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HAND GESTURE RECOGNITION BASED ON COLLABORATIVE AUGMENTED REALITY ENVIRONMENT FOR HUMAN-COMPUTER INTERACTION




THE GESTURE RECOGNITION SYSTEM

- **HAND SEGMENTATION**
 - **FEATURE EXTRACTION**
 - Template based tracking (Template Matching)
 - Optimal estimation technique (Model 3D)
 - Tracking based on mean shift algorithm (Skin Color)
 - **GESTURE RECOGNITION**
 - Implementation of hand segmentation
 - **Preparation:** bringing hand to starting posture of gesture
 - **Nucleus:** includes main gesture
 - **Retraction:** this includes bringing hand to resting position
 - **HAND MODELLING**
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CLASSIFICATION OF VISION BASED GESTURE RECOGNITION METHODS

- HAND MODELLING WITH HIGH LEVEL FEATURES (Kualitas Gambar)
 - VIEW BASED APPROACH (Pendekatan Berbasis Pandangan)
 - LOW LEVEL FEATURES (Kualitas Gambar Rendah)
 - GESTURE SEGMENTATION METHOD BASED ON COMPLEXION MODEL (Skin Color)
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PROPOSED SYSTEM

- CAPTURE VIDEO
 - EXTRACT IMAGES FROM VIDEO
 - IMAGE ENHANCEMENT AND REMOVE NOISE
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BACKGROUND SUPPRESSES

- REGISTER USER
 - LOGIN
 - HAND RECOGNITION
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**THANKS FOR
ATTENTION**

