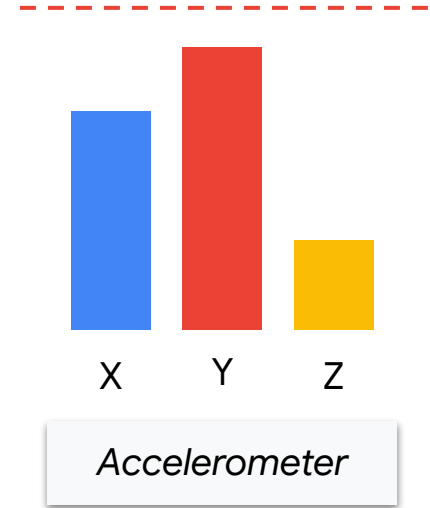
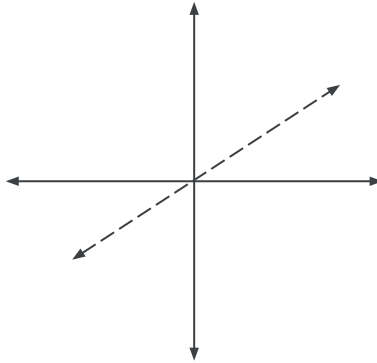


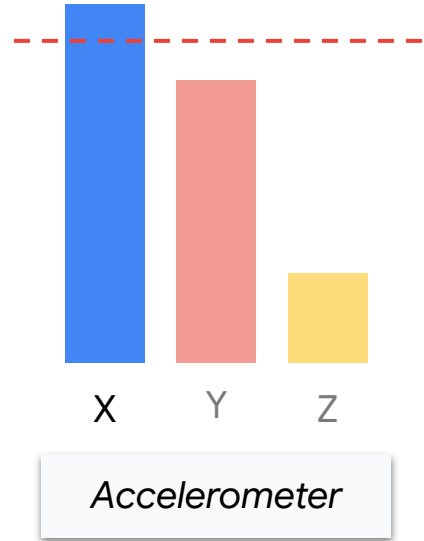
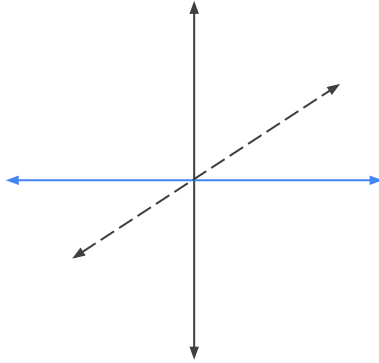
# Magic Wand Application



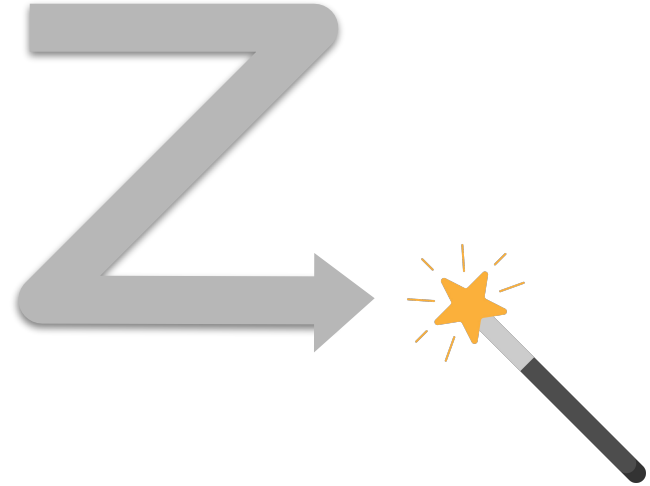
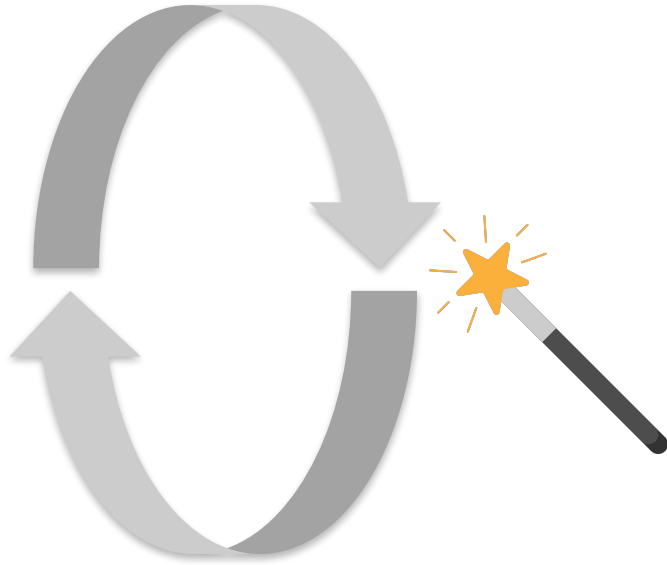
# Simple Magic Wand



