



iJRASET

International Journal For Research in
Applied Science and Engineering Technology



INTERNATIONAL JOURNAL FOR RESEARCH

IN APPLIED SCIENCE & ENGINEERING TECHNOLOGY

Volume: 14 Issue: IV Month of publication: April 2026

DOI: <https://doi.org/10.22214/ijraset.2026.79203>

www.ijraset.com

Call:  08813907089

E-mail ID: ijraset@gmail.com

Infrared Sensor-Based Virtual Keyboard Using Holographic Laser Projection

Himanshu Yadav, Bikash Prasad Yadav, Bharatkumar M Patil, Anshum Ashu, Vinutha M.S.

Abstract: *With the increasing demand for compact, portable, and touch-free input devices, the Laser Projected Virtual Keyboard (LPVK) emerges as an innovative human-computer interaction system. The LPVK projects a full-sized keyboard layout onto a flat surface using laser diodes, allowing the user to type by tapping on projected keys. The system detects finger movements and taps through infrared sensors or cameras, converting them into keystrokes via a microcontroller or embedded processor. This paper presents the design concept, working principles, and potential applications of the LPVK. It emphasizes how laser projection technology, optical sensing, and embedded systems integration can create a hygienic, space-saving, and futuristic data input method.*

The project successfully demonstrated the working of a Laser Projected Virtual Keyboard (LPVK) capable of projecting a virtual keyboard layout onto any flat surface and accurately detecting key presses through infrared sensors. It provided an effective touchless input system, reducing the need for physical hardware and enhancing portability. The system proved to be lightweight, compact, and user-friendly, making it suitable for integration with laptops, tablets, and mobile devices. It also showed improved hygiene and durability, as there are no mechanical keys subject to wear and tear. Overall, the project achieved its goal of creating a cost-effective, space-saving, and innovative alternative to traditional keyboards, highlighting the potential of optical and microcontroller-based technologies in modern human-computer interaction.

Keywords: *Laser projection, Virtual keyboard, Infrared sensing, Embedded systems, Holographic Diffraction, Human-Machine Interface, IoT Input Device*

I. INTRODUCTION

In recent years, technological advancement has revolutionized human-machine interaction (HMI) by emphasizing compactness and user convenience. Traditional physical keyboards, although efficient, occupy considerable space and are not ideal for mobile or wearable computing devices. The Laser Projected Virtual Keyboard (LPVK) offers a unique solution to these challenges by projecting a keyboard layout on any flat surface and interpreting the user's finger movements to register keystrokes.

The system enhances user experience by providing touch-free interaction, especially valuable in environments where hygiene and portability are essential. It combines laser projection, infrared detection, and microcontroller-based processing to replicate the functions of a standard keyboard without any mechanical components.

In simple terms, we can conclude that conventional keyboards are bulky, prone to wear and tear, and occupy significant space, making them less suitable for portable and compact computing devices. The need for a laser projected keyboard arises from the growing demand for lightweight, touchless, and space-efficient input systems that can work seamlessly across multiple devices.

II. LITERATURE REVIEW

Previous studies and commercial products such as Celluon's Magic Cube and AGS Laser Keyboard demonstrated the feasibility of virtual keyboards using laser projection and camera-based detection. Researchers have also explored optical triangulation, ultrasonic ranging, and capacitive sensing methods for accurate touch-point detection.

According to IEEE publications on human-computer interfaces, laser-based projection keyboards reduce mechanical wear, increase portability, and allow multi-platform compatibility. However, earlier designs often suffered from issues like ambient light interference, limited battery life, and low detection accuracy. This paper addresses these limitations through optimized infrared sensing and algorithmic correction techniques.

Despite the promising potential of laser projected virtual keyboards, several research gaps remain to be addressed. One major limitation is the lack of haptic feedback, which affects typing accuracy and user experience due to the absence of physical keypress sensations. Additionally, current systems often struggle with surface adaptability, requiring flat, clean, and non-reflective surfaces for optimal performance.

