

# Exhibit 11



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(12) **United States Patent**  
**Pryor**

(10) **Patent No.:** **US 7,933,431 B2**  
(45) **Date of Patent:** **Apr. 26, 2011**

(54) **CAMERA BASED SENSING IN HANDHELD, MOBILE, GAMING, OR OTHER DEVICES**

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(\* ) Notice: Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 0 days.

(21) Appl. No.: **12/834,281**

(22) Filed: **Jul. 12, 2010**

(65) **Prior Publication Data**

US 2010/0277412 A1 Nov. 4, 2010

**Related U.S. Application Data**

(63) Continuation of application No. 11/980,710, filed on Oct. 31, 2007, now Pat. No. 7,756,297, which is a continuation of application No. 10/893,534, filed on Jul. 19, 2004, now Pat. No. 7,401,783, which is a continuation of application No. 09/612,225, filed on Jul. 7, 2000, now Pat. No. 6,766,036.

(60) Provisional application No. 60/142,777, filed on Jul. 8, 1999.

(51) **Int. Cl.**  
**G06K 9/00** (2006.01)

(52) **U.S. Cl.** ..... **382/103; 382/104; 348/207.1**

(58) **Field of Classification Search** ..... 382/103, 382/104; 348/207.1

See application file for complete search history.

(56) **References Cited**

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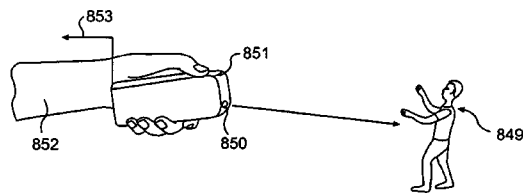
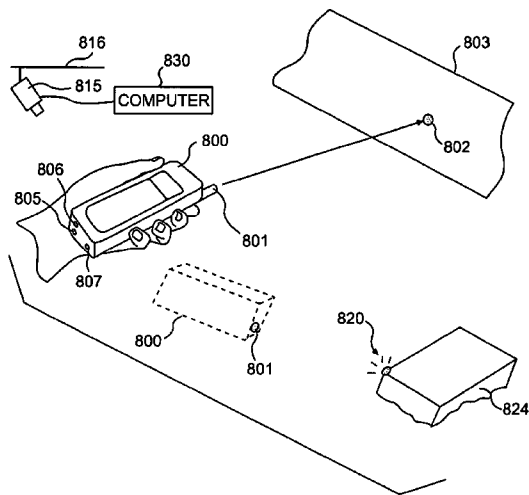
*Primary Examiner* — Tom Y Lu

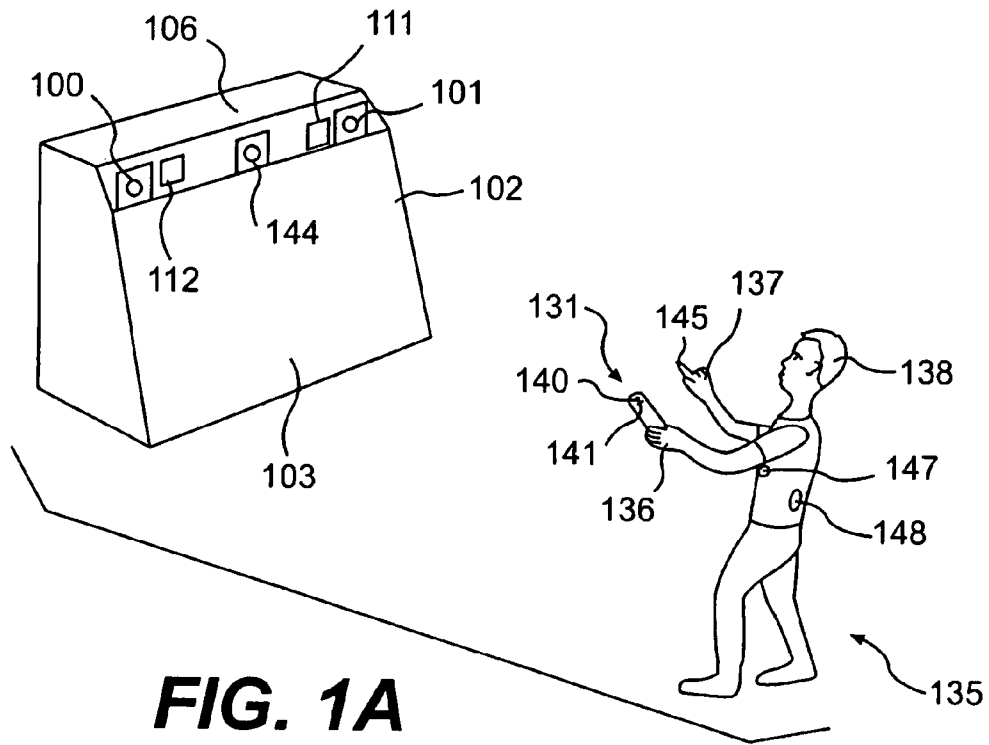
(74) *Attorney, Agent, or Firm* — Warner Norcross & Judd LLP

