手势模型分为两类：3D模型 和基于表观的模型。

由于opencv是基于视觉技术，所以手势的3D模型的获取非常困难。

但是骨架模型的思想很有价值：

　J . J . Kuch ,Vision2based hand modeling and tracking for virtual telecom ferencing and telecollaboration. Proc. IEEE Int’l Conf . Computer Vision ,Cambridge ,Mass. ,1995

　J . Lee and T. L. Kunii . Model2based analysis of hand posture. IEEE Computer Graphics and Applications ,Sept . 1995 :77～86

基于表观的手势建模：

1基于灰度图像

1. Bobick ,J . Davis. Real2time recognition of activity using temporal templates. Proc. of Third IEEE Workshop on applications of computer vision ,Florida ,1996 ,39～42运动历史图像
2. Trevor J . Darrell ,Irfan A. Essa ,Alex P. Pentland. Task2specific gesture analysis in real2time using interpolated views. IEEE Trans. PAMI ,Dec.1996 ,18 (12) :1236～1242整个人手做模板

2基于可变形点集模板

1. T. Ahmad ,C. J . Taylor ,A.Lanitis ,T. F. Cootes. Tracking and recognising hand gestures , using statistical shape models. Image and Vision Computing ,1997 ,15 :345～3522D模板手势跟踪和手势识别
2. Tony Heap ,David Hogg. Towards 3D hand tracking using a deformable model Proceedings of the Second International Conference on Automatic Face and Gesture Recognition , Vermont , 1996 :140～145 3D模板用于手势跟踪

3基于图像属性

1. R. Cipolla and N. J . Hollinghurst . Human2robot interface by pointing with uncalibrated stereo vision. image and vision computing , Mar. 1996 ,14 :171～178轮廓
2. W. T. Freeman ,K. Tanaka ,J . Ohta ,and k. Kyuma. Computer vision for computer games. Proc. Int’l Conf . Automatic Face and Gesture Recognition ,Killington ,Oct . 1996 :100～105方向直方图
3. G.Bradski ,Boon2Lock Yeo ,Minerva M. Yeung. Gesture for video content navigation. SPIE 3656 ( Proc. of the IS&T/ SPIE Conf . on Storage and Retrieval for Image and Video Database VII) ,San Jose ,California ,1999 ,230～242颜色直方图

4图像运动参数

1. Quek F. Unencumbered gestural interaction. IEEE Multimedia ,1996 :36～47 光流聚类

　R. Culter and M. Turk. View2based interpretation of real2time optical flow for gesture recognition. Proc. of 3rd Int′l Conf . Automatic Face and Gesture Recognition ,Japan ,1998

1. 鲁棒分析

　G. Xu ,Y. Zhu ,Y. Huang et al . Automatic visual recognition of isolated hard gestures with computing spatio2temporal representations. Proc. Of the 1998 Symp. on Image ,Speech ,Signal Processing and Robotics ( ISSPR’98) ,1998 ,Hong Kong ,I :49～54