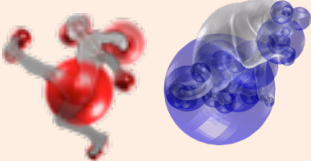
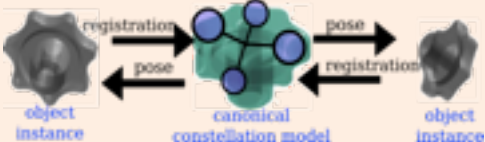


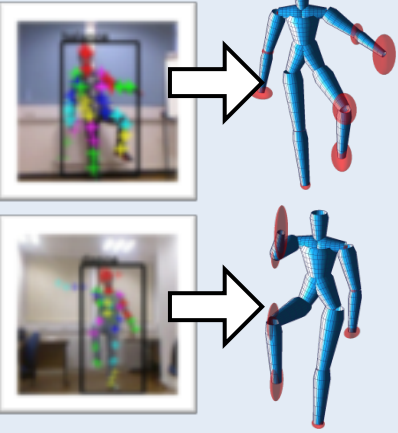
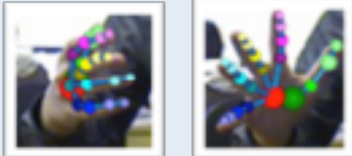


3D Object Recognition

<div> <div>Data</div> <div>Tasks</div> </div>	Part I – 3D shape	Part II – Human action analysis
<div> <div>Feature detection</div> <div>Features are detected from the input 3D data for further processing.</div> <div>Object classification</div> <div>The input 3D instance is classified.</div> <div>Pose estimation</div> <div>The current pose of the input instance is determined.</div> </div>	<div>Chapter 2</div> <div> <div>Evaluation of 3D feature detectors</div>  <div>Common 3D feature detectors are evaluated.</div> </div>	
	<div>Chapter 3</div> <div> <div>Weakly-supervised 3D constellation model from unknown poses</div> <div>A new constellation model is learned to perform object classification and registration simultaneously.</div>   </div>	<div>Chapter 4</div> <div> <div>Human action classification</div> <div>A real-time algorithm is proposed to classify human actions from videos.</div>  </div> <div>Chapter 5</div> <div> <div>3D human body pose estimation</div> <div>Action detection is combined with regression forest to estimate 3D human body poses from monocular, unconstrained videos.</div>  </div> <div>Chapter 6</div> <div> <div>3D hand pose estimation</div> <div>A new random forest algorithm is proposed to estimate 3D hand poses from depth images.</div>  </div>