IBM- NALAIYA THIRAN PROJECT

A Gesture-Based Tool For Sterile Browsing Of Radiology Images

LITERATURE SURVEY:

S.NO	TITLE OF THE PAPER	AUTHORS AND YEAR	METHODOLOGY USED	LIMITATION OF THE SYSTEM
1.	Hand gesture recognition with depth images	J. Suarez and R. R. Murphy 2012	. The papers that use the Kinect and the OpenNI libraries for hand tracking tend to focus more on applications than on localization and classification methods, and show that the OpenNI hand tracking method is good enough for the applications tested	Kinect and other depth sensors for gesture recognition have yet to be tested in challenging applications and environments.
2.	Gesture-Based Affective Computing on Motion Capture Data	Kapur, A., Kapur, A., Virji-Babul, N., Tzanetakis, G., Driessen, P.F. (2005). Gesture-Based Affective Computing on Motion Capture Data. In: Tao, J., Tan, T., Picard, R.W. (eds) Affective Computing and Intelligent Interaction. ACII 2005. Lecture Notes in Computer Science, vol 3784.	body skeletal movements captured using video-based sensor technology developed by Vicon Motion Systems, to train a machine to identify different human emotions.	automatic classification results into perspective a user study on the human perception of the same data was conducted with average classification accuracy of 93%.Accuracy is not 100%

		Springer, Berlin, Heidelberg.		
3.	A gesture based interaction technique for a planning tool for construction and design	M. Rauterberg, M. Bichsel, M. Meier and M. Fjeld, "A gesture based interaction technique for a planning tool for construction and design," Proceedings 6th IEEE International Workshop on Robot and Human Communication. RO-MAN'97 SENDAI, 1997, pp. 212-217, doi: 10.1109/ROMAN.1997.646984.	The AR design strategy enables humans to behave in a nearly natural way. Natural interaction means human actions in the real world with other humans and/or with real world objects. Guided by the basic constraints of natural interaction, we derive a set of recommendations for the next generation of user interfaces: the natural user interface (NUI). Our approach to NUIs is discussed in the form of a general framework followed by a prototype.	AR and VR are used in this project and it is costly to implement.
4.	Gesture-based interaction and communication: automated classification of hand gesture contours	L. Gupta and Suwei Ma, "Gesture-based interaction and communication: automated classification of hand gesture contours," in IEEE Transactions on Systems, Man, and Cybernetics, Part C (Applications	The accurate classification of hand gestures is crucial in the development of novel hand gesture-based systems designed for human-computer interaction (HCI) and for human alternative and augmentative communication (HAAC). A complete vision-based system, consisting of hand gesture acquisition, segmentation, filtering, representation and classification, is developed to robustly classify hand gestures	Experiments and evaluations on a subset of American Sign Language (ASL) hand gestures show that, by using nonlinear alignment, no gestures are misclassified by the system. it is not proccesed for other sign language

		and Reviews), vol. 31, no. 1, pp. 114-120, Feb. 2001, doi: 10.1109/5326.923274.		