

C Face Detection And Recognition With Azure Face Api

This book provides an overview of different deep learning-based methods for face recognition and related problems. Specifically, the authors present methods based on autoencoders, restricted Boltzmann machines, and deep convolutional neural networks for face detection, localization, tracking, recognition, etc. The authors also discuss merits and drawbacks of available approaches and identifies promising avenues of research in this rapidly evolving field. Even though there have been a number of different approaches proposed in the literature for face recognition based on deep learning methods, there is not a single book available in the literature that gives a complete overview of these methods. The proposed book captures the state of the art in face recognition using various deep learning methods, and it covers a variety of different topics related to face recognition. This book is aimed at graduate students studying electrical engineering and/or computer science. Biometrics is a course that is widely offered at both undergraduate and graduate levels at many institutions around the world: This book can be used as a textbook for teaching topics related to face recognition. In addition, the work is beneficial to practitioners in industry who are working on biometrics-related problems. The prerequisites for optimal use are the basic knowledge of pattern recognition, machine learning, probability theory, and linear algebra.

This book constitutes the refereed proceedings of the 7th International Conference on Computer Analysis of Images and Patterns, CAIP '97, held in Kiel, Germany, in September 1997. The volume presents 92 revised papers selected during a double-blind reviewing process from a total of 150 high-quality submissions. The papers are organized in topical sections on pattern analysis, object recognition and tracking, invariants, applications, shape, texture analysis, motion calibration, low-level processing, structure from motion, stereo and correspondence, segmentation and grouping, mathematical morphology, pose estimation, and face analysis.

Contemporary man-machine interfaces are increasingly characterized by multimodality, nonintrusiveness, context-sensitivity, adaptivity, and teleoperability. The implementation of such properties relies on novel techniques in fields such as, e.g., computer vision, speech technology, trainable classifiers, robotics, and virtual reality. This book puts special emphasis on technological aspects of advanced interface implementation. Furthermore it focuses on interface design and usability. For readers with a background in engineering and computer science, most chapters offer design guidelines and case studies, as well as a description of the functioning and limitations of the algorithms required for implementation. In addition, complementary code examples in C++ are given where appropriate. As a special feature the book is accompanied by two easy-to-handle software development environments, which offer access to extensive public domain software for computer vision, classification, and virtual reality. These environments also provide real-time access to peripheral components like, e.g., webcams or microphones, enabling hands-on experimentation and testing.

This book constitutes the proceedings of the First Indo-Japanese conference on Perception and Machine Intelligence, PerMI 2012, held in Kolkata, India, in January 2012. The 41 papers, presented together with 1 keynote paper and 3 plenary papers, were carefully reviewed and selected for inclusion in the book. The papers are organized in topical sections named perception; human-computer interaction; e-nose and e-tongue; machine intelligence and application; image and video processing; and speech and signal processing.

Computer vision is the science and technology of making machines that see. It is concerned with the theory, design and implementation of algorithms that can automatically process visual data to recognize objects, track and recover their shape and spatial layout. The International Computer Vision Summer School - ICVSS was established in 2007 to provide both an objective and clear overview and an in-depth analysis of the state-of-the-art research in

Computer Vision. The courses are delivered by world renowned experts in the field, from both academia and industry, and cover both theoretical and practical aspects of real Computer Vision problems. The school is organized every year by University of Cambridge (Computer Vision and Robotics Group) and University of Catania (Image Processing Lab). Different topics are covered each year. A summary of the past Computer Vision Summer Schools can be found at: <http://www.dmi.unict.it/icvss> This edited volume contains a selection of articles covering some of the talks and tutorials held during the first two editions of the school on topics such as Recognition, Registration and Reconstruction. The chapters provide an in-depth overview of these challenging areas with key references to the existing literature.

This book has brought 24 groups of experts and active researchers around the world together in image processing and analysis, video processing and analysis, and communications related processing, to present their newest research results, exchange latest experiences and insights, and explore future directions in these important and rapidly evolving areas. It aims at increasing the synergy between academic and industry professionals working in the related field. It focuses on the state-of-the-art research in various essential areas related to emerging technologies, standards and applications on analysis, processing, computing, and communication of multimedia information. The target audience of this book is researchers and engineers as well as graduate students working in various disciplines linked to multimedia analysis, processing and communications, e.g., computer vision, pattern recognition, information technology, image processing, and artificial intelligence. The book is also meant to a broader audience including practicing professionals working in image/video applications such as image processing, video surveillance, multimedia indexing and retrieval, and so on. We hope that the researchers, engineers, students and other professionals who read this book would find it informative, useful and inspirational toward their own work in one way or another.

