Test runs on Yaron’s bag files.

General flow:

For each bag file:   
  
1) generating log file which contains depth->color mapping via timestamps, saving each color frame as png with its timestamp.  
2) generating skeleton key points with AlphaPose  
3) loading bag file again, for each frame extracting the XYZ points of the skeleton keys.  
Calculations on the key points to get the angle.

All files are 3-5seconds long videos, Yaron is performing 1 single cycle hand movement.

\*Note - this bag file(vertical\_150) is not clean, Yaron is touching his mask at the first couple of seconds.