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CS560: Graphics

Term Project

3D Hand Modeling

4-5 pages including figures/tables

1. Abstract

3D Hand Modeling is

1. Introduction and Literature Review

The objective of this study is to model the 3D hand and the transitions between hand gestures. The hand is one of the more complex body parts with constraints on the movements and rotations of the fingers, joints and palm muscles. Existing literature indicates that

1. Method

Rule based

1. Results

When demonstrating the limits

1. Conclusion and Discussion

Overall, this study shows the

1. References

Modeling the Constraints of Human Hand Motion

1. *Abstract or Summary*
2. *Introduction and Literature Review.* Clearly state the problem, the objective of the study and the existing work in the area. (Indicate the weakness of the existing work).
3. *Method or Algorithms*. Explain the theoretical and practical techniques being applied. Use book and paper references for details but outline the general idea clearly and succinctly.
4. *Results or Experiments.* Report your results (derivation or output of program) in a clear fashion with figure or tables. Provide an adequate analysis and performance evaluation. Compare with other methods if available.
5. *Conclusion and Discussion*. Summarize the results of the study. Have the objectives been achieved? What should be done in the future.
6. *References.* Give a list of papers, books, theses, URLs that are referred to in your report.