

# 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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Another one:

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

Another one:

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

Another one:

$$f(s, t, r) = \sum_{c=1}^n \left( \frac{w_c}{n} \|M_s M_t M_r q_c - d_c\|^2 \right) \quad (5)$$

Another one:

$\mathbb{R}^3$

Another one:

$$w_c = \frac{\max\left(0, \frac{n_{qc} \cdot n_{dc} - k}{1 - k}\right)}{1 + \|d_c - q_c\|} \quad (6)$$

## 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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