Some Fancy Title

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Abstract Here

Categories and Subject Descriptors: I.3.7 [**Computer Graphics**]: Three-Dimensional Graphics and Realism—*Animation*; I.3.5 [**Computer Graphics**]: Computational Geometry and Object Modeling—*Physically based modeling*

General Terms: Experimentation, Human Factors

Additional Key Words and Phrases: Hand Tracking, Neural Networks, etc

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1. INTRODUCTION

Introduction Here.

2. RELATED WORK

Related Work Here.

3. RANDOMIZED DECISION FOREST CLASSIFIER

Randomized Decision Forest Classifier Here.

$$f\left(I, u, v\right) = \left[d_I\left(u + \frac{u_{off}}{d_I\left(u, v\right)}, v + \frac{v_{off}}{d_I\left(u, v\right)}\right) - d_I\left(u, v\right)\right] \geq d_t \tag{1}$$

4. DATASET CREATION

Dataset Creation Here.

$$F\left(I, C\right) = k \sum_{s=1}^{3} \left(\Delta(I_s, C)\right) + \Phi\left(C\right) + I\left(C\right) \tag{2}$$

$$\Delta\left(I_s, C\right) = \sum_{u,v} \left[min\left(\left|d_{Is}(u, v) - d_{Ss}(C, u, v)\right|, d_{max}\right)\right] \tag{3}$$

$$\Phi\left(C\right) = \sum_{k=1}^{n} \left[max\left(C_k - C_{k,max}, 0\right) + max\left(-\left(C_{k,min} - C_k\right), 0\right)\right] \tag{4}$$

5. FEATURE DETECTION

Feature Detection Here.

6. POSE DETECTION

Pose Detection Here.

7. RESULTS

Results Here.

8. CONCLUSION

Conclusion Here.

APPENDIX

A. INTERESTING STUFF

Interesting Stuff Here.

REFERENCES