Medical 3D Visualization System with Gesture-based User Interface

L. Yu¹, I. Katramados², P. van Ooijen³

1. University of Groningen, Bernoulli Institute for Mathematics, Computer Science, and Artificial Intelligence, Groningen, the Netherlands
2. COSMONIO, Groningen, the Netherlands
3. University of Groningen, University Medical Center Groningen, Department of Radiology, Center for Medical Imaging (CMI), Groningen, the Netherlands

Contribution

We have developed a gesture-based interface for medical 3D visualization, with which surgeons are able to manipulate 3D images with intuitive gestures. Through our interface, surgeons can load patients’ image data/information from an image set, translate, rotate and zoom the data, and change the window level (brightness and contrast of the image) through a set of pre-defined touchless gestures.

Background

Hygiene is important for the operating room. Currently, when surgeons need access to patient data, medical images and surgery plans during surgeries, the surgeon gives oral commands to the assistant who stands next to the computer screen at the wall of the OR, operating a conventional PC using a mouse or touchpad. However, such oral instructions are inefficient and even if the assistant eventually understands exactly the intended result from the surgeon’s instructions, joint computer control may lead to error.

Method

We developed a medical visualization system that allows touchless gestures to control an interface which shows medical images. The major challenge involved in this project is how to provide surgeons with safe means of interaction without affecting the quality of operations. To ensure precise gesture detection, we use Leap motion as our tracking device. According to 3D position of the hand and fingers, we recognize the gestures which are further mapped to specific data manipulations.

Results

Response to the interaction and the 3D projection of medical data is very positive. Doctors can understand and remember gestures after a short introduction and can precisely control the interface and manipulate 3D data with intuitive gestures. If the system works in an effective way, we hypothesize that surgeons should be able to check and manipulate patients’ data in a more precise way, compared to asking assistants to interact with data by using traditional inputs.

Contact:

L. Yu <Lingyun.Yu@rug.nl>
O. Hamilton <oliver.hamilton@cosmonio.com>
I. Katramados <io@cosmonio.com>
P. van Ooijen <p.m.a.van.ooijen@umcg.nl>