Week 2.5 Updates:

* This weekend was spent almost entirely on figuring out how to obtain a more accurate center when the hand is in different open/closed positions
* I did a bunch of research, and tried two different implementations
* Tried using the defect points, but that is inaccurate and infeasible when the hand is anything but splayed open
* Tried using all of the points along the contour, but that generates too many points and is very slow. Stackoverflow was able to help with the speed issue, but I'm still left with the issue of choosing the correct parameters.
* Both of these methods, the defect points and the contour points, give me very jumpy results. Without smoothing out the results somehow, so that the calculated points stay in one place, this method will not work.
* Cleaned up a little bit of code.
* Discovered that boosting contrast was taking forever and wasn't doing much to help the image, so I disabled it and saw a significant speed increase.