Face Detection and Recognition Theory and Practice CRC Press

The book covers different aspects of real-world applications of optimization algorithms. It provides insights from the Fourth International Conference on Harmony Search, Soft Computing and Applications held at BML Munjal University, Gurgaon, India on February 7–9, 2018. It consists of research articles on novel and newly proposed optimization algorithms; the theoretical study of nature-inspired optimization algorithms; numerically established results of nature-inspired optimization algorithms; and real-world applications of optimization algorithms and synthetic benchmarking of optimization algorithms.

The two-volume set LNCS 8935 and 8936 constitutes the thoroughly refereed proceedings of the 21st International Conference on Multimedia Modeling, MMM 2015, held in Sydney, Australia, in January 2015. The 49 revised regular papers, 24 poster presentations, were carefully reviewed and selected from 189 submissions. For the three special session, a total of 18 papers were accepted for MMM 2015. The three special sessions are Personal (Big) Data Modeling for Information Access and Retrieval, Social Geo-Media Analytics and Retrieval and Image or video processing, semantic analysis and understanding. In addition, 9 demonstrations and 9 video showcase papers were accepted for MMM 2015.

The accepted contributions included in these two volumes represent the state-of-the-art in multimedia modeling research and cover a diverse range of topics including: Image and Video Processing, Multimedia encoding and streaming, applications of multimedia modelling and 3D and augmented reality.

Face detection and recognition are the nonintrusive biometrics of choice in many security applications. Examples of their use include border control, driver's

license issuance, law enforcement investigations, and physical access control. Face Detection and Recognition: Theory and Practice elaborates on and explains the theory and practice of face de

This four-volume set LNCS 6761-6764 constitutes the refereed proceedings of the 14th International Conference on Human-Computer Interaction, HCI 2011, held in Orlando, FL, USA in July 2011, jointly with 8 other thematically similar conferences. The revised papers presented were carefully reviewed and selected from numerous submissions. The papers accepted for presentation thoroughly cover the entire field of Human-Computer Interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The papers of the fourth volume are organized in topical sections on HCI and learning, health and medicine applications, business and commerce, HCI in complex environments, design and usability case studies, children and HCI, and playing experience.

Cross disciplinary biometric systems help boost the performance of the conventional systems. Not only is the recognition accuracy significantly improved, but also the robustness of the systems is greatly enhanced in the challenging environments, such as varying illumination conditions. By leveraging the cross disciplinary technologies, face recognition systems, fingerprint recognition systems, iris recognition systems, as well as image search systems all benefit in terms of recognition performance. Take face recognition for an example, which is not only the most natural way human beings recognize the identity of each other, but also the least privacy-intrusive means because people show their face publicly every day. Face recognition systems display superb performance when they capitalize on the innovative ideas across color science, mathematics, and computer science (e.g., pattern recognition, machine learning, and image processing). The novel ideas lead to the development of new color models and effective color features in color science; innovative features from wavelets and statistics, and new kernel methods and novel kernel models in mathematics; new discriminant analysis frameworks, novel similarity measures, and new image analysis methods, such as fusing multiple image features from frequency domain, spatial domain, and color domain in computer science; as well as system design, new strategies for system integration, and different fusion strategies, such as the feature level fusion, decision level fusion, and new fusion strategies with novel similarity measures.

This book is dedicated to Prof. Dr. Heinz Gerhäuser on the occasion of his retirement both from the position of Executive Director of the Fraunhofer Institute for Integrated Circuits IIS and from the Endowed Chair of Information Technologies with a Focus on Communication Electronics (LIKE) at the Friedrich-Alexander-Universität Erlangen-Nürnberg. Heinz Gerhäuser's vision and entrepreneurial spirit have made the Fraunhofer IIS one of the most successful and renowned German research institutions. He has been Director of the Fraunhofer IIS since 1993, and under his leadership it has grown to become the

largest of Germany's 60 Fraunhofer Institutes, a position it retains to this day, currently employing over 730 staff. Likely his most important scientific as well as application-related contribution was his pivotal role in the development of the mp3 format, which would later become a worldwide success. The contributions to this Festschrift were written by both Fraunhofer IIS staff and external project team members in appreciation of Prof. Dr. Gerhäuser's lifetime academic achievements and his inspiring leadership at the Fraunhofer IIS. The papers reflect the broad spectrum of the institute's research activities and are grouped into sections on circuits, information systems, visual computing, and audio and multimedia. They provide academic and industrial researchers in fields like signal processing, sensor networks, microelectronics, and integrated circuits with an up-to-date overview of research results that have a huge potential for cutting-edge industrial applications.

