

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.

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

4. DATASET CREATION

Dataset Creation Here.

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

Grant or Fellowship information here.. Authors' addresses: land and/or email addresses.

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$$\Delta(I_s, C) = \sum_{u, v} [\min(|d_{I_s}(u, v) - d_{S_s}(C, u, v)|, d_{max})] \quad (3)$$

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

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.

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Acknowledgements here.

REFERENCES

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