

ASSIGNMENT 1

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Hands and face tracking for VR applications

Javier Varona , Jos M. Buades , Francisco J. Perales

Introduction



Fig. 1. Interactive 3D-space.

- Workbench
- Two projection screen
- Camera stereo pair

- Many previous related works have presented a different and various methods of motion tracking most of them required special equipment so it was a challenge for the author to come up with a new method that dose the same job with a almost the same accuracy but without all the complicated equipment to make it more user friendly

- Is it possible to make a 3D tracking system without the need for the user to put on any special suits or other equipment??
- If yes, then how can we replace these equipment ???

Critical Literature Review

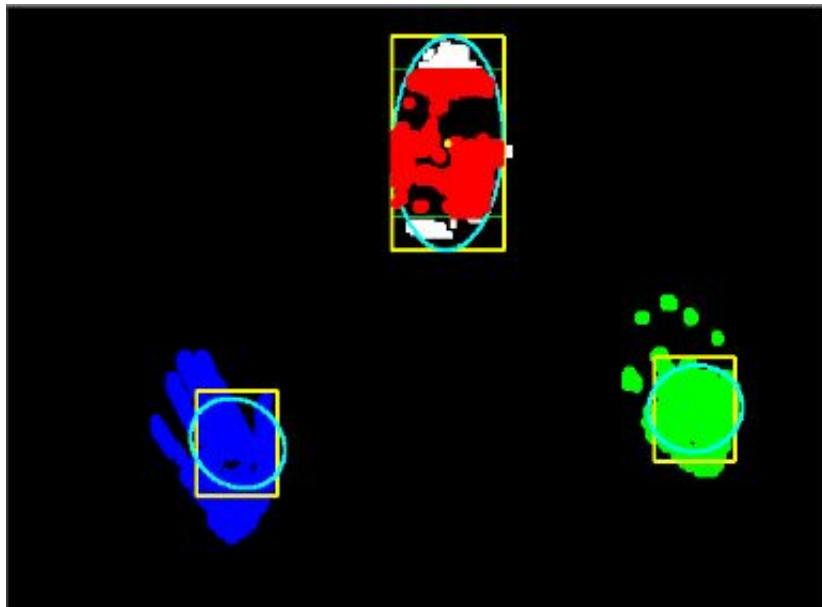
- Advantages and Disadvantages.
- Focusing on different matters at the same time.

What does the system do?

- Hands and face tracking algorithm
 - ① Skin-color segmentation module
 - ② Data association module
 - ③ 3D-point reconstruction

Research Method and Results

Skin-color segmentation module



Research Method and Results

Date association module

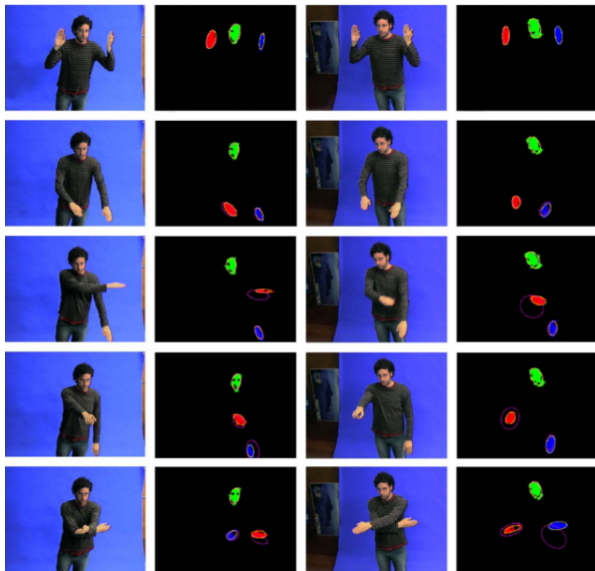
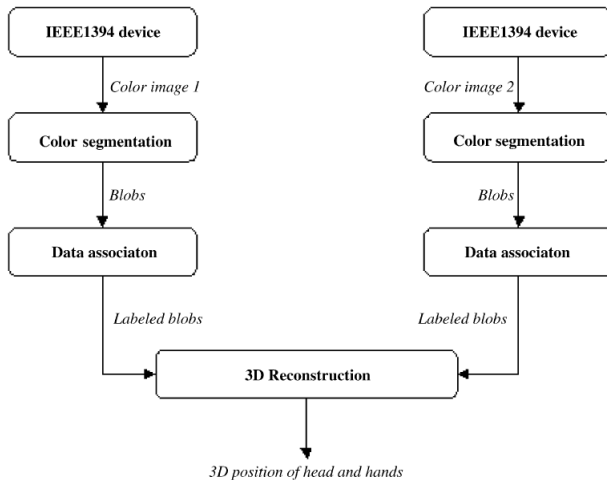


Fig. 6. 2D-tracking results. Left: Camera 1; Right: Camera 2.

Research Method and Results

3D-point reconstruction



We Conclude that:

- The author came up with new method for 3D motion tracking (the special things about it) :
 - No special suits or markers are needed (more freedom for the user)
 - cost much less than the previous methods
- The algorithm for the face and hands tracking is consist of three parts:
 - Skin-color segmentation module
 - Date association module
 - 3D-point reconstruction

Questions And Answers