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：

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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

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