

# Input

# Real-time Data Stream

# Output

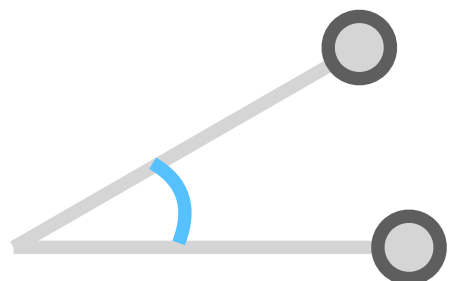
## Tracking and Parameterization



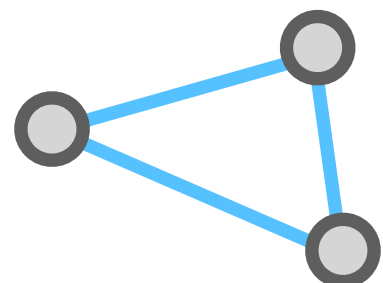
position



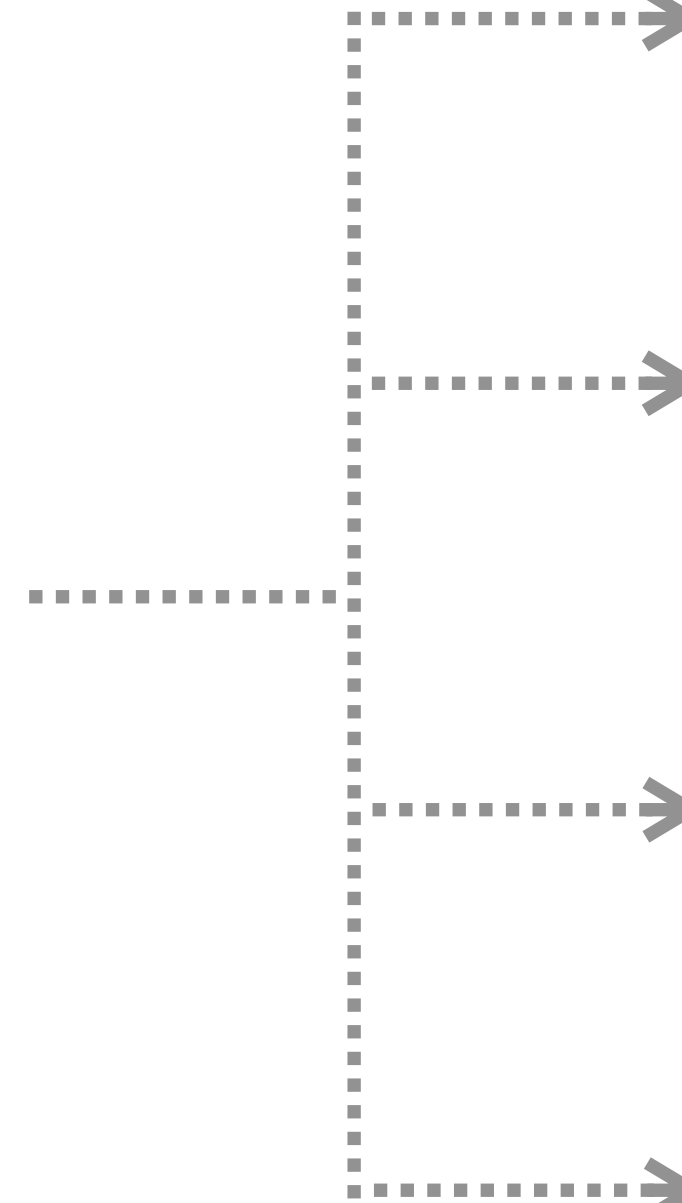
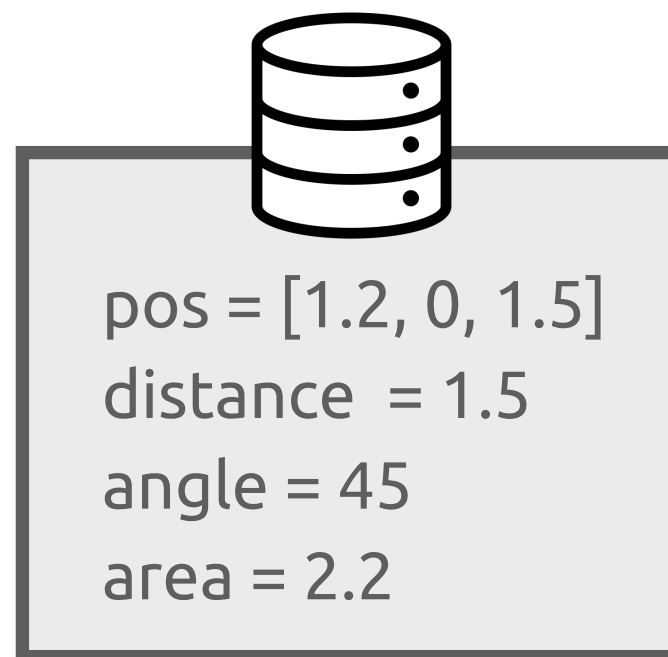
distance



angle



area



## Binding and Motion Playback