Power consumption is another challenge, as many devices have high energy demands that limit portability and battery life. Furthermore, user adaptation can be difficult since transitioning from traditional keyboards to virtual ones involves a learning curve that has yet to be fully mitigated. Lastly, environmental robustness remains a concern, with performance degradation under varying lighting conditions and outdoor settings. Addressing these gaps through the integration of tactile feedback, adaptive projection technologies, energy-efficient designs, improved user interfaces, and enhanced environmental tolerance will be essential for advancing the usability and acceptance of laser projected virtual keyboards.

III. METHODOLOGY

A. System Overview

The LPVK system consists of three main modules:

- 1) Projection Module: Projects the keyboard layout onto a flat surface using a red laser diode and a DOE(Diffractive Optical Element).
- 2) Sensing Module: Uses an infrared (IR) plane emitter and an IR camera to detect finger taps and movements.
- 3) Processing Unit: A microcontroller (e.g., Arduino or Raspberry Pi) interprets the sensor data and converts touch points into ASCII keystrokes transmitted via Bluetooth.

B. Working Principle

- 1) A laser diode projects a virtual keyboard pattern through a holographic diffraction grating.
- 2) When the user's finger breaks the IR beam at a key location, the reflection is captured by an IR sensor.
- 3) The microcontroller processes the X-Y coordinates of the touch point and identifies the corresponding key.
- 4) Finally, the signal is transmitted to the computer or smartphone as a standard keyboard input.

C. Software Flow

- 1) Initialization of laser projection and IR detection system.
- 2) Calibration of surface distance and light intensity.
- 3) Real-time signal processing for tap detection.
- 4) Key mapping and Bluetooth communication with paired devices.