(57) **ABSTRACT**

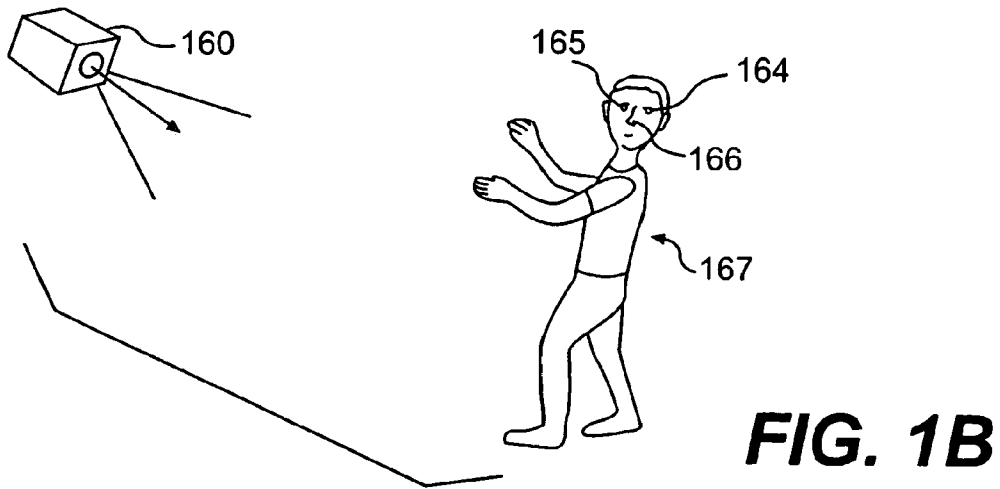
Method and apparatus are disclosed to enable rapid TV camera and computer based sensing in many practical applications, including, but not limited to, handheld devices, cars, and video games. Several unique forms of social video games are disclosed.