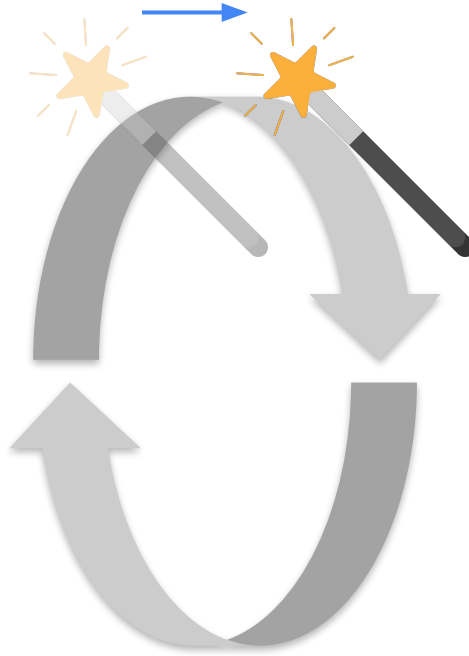
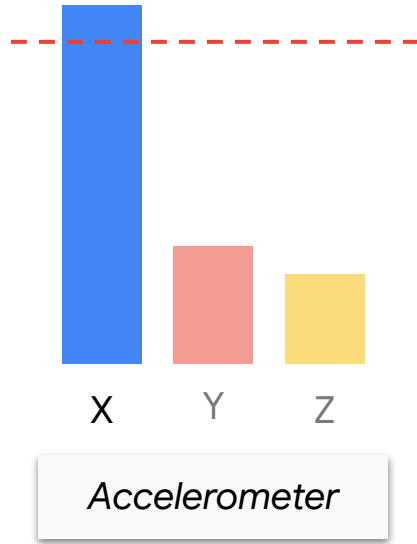
# Simple Magic Wand



# Advanced Magic Wand

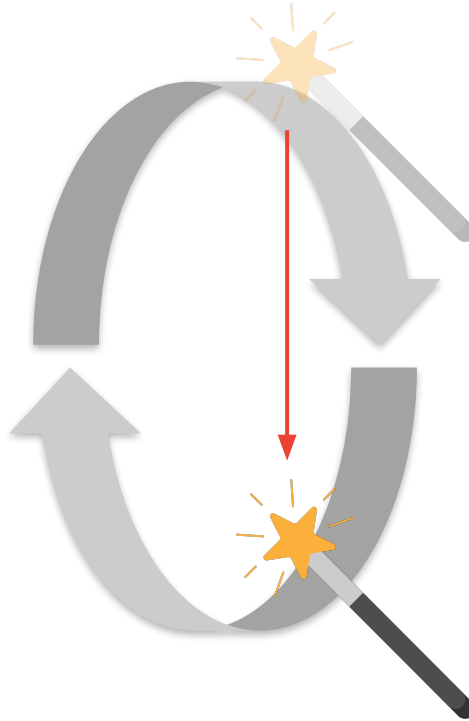
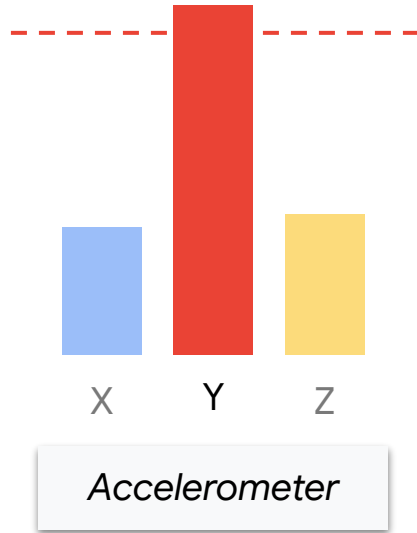