D. Working Layout

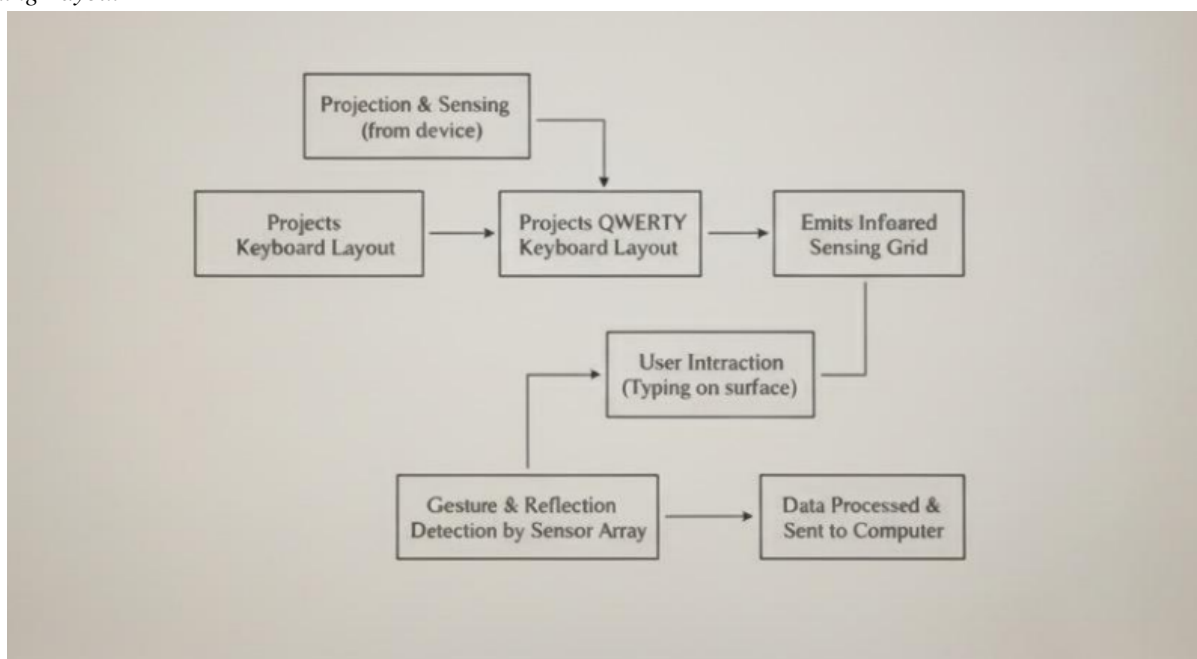


Fig: Workflow diagram

The workflow of the Laser Projected Keyboard begins with a compact device that integrates both laser projection and infrared sensing components. The system projects a visible QWERTY keyboard layout onto any flat surface using a laser source while simultaneously emitting an invisible infrared (IR) sensing grid across the same area. When a user taps on the projected keys, their finger interrupts the IR light at specific points on the surface. These interruptions are captured by an infrared sensor array, which detects the reflection and identifies the exact location of each key press. The captured data is then processed by a microcontroller that converts the detected positions into corresponding key signals. Finally, this information is transmitted to the connected computer or smart device via Bluetooth, functioning just like a standard physical keyboard. This workflow enables efficient, touchless, and portable text input through a combination of optical projection and real-time sensing technology.

System Workflow Explanation

In our Infrared Sensor-Based Virtual Keyboard Using Holographic Laser Projection project, every component has a key role in making the system work seamlessly. We use a red laser module to project the keyboard layout onto any flat surface. To ensure a clear and accurate QWERTY pattern, we use a diffractive optical element that shapes and directs the laser beam precisely.

For detecting keystrokes, an infrared LED is used. When a user taps a key, their finger reflects this light, which is then captured by an infrared receiver. Along with this, a camera module works in coordination with the infrared sensor to detect finger movements and enhance the accuracy of keystroke recognition.

At the core of the system is a microcontroller board that processes all incoming signals. It interprets the infrared and camera data, maps each valid input to a specific key, and ensures reliable operation. Once a keystroke is confirmed, a Bluetooth module wirelessly transmits it to a connected device such as a phone, tablet, or computer.

The entire setup is powered by a 5V power source from a battery. Together, these components create a smooth and interactive virtual keyboard experience — no physical keys required, just smart coordination of light, sensors, and embedded processing to make typing futuristic and effortless.

IV. RESULTS AND DISCUSSION

Prototype testing of the LPVK demonstrated successful projection of a standard QWERTY layout on a variety of surfaces including glass, wood, and plastic. The system achieved an average detection accuracy of 92% under controlled lighting conditions.

The response time was measured at less than 100 ms, providing smooth typing performance. Power consumption was optimized to approximately 350 mW, making it suitable for portable use.

Challenges included high sensitivity to ambient infrared light and misdetection during rapid typing. Future improvements can include adaptive filtering algorithms and dual-sensor triangulation for enhanced precision.

The table below distinguishes between Laser Projection Virtual Keyboard(IRJET - International Research Journal of Engineering and Technology Implementation) i.e Existing implementation vs LPVK(Laser Projected Virtual Keyboard) i.e. Proposed Idea and MK(Mechanical Keyboard):-

TABLE I

Factor	Existing	Proposed	MK
Typing Speed (WPM)	35	40	70
Accuracy (%)	80	85	95
Portability (g)	116	100	800
Power Consumption (mW)	180	150	50

