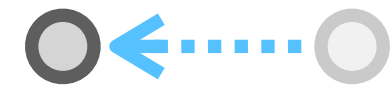


Input

Real-time Data Stream

Output

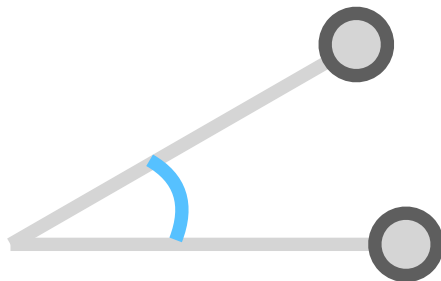
Tracking and Parameterization



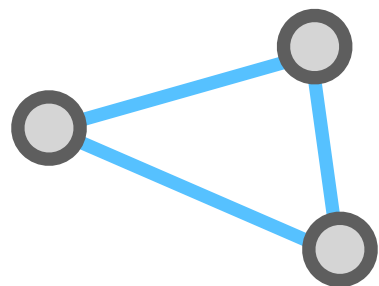
position



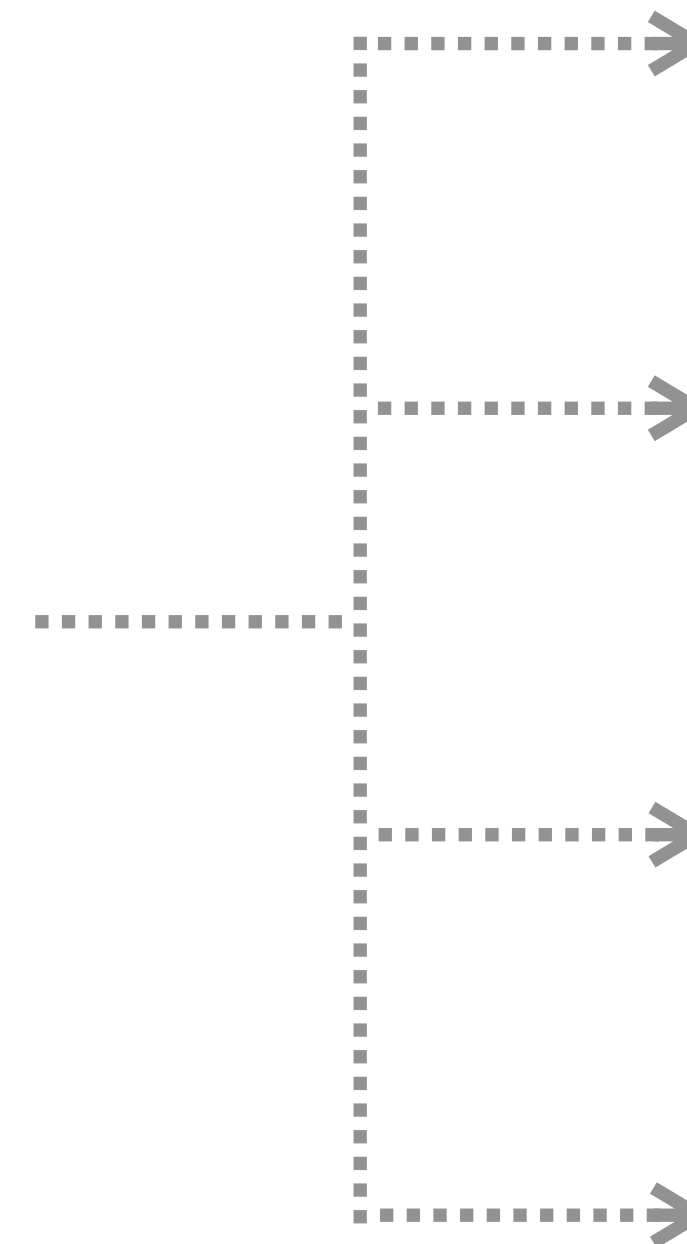
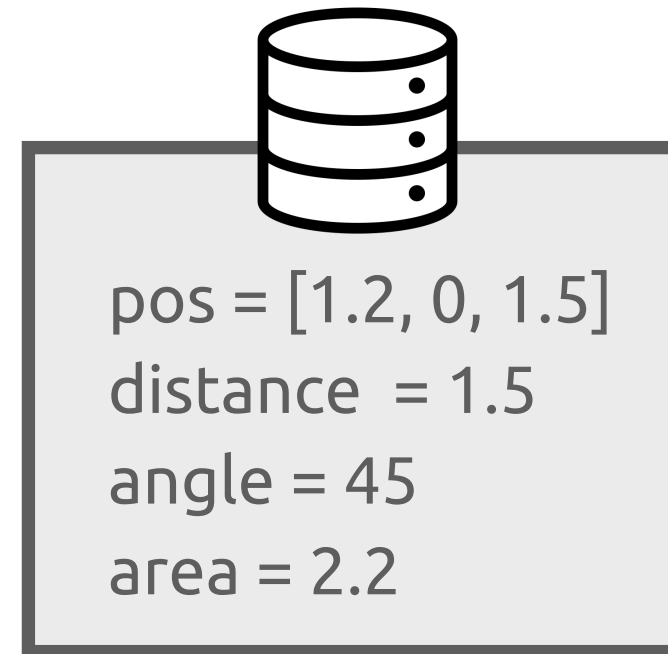
distance



angle



area



Binding and Motion Playback

