

Samenvatting publicaties

- “A survey of human motion analysis using depth imagery”

By: Chen, Lulu; Wei, Hong; Ferryman, James

- “Enhanced Computer Vision with Microsoft Kinect Sensor: A Review”

By: Han, Jungong; Shao, Ling; Xu, Dong; Shotton, Jamie

“A survey on vision-based human action recognition” By: Poppe, Ronald

“A survey of vision-based methods for action representation, segmentation and recognition” By: Weinland, Daniel; Ronfard, Remi; Boyer, Edmond

“Accurate 3D action recognition using learning on the Grassmann manifold” By: Slama, Rim; Wannous, Hazem; Daoudi, Mohamed; Srivastava, Anuj

“Cross-view Action Modeling, Learning and Recognition” By: Wang, Jiang; Nie, Xiaohan; Xia, Yin; Wu, Ying; Zhu, Song-Chun

“Keep It Simple And Sparse: Real-Time Action Recognition” By: Fanello, Sean Ryan; Gori, Ilaria; Metta, Giorgio; Odone, Francesca

“Action Recognition Using Rate-Invariant Analysis of Skeletal Shape Trajectories” By: Ben Amor, Boulbaba; Su, Jingyong; Srivastava, Anuj

“A Novel Method for User-Defined Human Posture Recognition Using Kinect” By: Zhang, Zequn; Liu, Yuanning; Li, Ao; et al.

“Skeleton based Human Action Recognition using Kinect” By: Gahlot A, Agarwal P, Agarwal A, Singh V, Gautam AK

“Human Action Recognition Using a Temporal Hierarchy of Covariance Descriptors on 3D Joint Locations” By: Hussein ME, Torki M, Gawayyed MA, El-Saban M.

“3D human action segmentation and recognition using pose kinetic energy” By: Shan J, Akella S.

“Human Gesture Classification by Brute-Force Machine Learning for Exergaming in Physiotherapy” By: Deboeverie F, Roegiers S, Allebosch G, Veelaert P, Philips W.