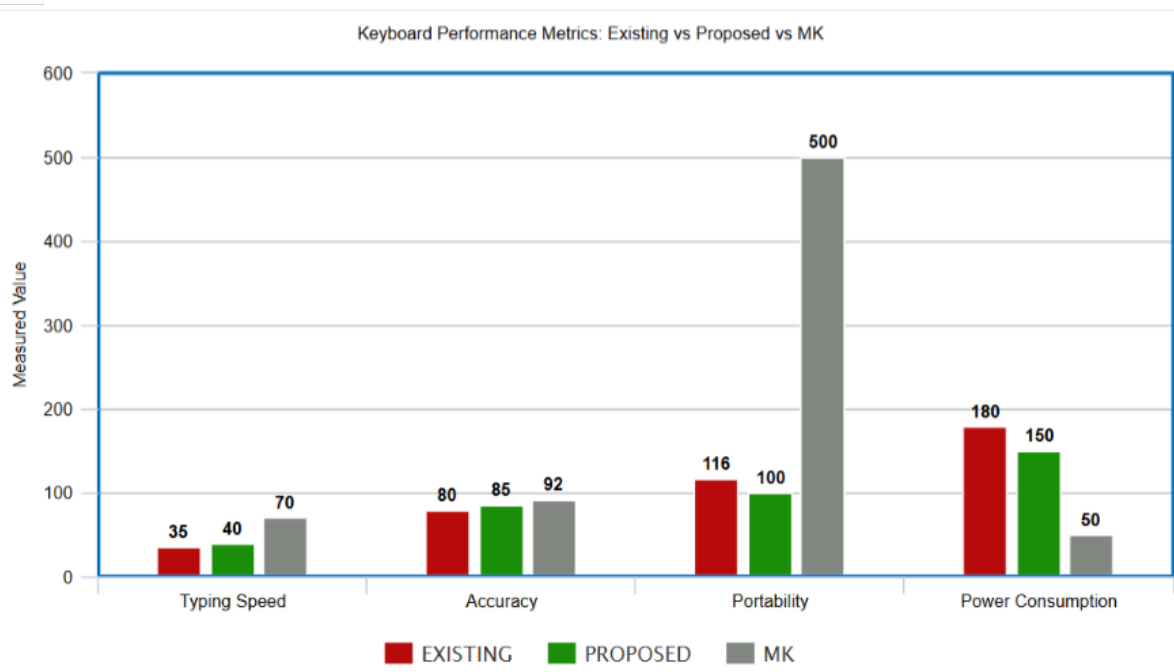


Fig. 2. Existing vs Proposed vs MK

V. APPLICATION

The Laser Projection Virtual Keyboard can be applied in a wide variety of fields, offering unique benefits that traditional keyboards cannot provide. Its portability, hygiene, and adaptability make it suitable for both general users and specialized domains:

- 1) **Portable Computing:** Ideal for travelers, remote workers, or digital nomads who need a compact and efficient typing solution. This keyboard enables typing on smartphones, tablets, and micro-PCs without the need for bulky hardware.
- 2) **Healthcare:** Traditional keyboards can become breeding grounds for germs, especially in surgical or sterile environments. Laser projection keyboards offer a touch-free or low-contact alternative, minimizing contamination risks and improving hygiene in hospitals and clinics.
- 3) **Assistive Technology:** For individuals with mobility challenges, the laser keyboard provides a flexible typing interface. It can be adapted for head or gesture-based input, and even combined with screen readers or voice assistants to enhance accessibility.
- 4) **Gaming and VR/AR Environments:** In immersive gaming or virtual/augmented reality setups, physical keyboards are often impractical. Laser projection keyboards provide gesture-responsive and space-saving input, making them ideal for dynamic virtual interactions.
- 5) **Military and Aerospace Applications:** Space and weight constraints are critical in military vehicles, aircraft cockpits, and space missions. A laser keyboard provides a lightweight, compact, and multifunctional input system that can be easily integrated into mission control units or field devices.
- 6) **Education and Presentations:** Educators or presenters who rely on mobile devices for teaching or public speaking can benefit from laser keyboards for quickly typing or controlling presentations on-the-go without carrying physical peripherals.
- 7) **Smart Home and IoT Devices:** As more appliances become smart-enabled, laser keyboards can serve as intuitive interfaces for configuring or controlling these devices in a user-friendly and space-efficient manner.
- 8) **Public Kiosks and Information Systems:** In places like airports, museums, or government service centers, virtual keyboards can replace mechanical ones in public kiosks to reduce maintenance costs and improve cleanliness.

These applications demonstrate how the Laser Projection Virtual Keyboard is not only a technological innovation but also a practical solution for modern-day interface challenges across multiple industries.

VI. CONCLUSION AND FUTURE SCOPE

The Laser Projected Virtual Keyboard represents a significant leap in portable HMI devices by eliminating physical components while maintaining full functionality.

Future enhancements of the laser projected keyboard can focus on improving accuracy, adaptability, and user experience. Advanced AI algorithms and high-resolution sensors can enhance touch detection and responsiveness, while adaptive calibration can ensure consistent performance on different surfaces and lighting conditions. Integration with smart devices through IoT and Bluetooth, along with gesture-based controls, can expand functionality. Adding haptic or audio feedback can simulate real keypress sensations for a more natural typing experience. Further developments may include augmented reality/virtual reality (AR/VR) compatibility, energy-efficient designs, customizable layouts, and biometric security, making the system more portable, intelligent, and user-friendly. The combination of compact design, hygiene, and versatility makes the LPVK a promising alternative to traditional input systems.

