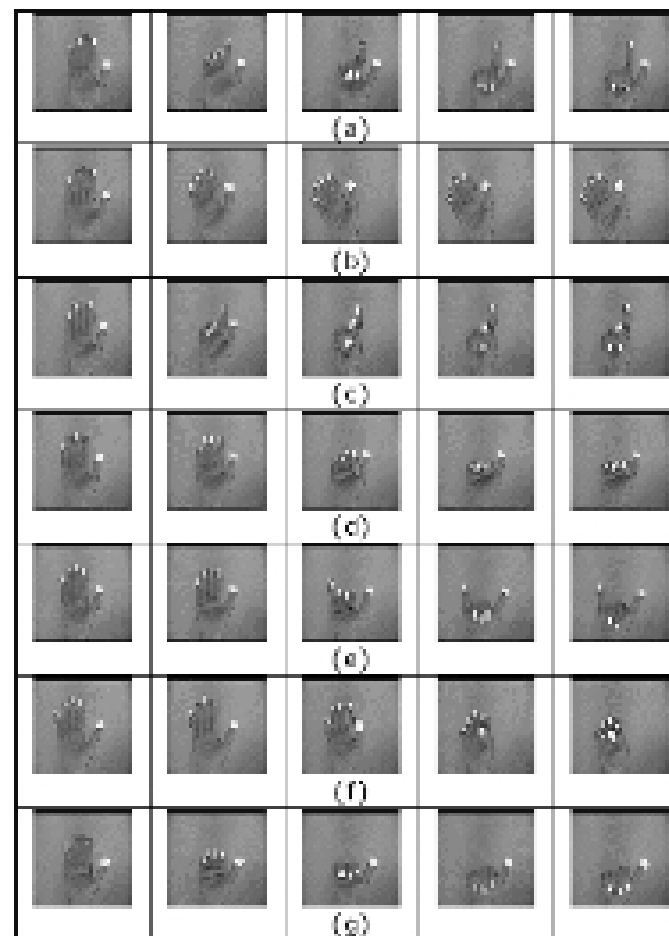


Hand Gesture Recognition, Aerobic exercises, Events

Lecture-15

Hand Gesture Recognition

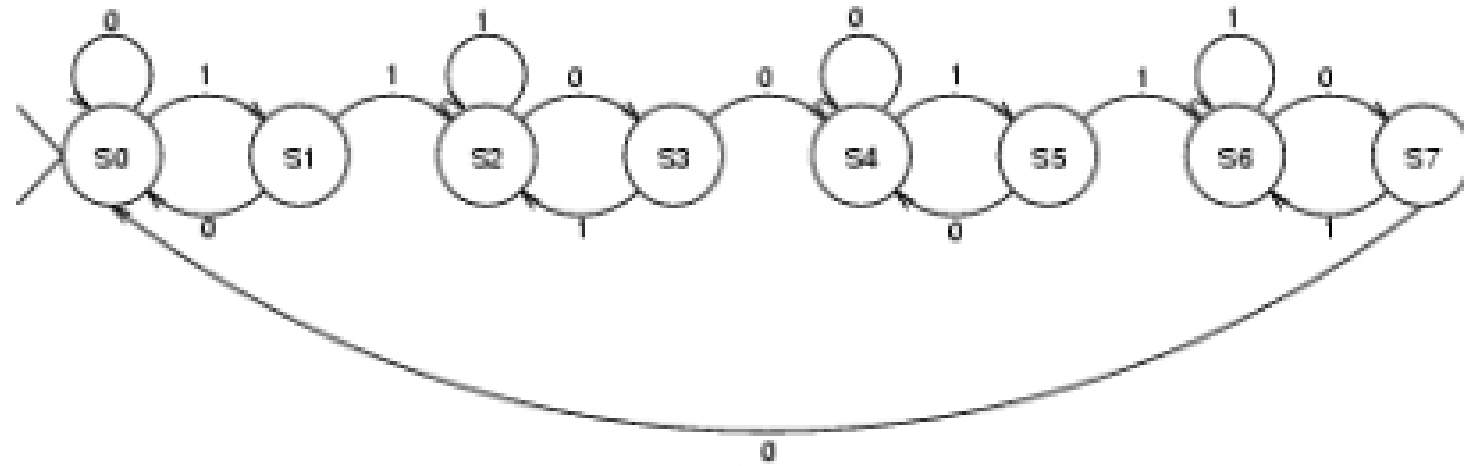
Seven Gestures



Gesture Phases

- Hand fixed in the **start position**.
- Fingers or hand move smoothly to **gesture position**.
- Hand fixed in **gesture position**.
- Fingers or hand return smoothly to **start position**.

Finite State Machine



Main Steps

- Detect fingertips.
- Create fingertip trajectories using motion correspondence of fingertip points.
- Fit vectors and assign motion code to unknown gesture.
- Match