# Threshold Sequence



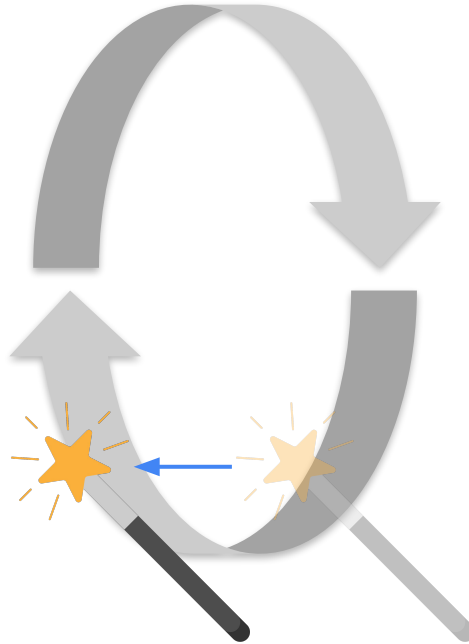
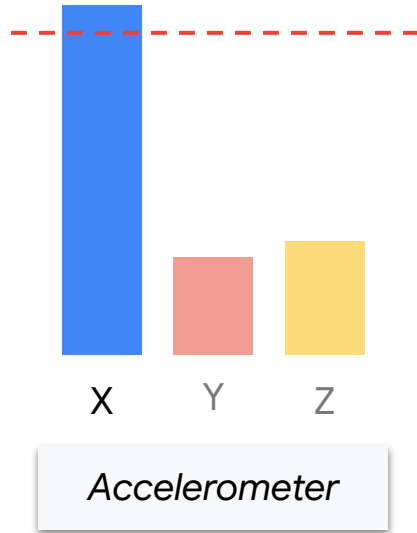
| Sequence |
|----------|
| X        |
|          |
|          |
|          |

# Threshold Sequence



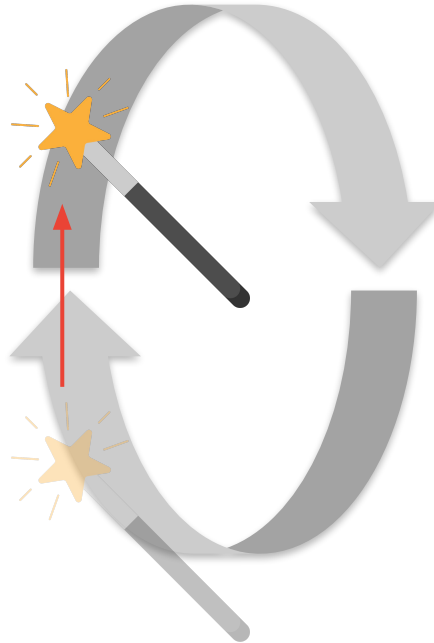
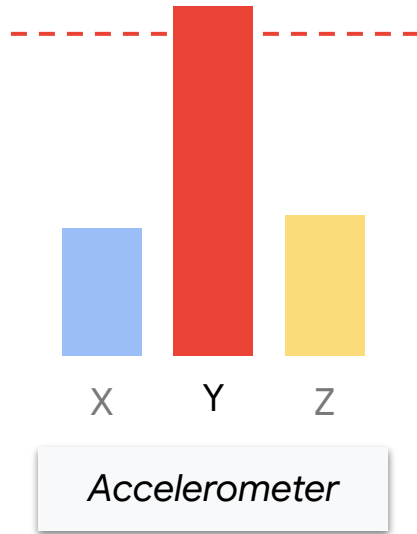
| Sequence |
|----------|
| X        |
| Y        |
|          |
|          |