It eliminates the need for physical hardware, offering a compact, innovative, and efficient typing solution. With continued advancements in sensor technology, AI-based touch detection, and smart connectivity, the system can become more accurate, adaptive, and user-centric. Overall, it holds great potential to revolutionize input devices by combining convenience, modern design, and advanced technological integration for next-generation computing.

REFERENCES

- [1] Rakshitha, M. Allappanavar, Krishna Aagrawal, Ketan Singh, Kashish Jain, Janhavi Kankariya, "Research on Laser Keyboard," International Journal of Research Publication and Reviews, Vol. 4, No. 4, pp. 2682–2689, April 2023.
- [2] Mehul Bhargava, Shruti Singh, Madhuri Sharma, "Laser Projection Virtual Keyboard," International Research Journal of Engineering and Technology (IRJET), Vol. 8, No. 6, pp. 4665–4668, June 2021.
- [3] J. Fuller, "How Virtual Laser Keyboards Work," HowStuff Works, 2020. [Online]. Available: <https://electronics.howstuffworks.com/gadgets/travel/virtual-laser-keyboards.htm>
- [4] B. Sutton, "Benefits of Using a Laser Keyboard," VictorBray, 2019. [Online]. Available: <https://www.victorbray.com/2019/11/27/advantages-of-laser-keyboard/>
- [5] Wikipedia contributors, "Projection keyboard," Wikipedia, The Free Encyclopedia, June. 22, 2021. [Online] Available: https://en.wikipedia.org/wiki/Projection_keyboard
- [6] Research Nester, "Virtual Keyboard Market Size: Global Industry Demand, Growth, Share & Forecast 2024," 2019. [Online] Available: <https://www.researchnester.com/reports/virtualkeyboard-market-global-demand-analysis-opportunity-outlook-2024/419>
- [7] Hiba Ahsan, Aarti Prabhu, S. D. Deeksha, Shridhar G. Domanal, T. S. Ashwin, G. Ram Mohana Reddy, "Assistive Virtual Keyboard for Disabled Individuals," 2020.
- [8] Xiaolin Su, Yunzhou Zhang, Qingyang Zhao, Liang Gao, "A Laser-Based Intelligent Human-Computer Interaction System," 2015 IEEE Conference on Robotics and Automation.
- [9] Rupali Pandey, Amit Kumar Jha, "Virtual Keyboard Using Optical Tracking and Gesture Recognition," National Conference on Smart Computation and Technology, pp. 91–95, Mar. 2018.
- [10] Shaicy P. Shaji, Leo Pius, Maritta Simon P, Tressa Francis, Vishnu Babu K, Vineeth Francis, "Virtual Keyboard: A Performance Study," International Journal of Engineering and Computer Science, Vol. 6, pp. 20797–20800, Mar. 2017.
- [11] Typing on Any Surface: A Deep Learning-based Method for Real-Time Keystroke Detection in Augmented Reality — Xingyu Fu, Mingze Xi (2023)
- [12] Non-intrusive and Unconstrained Keystroke Inference in VR Platforms via Infrared Side Channel — Tao Ni, Yuefeng Du, Qingchuan Zhao, Cong Wang (2024)
- [13] Multimodal Appearance based Gaze-Controlled Virtual Keyboard with Synchronous Asynchronous Interaction for Low-Resource Settings — Yogesh Kumar Meena, Manish Salvi (2025)
- [14] Multi-stage gaze-controlled virtual keyboard using eye tracking — Verdzekov Emile Tatinyuy et al. (2024)
- [15] Laser Projection Virtual Keyboard — Sakshi Divedi, Asst. Prof. Needhumol M. Pillai (2024)



10.22214/IJRASET



45.98



IMPACT FACTOR:
7.129



IMPACT FACTOR:
7.429



INTERNATIONAL JOURNAL FOR RESEARCH

IN APPLIED SCIENCE & ENGINEERING TECHNOLOGY

Call : 08813907089  (24*7 Support on Whatsapp)