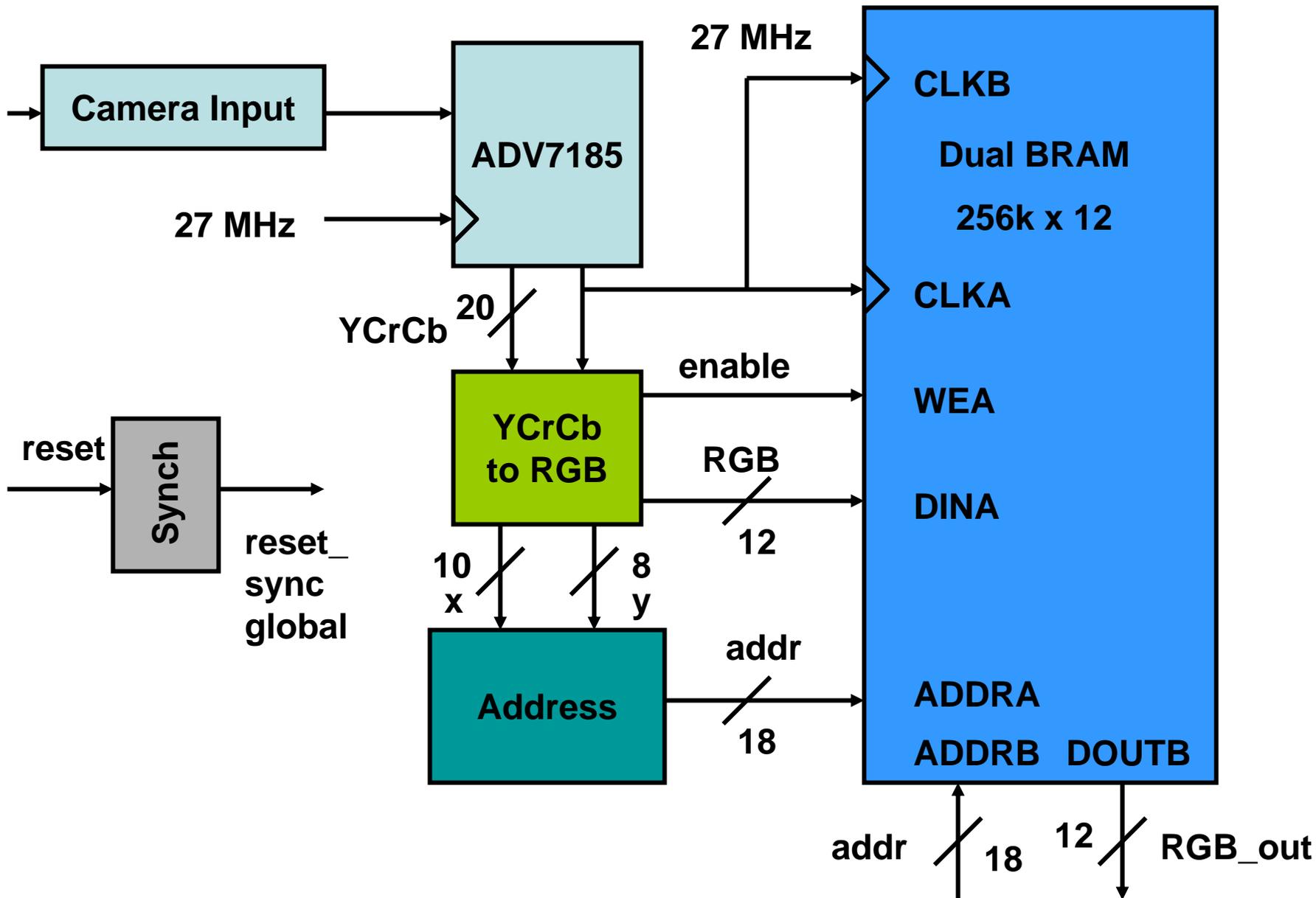
Objective: To control a mouse on a projected screen with a laser pointer