# Threshold Sequence



| Sequence |
|----------|
| X        |
| Y        |
| X        |
|          |

# Threshold Sequence



| Sequence |
|----------|
| X        |
| Y        |
| X        |
| Y        |



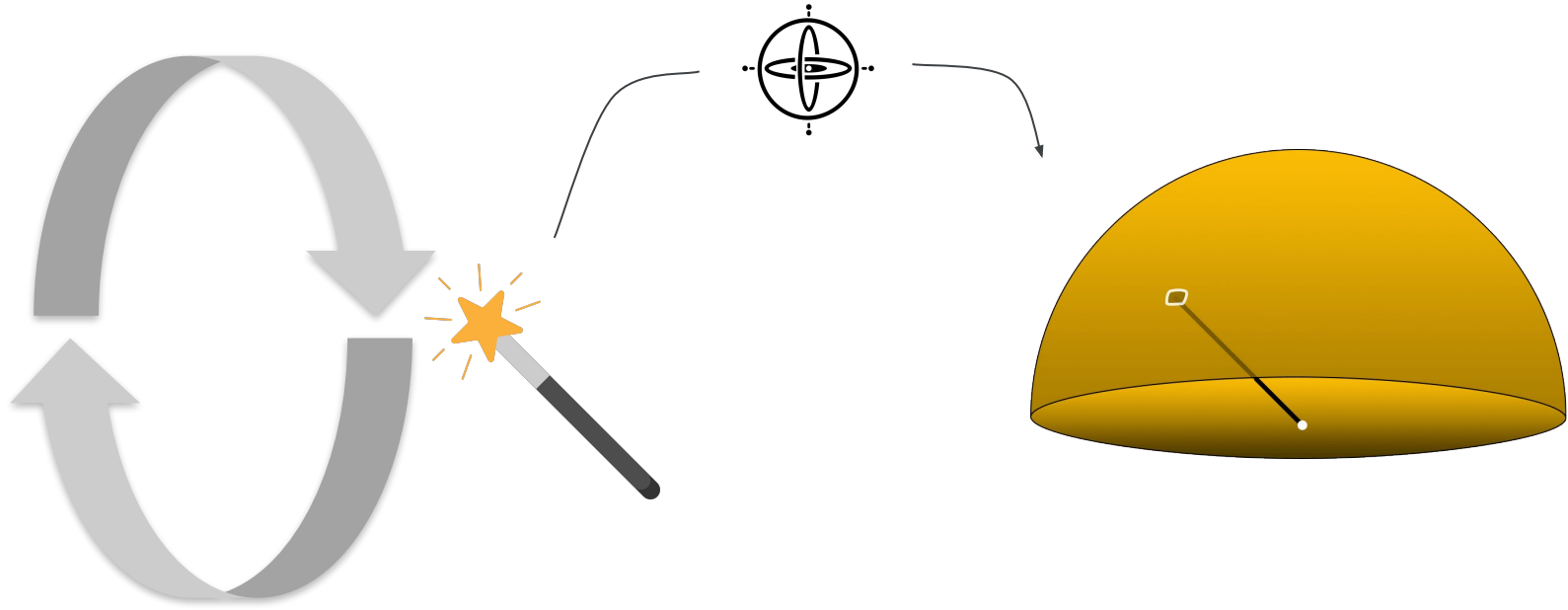
# Variation Issues

| Sequence |
|----------|
| X        |
| Y        |
| X        |
| Y        |

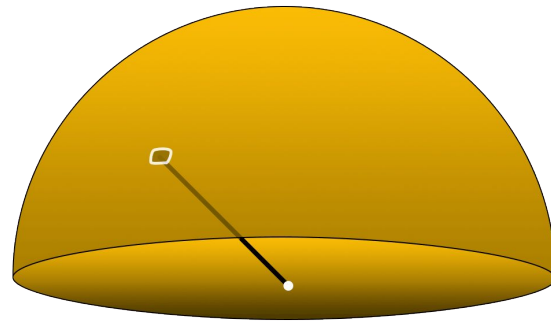


| Sequence |
|----------|
| XY (?)   |
| Y        |
| X        |
| XY (?)   |

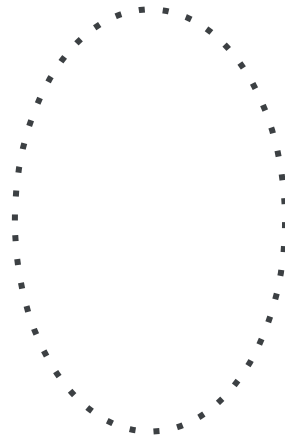
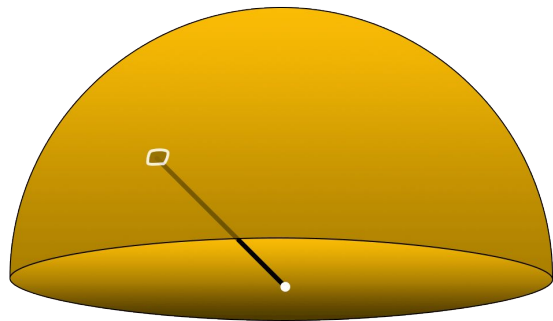
# Angular Position