This book presents the proceedings of International Conference on Emerging Research in Computing, Information, Communication and Applications, ERCICA 2016. ERCICA provides an interdisciplinary forum for researchers, professional engineers and scientists, educators, and technologists to discuss, debate and promote research and technology in the upcoming areas of computing, information, communication and their applications. The book discusses these emerging research areas, providing a valuable resource for researchers and practicing engineers alike.

A sharp increase in the computing power of modern computers has triggered the development of powerful algorithms that can analyze complex patterns in large amounts of data within a short time period. Consequently, it has become possible to apply pattern recognition techniques to new tasks. The main goal of this book is to cover some of the latest application domains of pattern recognition while presenting novel techniques that have been developed or customized in those domains.

This LNCS volume contains the papers presented at the 3rd International Conference on Advances in Pattern Recognition (ICAPR 2005) organized in August, 2005 in the beautiful city of Bath, UK.

This book covers diverse aspects of advanced computer and communication engineering, focusing specifically on industrial and manufacturing theory and applications of electronics, communications, computing and information technology. Experts in research, industry, and academia present the latest developments in technology, describe applications involving cutting-edge communication and computer systems, and explore likely future trends. In addition, a wealth of new algorithms that assist in solving computer and communication engineering problems are presented. The book is based on presentations given at ICOCOE 2015, the 2nd International Conference on Communication and Computer Engineering. It will appeal to a wide range of professionals in the field, including telecommunication engineers, computer engineers and scientists, researchers, academics and students.

This book constitutes the thoroughly refereed post-proceedings of the 4th International Workshop on Machine Learning for Multimodal Interaction, MLMI 2007, held in Brno, Czech Republic, in June 2007. The 25 revised full papers presented together with 1 invited paper were carefully selected during two rounds of reviewing and revision from 60 workshop presentations. The papers are organized in topical sections on multimodal processing, HCI, user studies and applications, image and video processing, discourse and dialogue processing, speech and audio processing, as well as the PASCAL speech separation challenge.

Here are the refereed proceedings of the 5th International Conference on Image and Video Retrieval, CIVR 2006, held in Singapore in July 2006. Presents 18 revised full papers and 30 poster papers, together with extended abstracts of 5 papers of 1 special session and those of 10 demonstration papers. These cover interactive image and video retrieval, semantic image retrieval, visual feature analysis, learning and classification, image and video retrieval metrics, and machine tagging.

It is common wisdom that gathering a variety of views and inputs improves the process of decision making, and, indeed, underpins a democratic society.

Dubbed “ensemble learning” by researchers in computational intelligence and machine learning, it is known to improve a decision system’s robustness and accuracy. Now, fresh developments are allowing researchers to unleash the power of ensemble learning in an increasing range of real-world applications. Ensemble learning algorithms such as “boosting” and “random forest” facilitate solutions to key computational issues such as face recognition and are now being applied in areas as diverse as object tracking and bioinformatics.

Responding to a shortage of literature dedicated to the topic, this volume offers comprehensive coverage of state-of-the-art ensemble learning techniques, including the random forest skeleton tracking algorithm in the Xbox Kinect sensor, which bypasses the need for game controllers. At once a solid theoretical study and a practical guide, the volume is a windfall for researchers and practitioners alike.

The two-volume set LNCS 10269 and 10270 constitutes the refereed proceedings of the 20th Scandinavian Conference on Image Analysis, SCIA 2017, held in Tromsø, Norway, in June 2017. The 87 revised papers presented were carefully reviewed and selected from 133 submissions. The contributions are structured in topical sections on history of SCIA; motion analysis and 3D vision; pattern detection and recognition; machine learning; image processing and applications; feature extraction and segmentation; remote sensing; medical and biomedical image analysis; faces, gestures and multispectral analysis.

