Intel Details "Depth Sensing" Cameras

Written by Marco Attard
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Intel is working on "depth sensing" cameras to "bridge the gap between the real and virtual world," perceptual products and solutions director Anil Nanduri tells IDG News-- a technology to appear in ultrabooks and laptops by H2 2014.

According to the company such cameras will bring about a level of interaction far beyond keyboard, mouse or even touchscreen interfaces, being able to identify characteristics, contours and shapes of items in view.

"You'll add the ability to sense your excitement, emotion-- whether you are happy or smiling," Nanduri says. "The algorithms and technologies are there, but they are getting more refined, and as they get more robust, you'll see them."

Intel promises such webcams will allow for improved eye tracking and gesture-based game control. The technology will first appear in external webcams such as the Senz3D (a Kinect-style Intel-Logitech co-development) before appearing in ultrabooks and, eventually, mobile devices.

The company also believes such cameras will find use in 3D printing applications as inexpensive 3D scanners-- Nanduri suggests "you are not going to look for a case anymore, you'll just point that device, and the cameras will recognize what you have. It'll know the model number… and it'll print for you, or you go to the store, they will print it for you."

Further applications for such technology include autonomous driving systems and specific user recognition.

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