# Liens

How Oculus uses AI for hand tracking : <https://augmentedstartups.medium.com/how-oculus-uses-ai-for-hand-tracking-8d9eb8046029>

DeepHandsVR: Hand Interface Using Deep Learning in Immersive Virtual Reality: <https://www.mdpi.com/2079-9292/9/11/1863>

Handcrated and Deep Trackers: Recent Visual Object Tracking Approaches and Trends: <https://arxiv.org/pdf/1812.07368.pdf> (from oculus)

Estimation de la pose: <https://www.tensorflow.org/lite/models/pose_estimation/overview>