This book constitutes of the major results of the EU COST (European Cooperation in the field of Scientific and Technical Research) Action 277: NSP, Nonlinear Speech Processing, running from April 2001 to June 2005. Coverage includes such areas as speech analysis for speech synthesis, speech

recognition, speech-non speech discrimination and voice quality assessment, speech enhancement, and emotional state detection.

This volume constitutes the refereed proceedings of the International Symposium "Computational Modeling of Objects Represented in Images. Fundamentals, Methods and Applications", CompIMAGE 2010, held in Buffalo, NY, in May 2010. The 28 revised full papers presented were carefully reviewed and selected from 77 submissions. They are organized in topical sections on theoretical foundations of image analysis and processing; methods and applications on medical imaging, bioimaging, biometrics, and imaging in material sciences, as well as methods and applications on image reconstruction, computed tomography, and other applications.

This book presents the state-of-the-art in face detection and analysis. It outlines new research directions, including in particular psychology-based facial dynamics recognition, aimed at various applications such as behavior analysis, deception detection, and diagnosis of various psychological disorders. Topics of interest include face and facial landmark detection, face recognition, facial expression and emotion analysis, facial dynamics analysis, face classification, identification, and clustering, and gaze direction and head pose estimation, as well as applications of face analysis.

Traditionally, scientific fields have defined boundaries, and scientists work on research problems within those boundaries. However, from time to time those boundaries get shifted or blurred to evolve new fields. For instance, the original goal of computer vision was to understand a single image of a scene, by identifying objects, their structure, and spatial arrangements. This has been referred to as image understanding. Recently, computer vision has gradually been making the transition away from understanding single images to analyzing image sequences, or video. Video understanding deals with understanding of video sequences, e.g., recognition of gestures, activities, facial expressions, etc. The main shift in the classic paradigm has been from the recognition of static objects in the scene to motion-based recognition of actions and events. Video understanding has overlapping research problems with other fields, therefore blurring the fixed boundaries. Computer graphics, image processing, and video databases have obvious overlap with computer vision. The main goal of computer graphics is to generate and animate realistic looking images, and videos. Researchers in computer graphics are increasingly employing techniques from computer vision to generate the synthetic imagery. A good example of this is image-based rendering and modeling techniques, in which geometry, appearance, and lighting is derived from real images using computer vision techniques. Here the shift is from synthesis to analysis followed by synthesis. Image processing has always overlapped with computer vision because they both inherently work directly with images.

Face recognition has received substantial attention from researchers in biometrics, computer vision, pattern recognition, and cognitive psychology

communities because of the increased attention being devoted to security, man-machine communication, content-based image retrieval, and image/video coding. We have proposed two automated recognition paradigms to advance face recognition technology. Three major tasks involved in face recognition systems are: (i) face detection, (ii) face modeling, and (iii) face matching. We have developed a face detection algorithm for color images in the presence of various lighting conditions as well as complex backgrounds. Our detection method first corrects the color bias by a lighting compensation technique that automatically estimates the parameters of reference white for color correction. We overcame the difficulty of detecting the low-luma and high-luma skin tones by applying a nonlinear transformation to the Y CbCr color space. Our method generates face candidates based on the spatial arrangement of detected skin patches. We constructed eye, mouth, and face boundary maps to verify each face candidate. Experimental results demonstrate successful detection of faces with different sizes, color, position, scale, orientation, 3D pose, and expression in several photo collections. 3D human face models augment the appearance-based face recognition approaches to assist face recognition under the illumination and head pose variations. For the two proposed recognition paradigms, we have designed two methods for modeling human faces based on (i) a generic 3D face model and an individual's facial measurements of shape and texture captured in the frontal view, and (ii) alignment of a semantic face graph, derived from a generic 3D face model, onto a frontal face image.

Biometric security systems is core subject for PG students in information security, computer science, cyber security, forensic science and other related streams etc. This book is primarily intended to serve as a beginner's textbook in accordance with the syllabus of biometric security offered by CSVTU and various universities in India. In this book, a significant effort has been made to find simple ways to develop theoretical aspects of biometric systems. Neat and clear diagrams have been used for explanations. Author has also introduced case study and biometric programming concept in java. The author hopes that the book will fulfill the need of the readers and would welcome any suggestions towards the improvement of the book.

