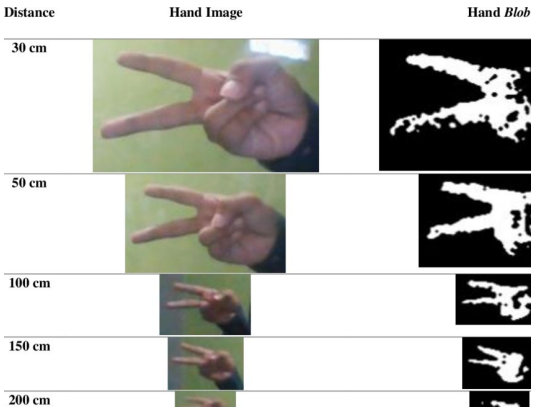
Hand Distance Measurement

What is the problem?

Accurately measuring hand distance in computer vision is challenging due to variations in lighting, hand movement, and orientation, leading to inconsistent gesture detection.



What has been done earlier?

1. **Yin and Davis (2014):** Developed a real-time continuous gesture recognition system using Hidden Markov Models (HMM) for natural human-computer interaction.
2. **Zhu and Yuan (2014):** Used HMM with Kinect to enable real-time hand gesture recognition for controlling racing video games.

Tusar Kumar Nayak,B421065

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What are the remaining challenges? What novel solution proposed by the authors to solve the problem?

Remaining Challenges:

1. Detecting hands accurately is hard due to changes in lighting, background clutter, and fast movements.

2. Recognizing gestures correctly from different distances and angles is still a challenge.

Novel Solution Proposed:

The authors suggested using a specific color space (YCbCr) and image processing techniques to improve hand detection and reduce background interference.

Tusar Kumar Nayak,B421065