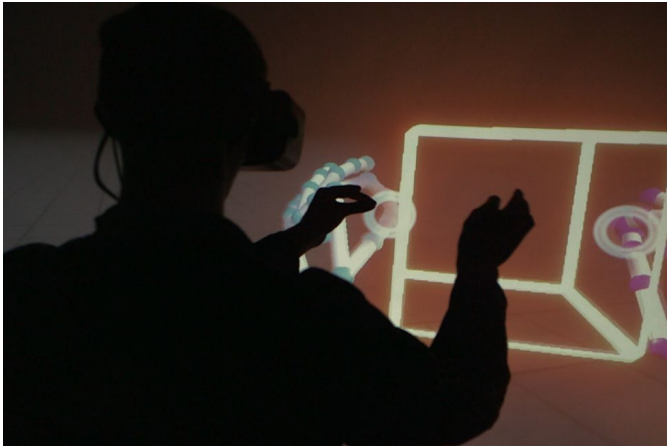


## Leap Motion Adds Gesture Control to VR

Written by Marco Attard  
18 February 2016

---

Gesture control specialist Leap Motion focuses its attentions on virtual reality as it presents Orion-- a hardware and software solution for the addition of tracker-free gesture control to VR headsets.



The hardware side of Orion is a small device users clip on VR headsets. It packs an array of 3D motion sensors and promises to track the wearer's entire body (including arms and legs) as well as hands and fingers faster, farther and with less latency.

The other half of the solution is software the maker claims can work out accurate hand tracking even in case of distorted angle, occlusion, backgrounds and lighting conditions.

"We believe that technology has the power to augment human capabilities. In many ways it has, but in many ways we're still separated from the vast worlds of data trapped behind glass screens," Leap Motion says. "The rise of VR means that the old dreams of interacting with digital content on a physical level are coming to life. But to make that happen, you need a more natural interface. You need the power and complexity of the human hand."

The software part of the Orion solution is available now as a beta preview compatible with older Leap Motion hardware. The company is still to reveal further hardware release details, but it does say it is also working with OEMs on VR headsets with embedded Orion hardware.

Go [Introducing Orion](#)