1. How to capture gestures in HCI?   
2. What kind of user errors that need to be tolerated?

3. Write babylon js code and record the animation:   
a. Load an external model   
b. Listen to user's input   
c. Do the model's animation based on user input

1. Gestures can be captured through multiple types of input devices such as wired gloves, depth-aware cameras, stereo cameras, and gesture-based controllers.

2. Complacency, self-judgement/bias, carelessness in routine action, stress, limitations in capability and intellectual capacity

3.

Video link: https://drive.google.com/file/d/1Je\_GIBW8Ls6l4cocyVEGVDnhuvrkaAXb/view?usp=sharing

<html>

<head>

<title>CG - Babylon</title>

<script src="https://cdn.babylonjs.com/babylon.js"></script>

<script src="https://cdn.babylonjs.com/loaders/babylonjs.loaders.min.js"></script>

<script src="https://code.jquery.com/pep/0.4.3/pep.js"></script>

<style>

html, body {

overflow: hidden;

width: 100%;

height: 100%;

margin: 0;

padding: 0;

}

#render {

width: 100%;

height: 100%;

touch-action: none;

}

</style>

</head>

<body>

<canvas id="render" touch-action="none">

<script>

var canvas = document.getElementById("render");

var engine = new BABYLON.Engine(canvas,true);

var createScene = function(){

var scene = new BABYLON.Scene(engine);

const camera = new BABYLON.ArcRotateCamera('arcCamera',

0, 0.8, 100, BABYLON.Vector3.Zero(),

scene);

camera.attachControl(canvas, true);

BABYLON.SceneLoader.ImportMesh("", "https://raw.githubusercontent.com/BabylonJS/MeshesLibrary/master/", "shark.glb", scene);

scene.createDefaultCameraOrLight(true, true, true);

scene.createDefaultEnvironment();

return scene;

}

var scene = createScene();

engine.runRenderLoop(function(){

scene.render();

});

window.addEventListener("resize", function(){

engine.resize()

});

</script>

</body>

</html>