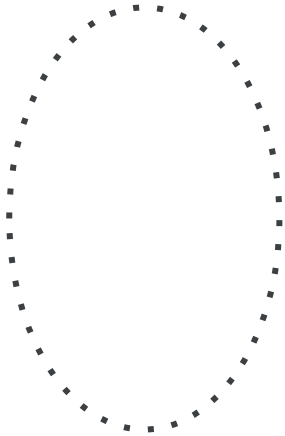
Hard to **visualize**, hard to **classify**



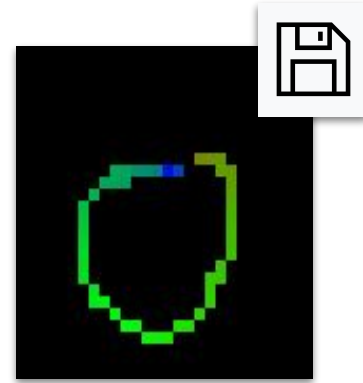
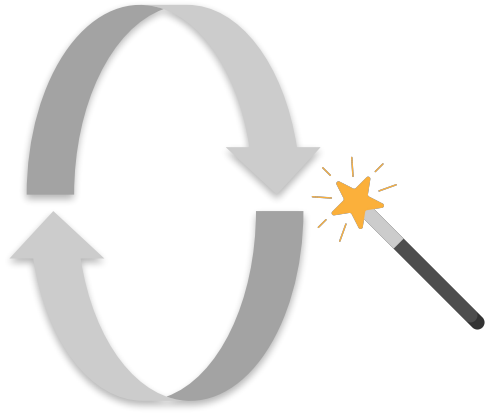
# First: Flatten