**31 Claims, 22 Drawing Sheets**

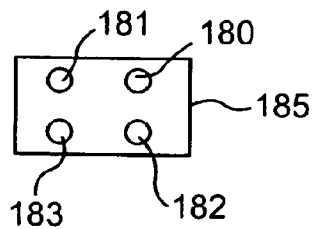




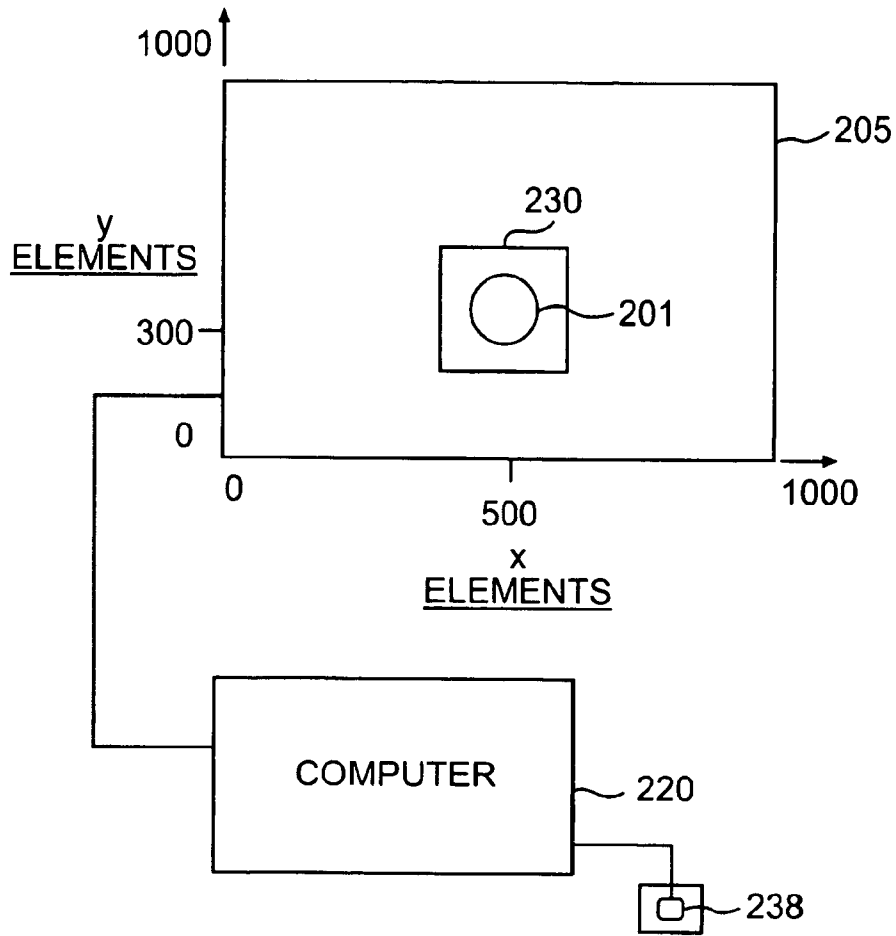
**FIG. 1A**



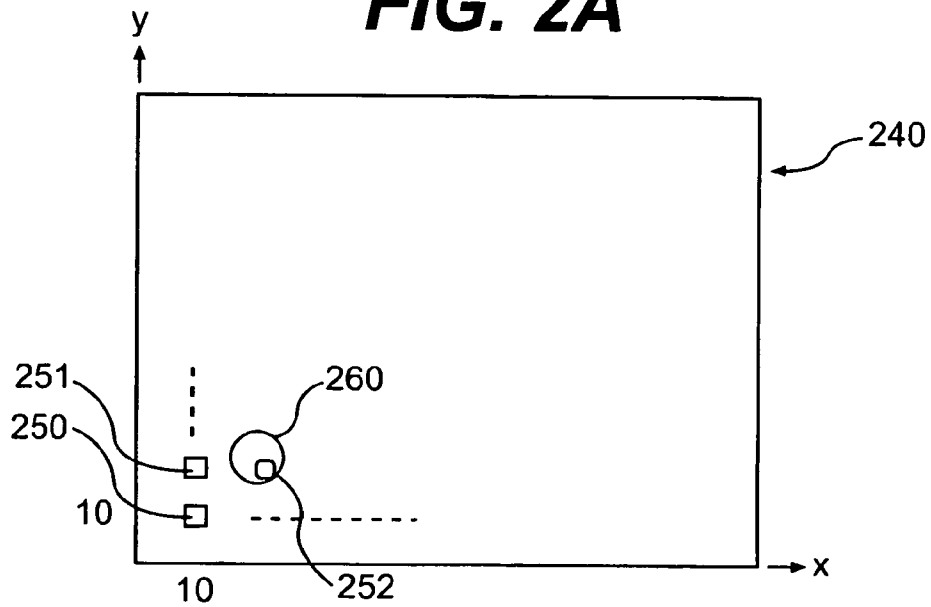
