

Computer mouse and keyboard are inseparable part of today's computers. We asked a question whether we could manage without them. We proposed the concept of computer control based on gestures. Gestures are performed by user using a single colored objects captured by a camera. According to the performed gestures are then triggered actions. In this work we described in detail how the concept works, how to define objects, gestures and actions and how they are interconnected into a functional unit. We designed algorithms to detecting objects in the image and to gesture recognition from objects' states. Finally we created working application to use concept in practise.