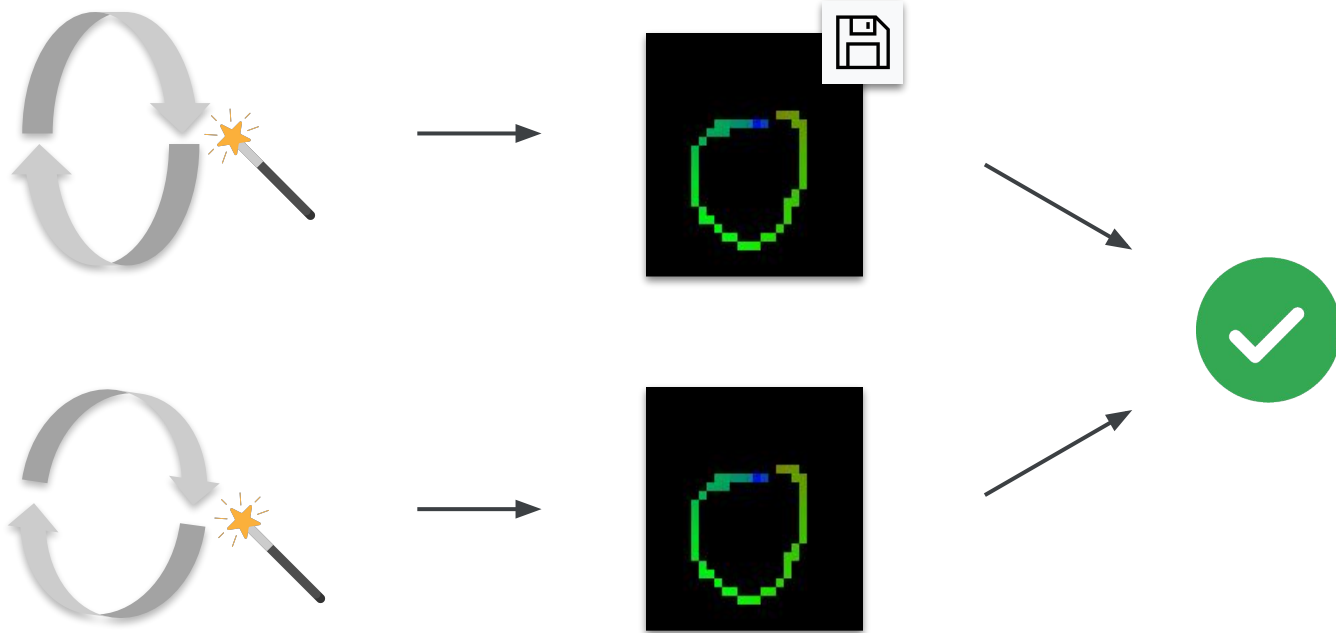
Then: **Rasterize**



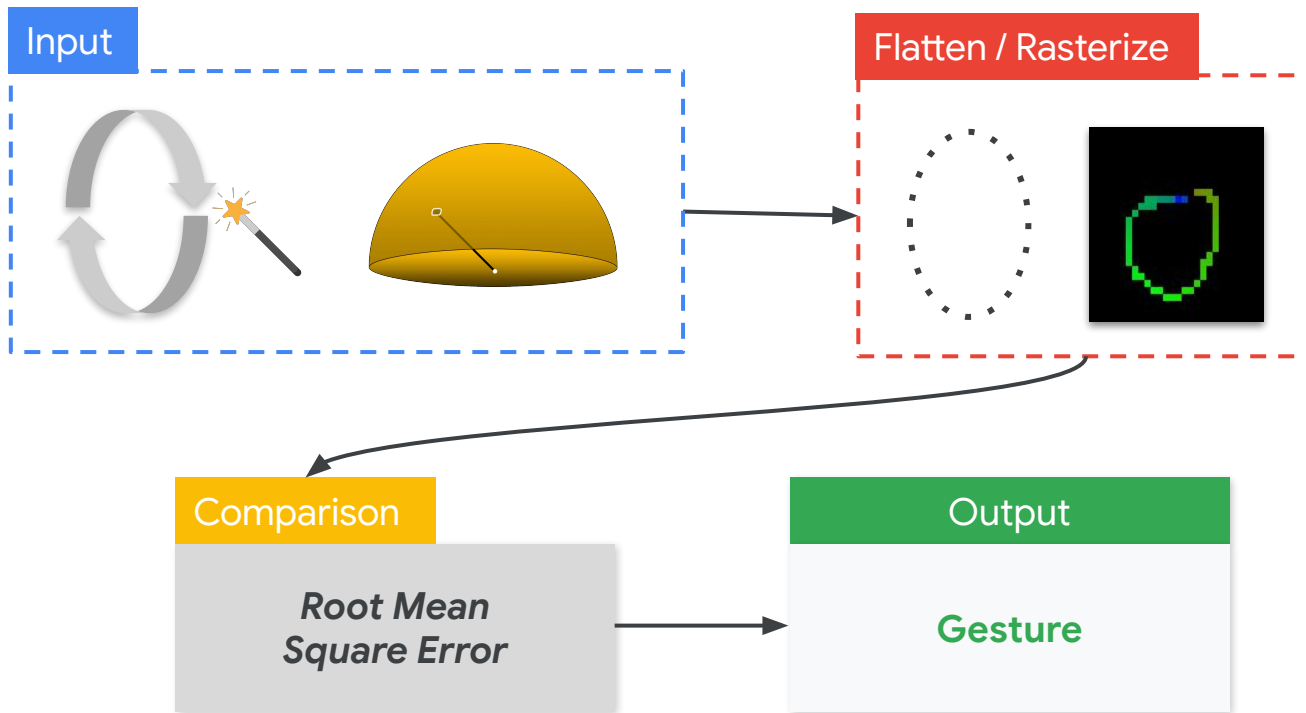
# Save: *Reference* Gestures



