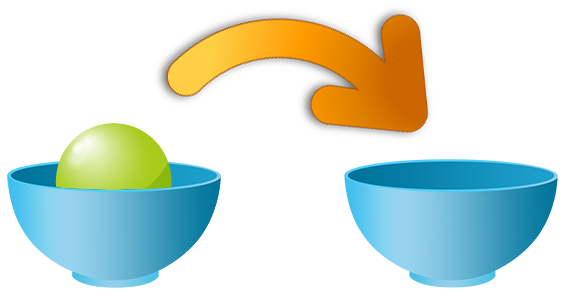
# Bounding Volume Hierachy (BVH) reconstruction of a human hand for physically accurate 3D interaction using touchless input devices

Basic test scenario



## Inspirational videos

### Manipulating rigged hand with Leap Motion in Three.js

Javascript code using Leap Motion input for skeleton animation of a rigged hand mesh.

<http://blog.romanliutikov.com/post/60899246643/manipulating-rigged-hand-with-leap-motion-in-three-js>

### Hand Tracking Gameplay Concept

Shows how a hand model can be used in a physically accurate virtual environments for non-scripted interaction.

<https://www.youtube.com/watch?v=sAcTshfZCU8&list=UU1Cxsro3q_FZvvMB2vOX1zQ>

### How To Implement a Rubik's Cube Interactive Application

Explains the required constraints of a Rubik's cube needed for simulation. Demonstrates physical accuracy via interaction with a virtual hand.

<https://www.youtube.com/watch?v=uo3QrcZlr_E&list=UU1Cxsro3q_FZvvMB2vOX1zQ>

