

Vision-based gesture recognition for human-computer interaction and mobile robot's freight ramp control

S Koceski, N Koceska - Information Technology Interfaces (ITI), ..., 2010 - [ieeexplore.ieee.org](#)

Abstract. Aiming at the use of hand gestures for human-computer interaction, this paper presents a novel approach for hand gesture-based control of mobile robot's freight ramp. The research was mainly focused on solving some of the most important problems that ...

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A Kinect-based natural interface for quadrotor control

A Sanna, F Lamberti, G Paravati, EAH Ramirez... - Intelligent Technologies ..., 2011 - Springer

Abstract The evolution of input device technologies led to identification of the natural user interface (NUI) as the clear evolution of the human-machine interaction, following the shift from command-line interfaces (CLI) to graphical user interfaces (GUI). The design of user ...

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Real-time finger tracking with improved performance in video sequences with motion blur

D Popa, V Gui, M Otesteanu - Telecommunications and Signal ..., 2015 - [ieeexplore.ieee.org](#)

Abstract—In this paper we propose a new algorithm for finger detection and tracking in video sequences captured with a common webcam. The proposed method uses a multi cue approach to achieve finger detection. Background subtraction and skin color ...

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Building a tabletop human-computer-object interaction system with Kinect

D Sadihov - 2011 - [vision.ee.ethz.ch](#)

Abstract The goal of this semester thesis was to create a real-time tabletop human-computer-object interaction system that would detect predefined objects in the scene, identify which object has been picked up by the user, locate the position of the hand with the object and ...

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基于 Petri 网和 BPNN 的多重触控手势识别珠

王德鑫, 石崇林, 张茂军 - 模式识别与人工智能, 2010 - 118.145.16.223

摘要为解决多重触控技术的手势识别问题, 提出一个多重触控手势描述与识别框架, 给出其描述和识别方法. 多重触控手势可分为原子手势和组合手势, 在手势描述过程中, 利用BP网络对原子手势进行建模, 然后在将用户的意图映射为原子手势逻辑, 时序和空间关系关联而 ...

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MEMS Based Trajectory Recognition and Human Computer Interaction for the Disabled People

A Saju, A Bredjet, AJ Paul - [ijser.org](#)

Abstract—The growth of miniaturization technologies in electronic circuits and components has greatly decreased the dimension and weight of consumer electronic products, such as smart phones and handheld computers, and thus made them more handy and convenient. ...

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Real-time multi-cue finger tracking for human computer interaction

D Popa, V Gui, M Otesteanu - Telecommunications and Signal ..., 2015 - [ieeexplore.ieee.org](#)

Abstract—In this paper we propose an algorithm for finger detection and tracking in video sequences captured with a common webcam. The proposed method uses a multi cue approach to achieve finger detection and significantly reduces the amount of data to ...

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Semi-Automatic Hand/Finger Tracker Initialization for Gesture-Based Human Computer Interaction

D Popa, V Gui, M Otesteanu - Digital Information and Communication ..., 2011 - Springer

Abstract Many solutions are available in the literature for tracking body elements for gesture-based human-computer interfaces, but most of them leave open the problem of tracker initialization or use manual initialization. Solutions for automatic initialization are also ...

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