# Comparing Gestures

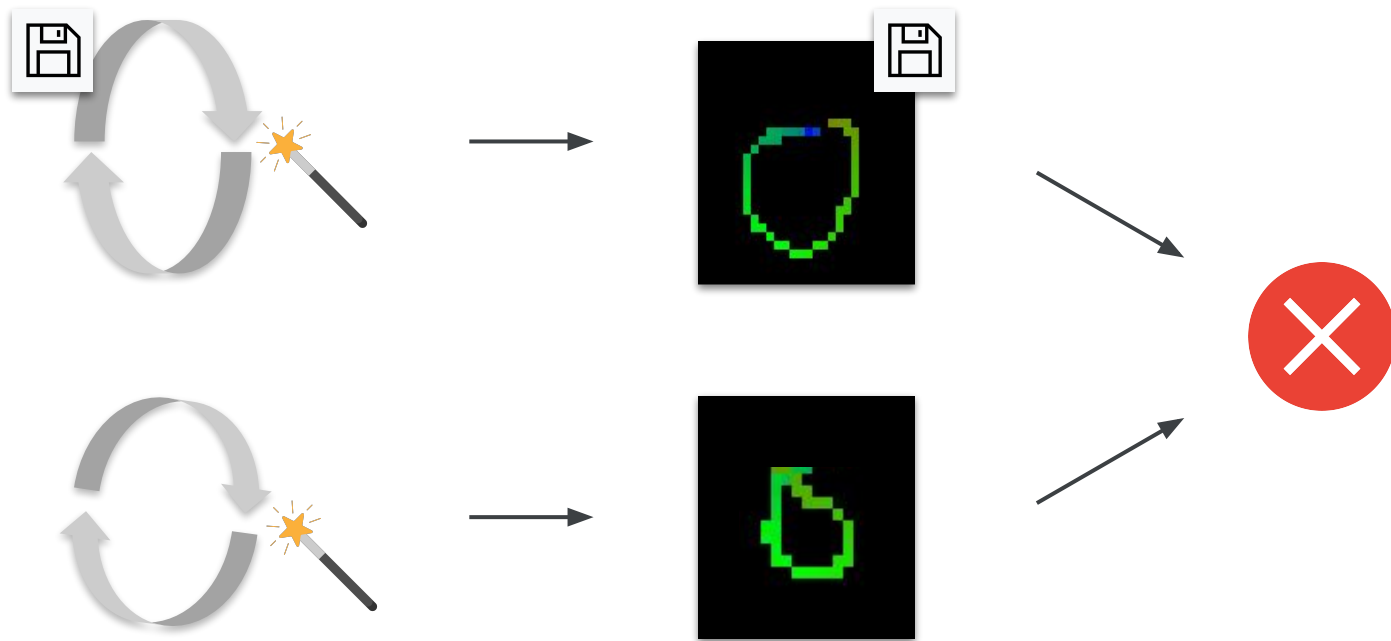


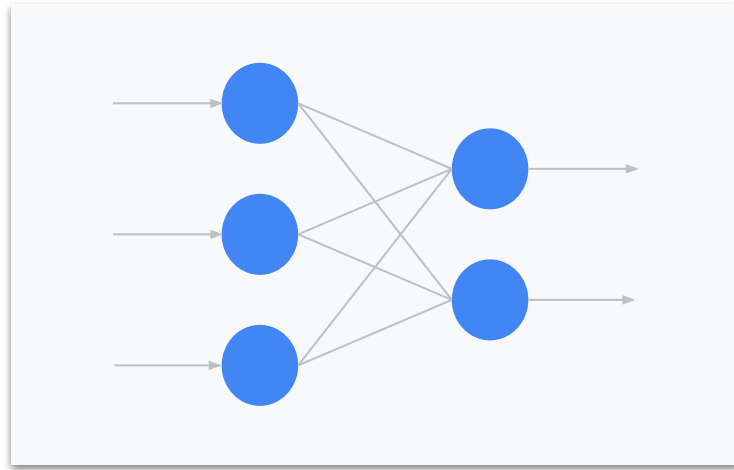
# Stages



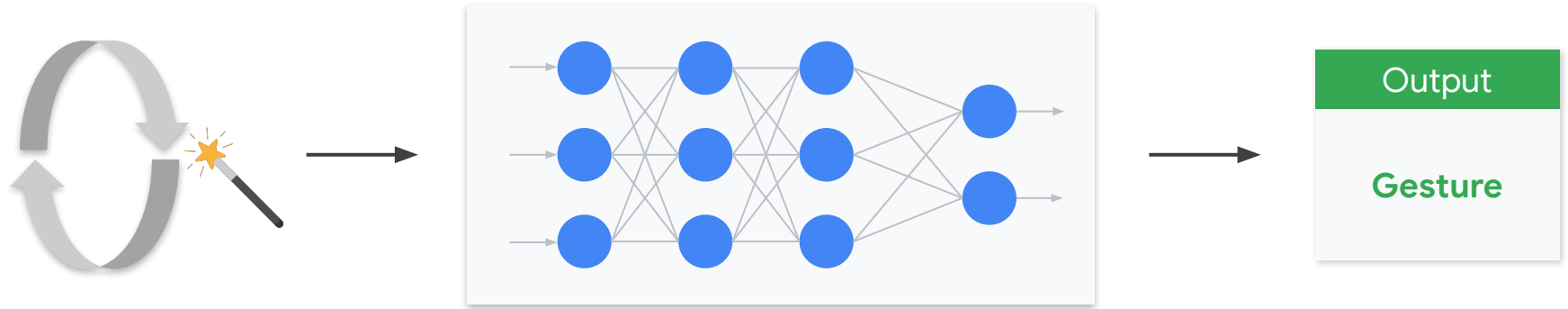