Artificial Intelligence applications build on a rich and proven theoretical background to provide solutions to a wide range of real life problems. The ever expanding abundance of information and computing power enables researchers and users to tackle highly interesting issues for the first time, such as applications providing personalized access and interactivity to multimodal information based on preferences and semantic concepts or human-machine interface systems utilizing information on the affective state of the user. The purpose of the 3rd IFIP Conference on Artificial Intelligence Applications and Innovations (AIAI) is to bring together researchers, engineers, and practitioners interested in the technical advances and business and industrial applications of intelligent systems. AIAI 2006 is focused on providing insights on how AI can be

implemented in real world applications.

This book constitutes the refereed proceedings of the International Conference on Biometrics, ICB 2007, held in Seoul, Korea, August 2007. Biometric criteria covered by the papers are assigned to face, fingerprint, iris, speech and signature, biometric fusion and performance evaluation, gait, keystrokes, and others. In addition, the volume also announces the results of the Face Authentication Competition, FAC 2006.

This book constitutes the refereed proceedings of the 21st Annual Conference on Medical Image Understanding and Analysis, MIUA 2017, held in Edinburgh, UK, in July 2017. The 82 revised full papers presented were carefully reviewed and selected from 105 submissions. The papers are organized in topical sections on retinal imaging, ultrasound imaging, cardiovascular imaging, oncology imaging, mammography image analysis, image enhancement and alignment, modeling and segmentation of preclinical, body and histological imaging, feature detection and classification. The chapters 'Model-Based Correction of Segmentation Errors in Digitised Histological Images' and 'Unsupervised Superpixel-Based Segmentation of Histopathological Images with Consensus Clustering' are open access under a CC BY 4.0 license.

This proceedings book presents state-of-the-art research innovations in computational vision and bio-inspired techniques. Due to the rapid advances in the emerging information, communication and computing technologies, the Internet of Things, cloud and edge computing, and artificial intelligence play a significant role in the computational vision context. In recent years, computational vision has contributed to enhancing the methods of controlling the operations in biological systems, like ant colony optimization, neural networks, and immune systems. Moreover, the ability of computational vision to process a large number of data streams by implementing new computing paradigms has been demonstrated in numerous studies incorporating computational techniques in the emerging bio-inspired models. The book reveals the theoretical and practical aspects of bio-inspired computing techniques, like machine learning, sensor-based models, evolutionary optimization, and big data modeling and management, that make use of effectual computing processes in the bio-inspired systems. As such it contributes to the novel research that focuses on developing bio-inspired computing solutions for various domains, such as human-computer interaction, image processing, sensor-based single processing, recommender systems, and facial recognition, which play an indispensable part in smart agriculture, smart city, biomedical and business intelligence applications. We were very pleased to once again extend to the delegates and, we are pleased to th say, our friends the warmest of welcomes to the 8 International Conference on Knowledge-Based Intelligent Information and Engineering Systems at Wellington - stitute of Technology in Wellington, New Zealand. The KES conferences attract a wide range of interest. The broad focus of the c-ference series is the theory and applications of computational intelligence and

em- gent technologies. Once purely a research field, intelligent systems have advanced to the point where their abilities have been incorporated into many conventional appli- tion areas. The quest to encapsulate human knowledge and capabilities in domains such as reasoning, problem solving, sensory analysis, and other complex areas has been avidly pursued. This is because it has been demonstrated that these abilities have definite practical applications. The techniques long ago reached the point where they are being exploited to provide commercial advantages for companies and real beneficial effects on profits. KES 2004 provided a valuable mechanism for delegates to obtain a profound view of the latest intelligent systems research into a range of - gorithms, tools and techniques. KES 2004 also gave delegates the chance to come into contact with those applying intelligent systems in diverse commercial areas. The combination of theory and practice represents a uniquely valuable opportunity for - preciating the full spectrum of intelligent-systems activity and the “state of the art”.

This unique text/reference provides a coherent and comprehensive overview of all aspects of video analysis of humans. Broad in coverage and accessible in style, the text presents original perspectives collected from preeminent researchers gathered from across the world. In addition to presenting state-of-the-art research, the book reviews the historical origins of the different existing methods, and predicts future trends and challenges. Features: with a Foreword by Professor Larry Davis; contains contributions from an international selection of leading authorities in the field; includes an extensive glossary; discusses the problems associated with detecting and tracking people through camera networks; examines topics related to determining the time-varying 3D pose of a person from video; investigates the representation and recognition of human and vehicular actions; reviews the most important applications of activity recognition, from biometrics and surveillance, to sports and driver assistance.