**FIG. 1B**



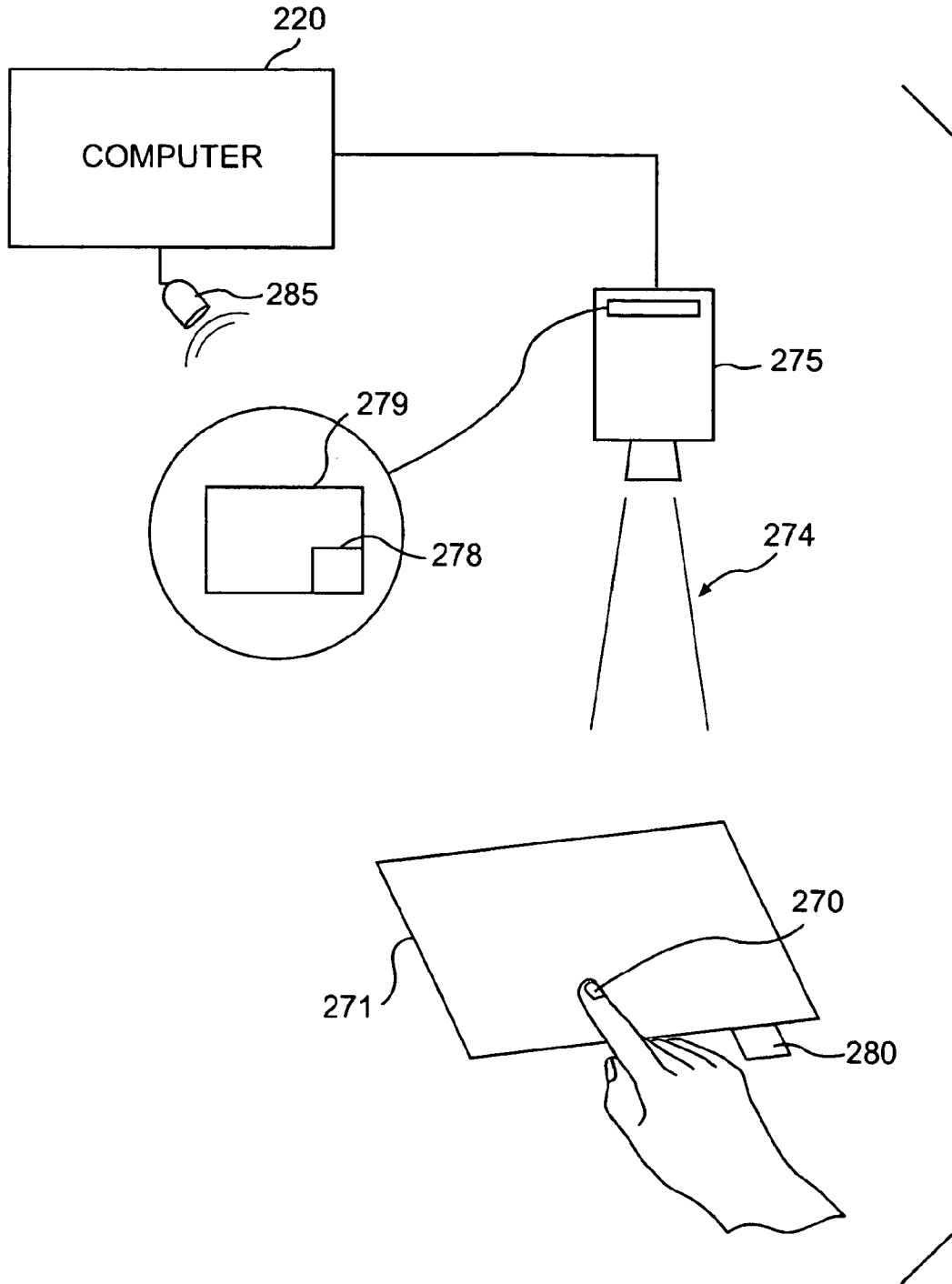
**FIG. 1C**



**FIG. 2A**



**FIG. 2B**



**FIG. 2C**

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