# Comparing Gestures

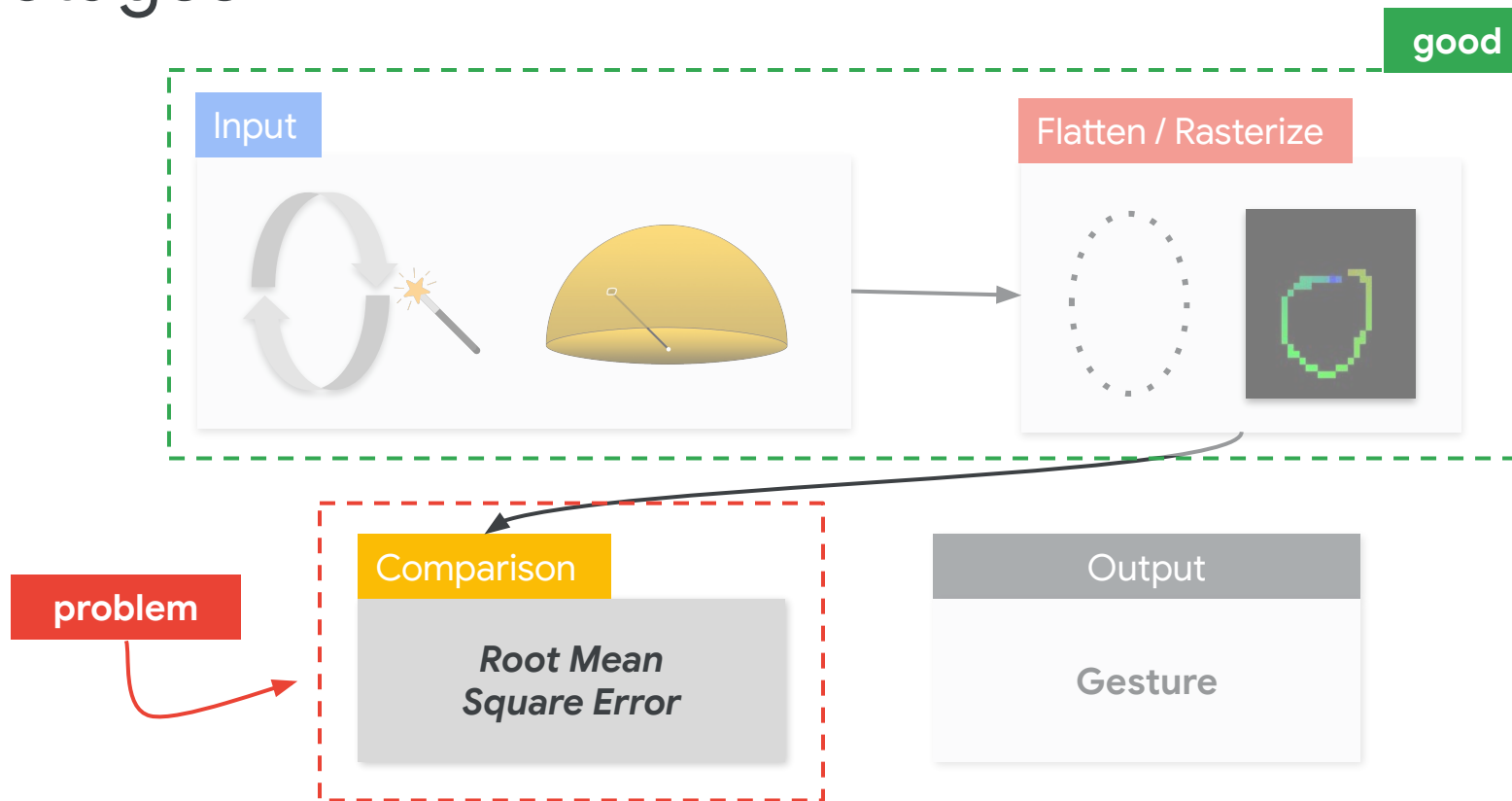




# End-To-End Machine Learning



# Stages



# Stages

