HAND GESTURE RECOGNITION FOR DYNAMIC APPLICATIONS

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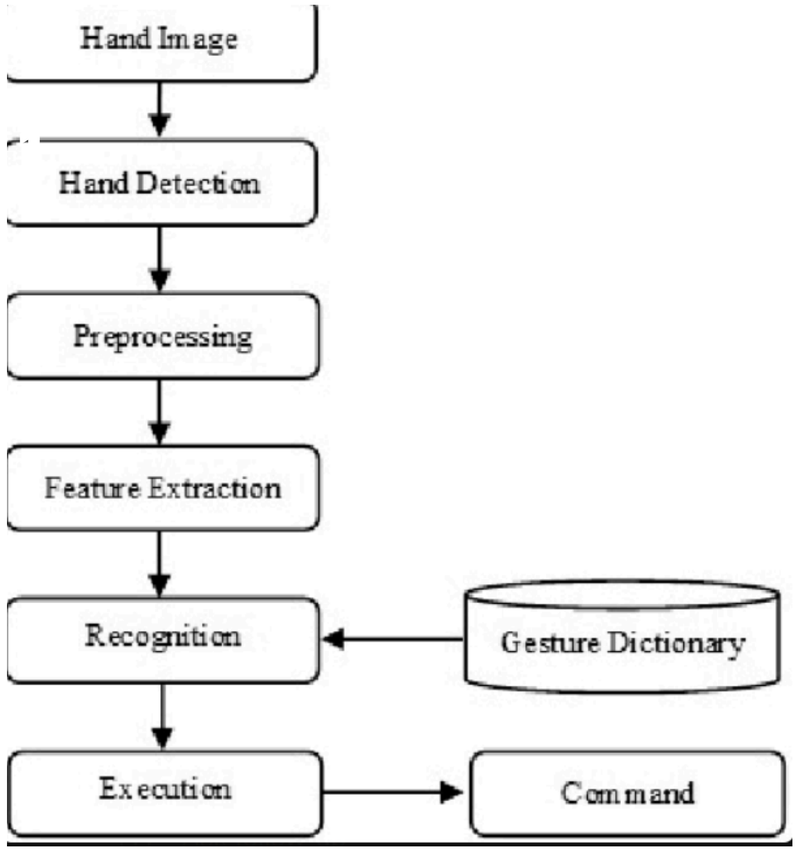
Objective:
The primary objective of hand gesture recognition for dynamic applications is to enable real-time and accurate recognition of changing hand gestures, allowing for intuitive human-computer interaction in various fields such as virtual reality, sign language recognition, and interface controls for devicestle

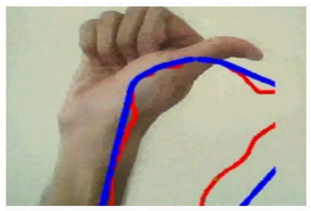
Research Gap:
Improving robustness to real-world challenges: Current methods often struggle with variations in hand shape, orientation, background, and occlusions, indicating a need for more robust algorithms that can perform well in diverse and challenging environments

Methodology:
Utilize vision-based techniques that involve input image processing, segmentation, feature extraction, and classification/recognition stages to analyze human gestures and enable gesture control without physical touch, using devices like Single Camera, Leap Motion Controller, and Microsoft Kinect

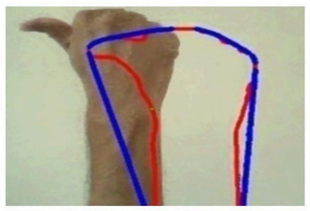
FLOWCHART



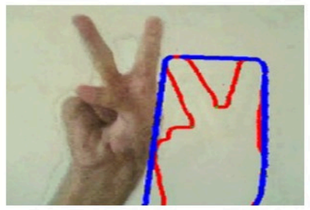
FLOW DIAGRAM



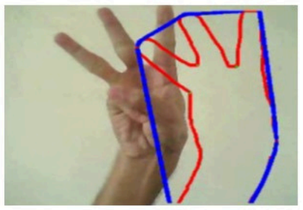
i. Move Left



ii. Move Right



iii. Move Up



iv. Move Down