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

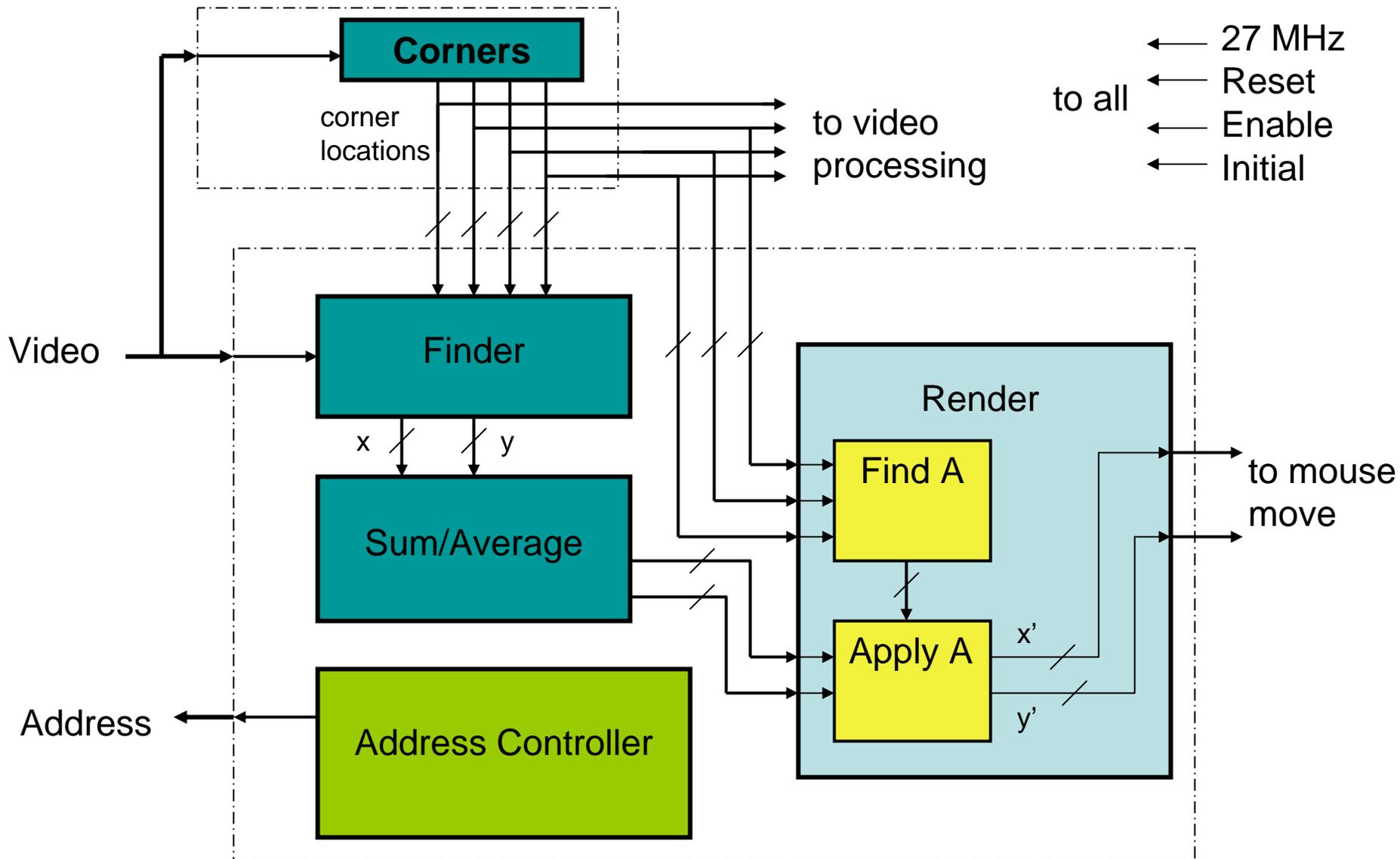
# High-Level Design



# Process and Store Camera Data



# Image Processing and Initialization Block Diagram



# PS/2 Mouse Interface

