

4.14 *Transform your own hand.* Repeat the experiments in this chapter using a plot of your own hand. Start with

```
figure('position',get(0,'screensize'))  
axes('position',[0 0 1 1])  
axis(10*[-1 1 -1 1])  
[x,y] = ginput;
```

Place your hand on the computer screen. Use the mouse to select a few dozen points outlining your hand. Terminate the `ginput` with a carriage return. You might find it easier to trace your hand on a piece of paper and then put the paper on the computer screen. You should be able to see the `ginput` cursor through the paper.

The data you have collected forms two column vectors with entries in the range from -10 to 10. You can arrange the data as two rows in a single matrix with

```
H = [x y]';
```

Then you can use

```
dot2dot(H)  
dot2dot(A*H)  
wiggles(H)
```

and so on.

You can save your data in the file `myhand.mat` with

```
save myhand H
```

and retrieve it in a later MATLAB session with

```
load myhand
```