It is our great pleasure to welcome you to the 11th International Conference on Neural Information Processing (ICONIP 2004) to be held in Calcutta. ICONIP 2004 is organized jointly by the Indian Statistical Institute (ISI) and Jadavpur University (JU). We are con?dent that ICONIP 2004, like the previous conf- ences in this series, will provide a forum for fruitful interaction and the exchange of ideas between the participants coming from all parts of the globe. ICONIP 2004 covers all major facets of computational intelligence, but, of course, with a primary emphasis on neural networks. We are sure that this meeting will be enjoyable academically and otherwise. We are thankful to the track chairs and the reviewers for extending their support in various forms to make a sound technical program. Except for a few cases, where we could get only two review reports, each submitted paper was reviewed by at least three referees, and in some cases the revised versions were again checked by the referees.

We had 470 submissions and it was not an easy task for us to select papers for a four-day conference. Because of the limited duration of the conference, based on the review reports we selected only about 40% of the contributed papers. Consequently, it is possible that some good papers are left out. We again express our sincere thanks to all referees for accomplishing a great job. In addition to 186 contributed papers, the proceedings includes two plenary presentations, four invited talks and 18 papers in four special sessions. The proceedings is organized into 26 coherent topical groups.

This book constitutes the refereed proceedings of the 19th Scandinavian Conference on Image Analysis, SCIA 2015, held in Copenhagen, Denmark, in June 2015. The 45 revised papers presented were carefully reviewed and selected from 67 submissions. The contributions are structured in topical sections on novel applications of vision systems, pattern recognition, machine learning, feature extraction, segmentation, 3D vision to medical and biomedical image analysis.

The sixteen chapters included in this book were written by invited experts of international recognition and address important issues in Medical Image Processing and Computational Vision, including: Object Recognition, Object Detection, Object Tracking, Pose Estimation, Facial Expression Recognition, Image Retrieval, Data Mining, Automatic Video Understanding and Management, Edges Detection, Image Segmentation, Modelling and Simulation, Medical thermography, Database Systems, Synthetic Aperture Radar and Satellite Imagery. Different applications are addressed and described throughout the book, comprising: Object Recognition and Tracking, Facial Expression Recognition, Image Database, Plant Disease Classification, Video Understanding and Management, Image Processing, Image Segmentation, Bio-structure Modelling and Simulation, Medical Imaging, Image Classification, Medical Diagnosis, Urban Areas Classification, Land Map Generation. The book brings together the current state-of-the-art in the various multi-disciplinary solutions for Medical Image Processing and Computational Vision, including research, techniques, applications and new trends contributing to the development of the related areas.

The volume comprises of papers presented at the first CADEC-2019 conference held at Vellore Institute of Technology-Andhra Pradesh, Amaravati, India. The book contains computer simulated results in various areas of electronics and communication engineering such as, VLSI and embedded systems, wireless communication, signal processing, power electronics and control theory applications. This volume will help researchers and engineers to develop and extend their ideas in upcoming research in electronics and communication.

This is volume I of the proceedings of the Second International Conference on Natural Computation, ICNC 2006. After a demanding review process 168 carefully revised full papers and 86 revised short papers were selected from 1915 submissions for presentation in two volumes. This first volume includes 130 papers related to artificial neural networks, natural neural systems and cognitive science, neural network applications, as well as evolutionary computation: theory and algorithms.

This book constitutes the refereed proceedings of the International Workshop on Human-Computer Interaction, HCI/ICCV 2005, held in Beijing, China in October 2005 within the scope of ICCV 2005, the International Conference on Computer Vision. The 22 revised full papers presented were carefully reviewed and selected from 74 submissions. The papers address a wide range of theoretical and application issues in human-computer interaction ranging from human-robot interaction, gesture recognition, and body tracking, to facial features analysis and human-computer interaction systems and are organized in topical sections on tracking, interfacing, event detection, augmented reality, hand and gesture, as well as applications.

[Copyright: 6eff1dcee90a17048aab5098a337e999](https://www.researchgate.net/publication/221211111)