# Paper Review

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| No. | Paper Name | Author | Method |
| 3 | Motion Capture of Hands in Action using Discriminative Salient Points | Luca Ballan, Aparna Taneja, Jurgen Gall, Luc Van Gool, and Marc Pollefeys,  ETH Zurich, Switzerland | Use discriminatively learned salient points on the fingers and to estimate the finger-salient point associations simultaneously with the estimation of the hand pose. |
| 5 | Model-Based 3D Hand Pose Estimation from Monocular Video | Martin de La Gorce, Member, IEEE, David J. Fleet, Senior, IEEE and Nikos Paragios, Senior, IEEE | The hand texture and the illuminant are dynamically estimated through minimization of  an objective function. Derived from an inverse problem formulation, the  objective function enables explicit use of temporal texture continuity  and shading information, while handling important self-occlusions and  time-varying illumination. |
| 10 | Using Multiple Cues for Hand Tracking and Model Refinement | Shan Lu, Dimitris Metaxas, Dimitris Samaras, John Oliensis | demonstrated with experiments on a number of different hand motions with shading changes, rotations and occlusions of significant parts of the hand. |
| 14 | Tracking the Articulated Motion of Two Strongly Interacting Hands | I. Oikonomidis, N. Kyriazis, A.A. Argyros, University of Crete | Relies on markerless visual observations to track the full articulation of two hands that interact with each-other in a complex, unconstrained manner. |
| 15 | Digit-Eyes: Vision-Based Hand Tracking for Human-Computer Interaction | James M. Rehg, Takeo Kanade | Employing a kinematic hand model, the DigitEyes system has demonstrated tracking performance at speeds of up to 10 Hz, using line and point features extracted from gray scale images of unadorned,  unmarked hands. |
| 20 | Interactive Markerless Articulated Hand Motion Tracking Using RGB and Depth Data | Srinath Sridhar, Antti Oulasvirta, Christian Theobalt  MPI Informatik and Saarland University | Their approach combines, in a voting scheme, a discriminative, part-based pose retrieval  method with a generative pose estimation method based on local optimization. Color information from a Multiview RGB camera setup along with a person-specific hand model are used by the generative method to find the pose that best explains the observed images. |
| 21 | Model-Based Hand Tracking Using a Hierarchical Bayesian Filter | Bjorn Stenger, Arasanathan Thayananthan, Philip H. S. Torr, and Roberto Cipolla | In a single input image with no prior information of the hand pose, the algorithm is equivalent to a hierarchical detection scheme, where unlikely pose candidates are rapidly discarded. |
| 24 | Latent Regression Forest: Structured Estimation of 3D Hand Poses | Danhang Tang, Hyung Jin Chang, Alykhan Tejani and Tae-Kyun Kim | the latent regression forest (LRF), a novel framework for real-time, 3D hand pose estimation from a single depth image. Prior discriminative methods often fall into two categories: holistic and patch-based. Holistic methods are efficient  but less flexible due to their nearest neighbor nature. Patch-based methods can generalize to unseen samples by consider local  appearance only. |
| 28 | Real-Time Hand-Tracking with a Color Glove | Robert Y. Wang, Jovan Popovic | a single camera to track a hand wearing an ordinary cloth glove that is imprinted with a custom pattern. The pattern is designed to amplify the pose estimation problem, allowing us to employ a nearest-neighbor approach to track hands  at interactive rates. We |