1. Current Method for Tracking:
2. Accurate 3D Pose Estimation from a Single Depth Estimation
   1. What does algorithm do they use?
      1. view-independent matching algorithm between a 3D full-body surface mesh and a depth map
   2. How did they evaluated their results?
   3. <http://ieeexplore.ieee.org/stamp/stamp.jsp?tp=&arnumber=6126310>
3. KinectFusion: Real-Time Dense Surface Mapping and Tracking
   1. simultaneous localisation and mapping
4. Towards Viewpoint Invariant 3D Human Pose Estimation
   1. Intuition –from our human vision works:
      1. Glimpses – retinal like representation
   2. Local Input Representation
      1. With Glimpses – highly zoomed-in retina-like encoding of a particular image (aka patches of the images)
      2. Centered around a predicted joint
   3. Iterative Refinement Technique: Inspired by [10]’s work in the RGB domain, we adopt an iterative refinement technique which uses multiple steps to fine-tune the pose by correcting previous pose estimates
   4. Evaluation:
      1. Percentage of correct keypoints (PCKh)
         1. This defines a successful human join localization if the predicted joint is within 50% of the head segment length to the ground truth joint
      2. Mean average precision (mAP)
      3. Evaluate the effect of error feedback and discuss the relevance of the input glimpse representation
5. Low-Cost 360 Stereo Photography and Video Capture