



IMPLEMENTATION OF 3D GESTURE DETECTION SYSTEM USING MATLAB

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ABSTRACT: Gestures could originate from any bodily motion or state but commonly originate from face or hand. Current focuses in field include emotion recognition from face & hand gesture recognition. Many approaches have been made using cameras & computer vision algorithms to interpret sign language. However, identification & recognition of posture, gait, proxemics, & human behaviours is also subject of gesture recognition techniques. Gesture recognition could be seen as a way for computers to begin to understand human body language, thus building a richer bridge between machines & humans than primitive text user interfaces or even GUIs (graphical user interfaces), which still limit majority of input to keyboard & mouse. During last year's there had been an increasing use of automatic personal recognition systems. Palm print based biometric approaches have been intensively developed over last 12 years because they possess several advantages over other systems.

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[I] Introduction

Gesture recognition is a topic in computer science & language technology within goal of interpreting human gestures via mathematical algorithms. Gestures could originate from any bodily motion or state but commonly originate from face or hand. Current focuses in field include emotion recognition from face & hand gesture recognition. Many approaches have been made using cameras & computer vision algorithms to interpret sign language. However, identification & recognition of posture, gait, proxemics, & human behaviours is also subject of gesture recognition techniques. Gesture recognition could be seen as a way for computers to begin to understand human body language, thus building a richer bridge between machines & humans than primitive text user interfaces or even GUIs (graphical user interfaces), which still limit majority of input to keyboard & mouse.



Fig 1 Gesture Recognition

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