



# Real Time Hand Gesture Recognition for 3D World

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## Introduction

Motions are imperative to pass on our self to one another since the beginning of human progress.

For this undertaking, a technique which is blend of CNN with Kinematic 3D hand model is used. It is vigorous to impediments, shifting camera perspectives and prompts anatomically conceivable just as impermanent smooth hand movements. Initially, we develop a genuine picture which is acquired by passing real and engineered picture into a GeoConGan (underneath), by which we get joints area which will help in 3D development of the Hand (right center pipeline model).

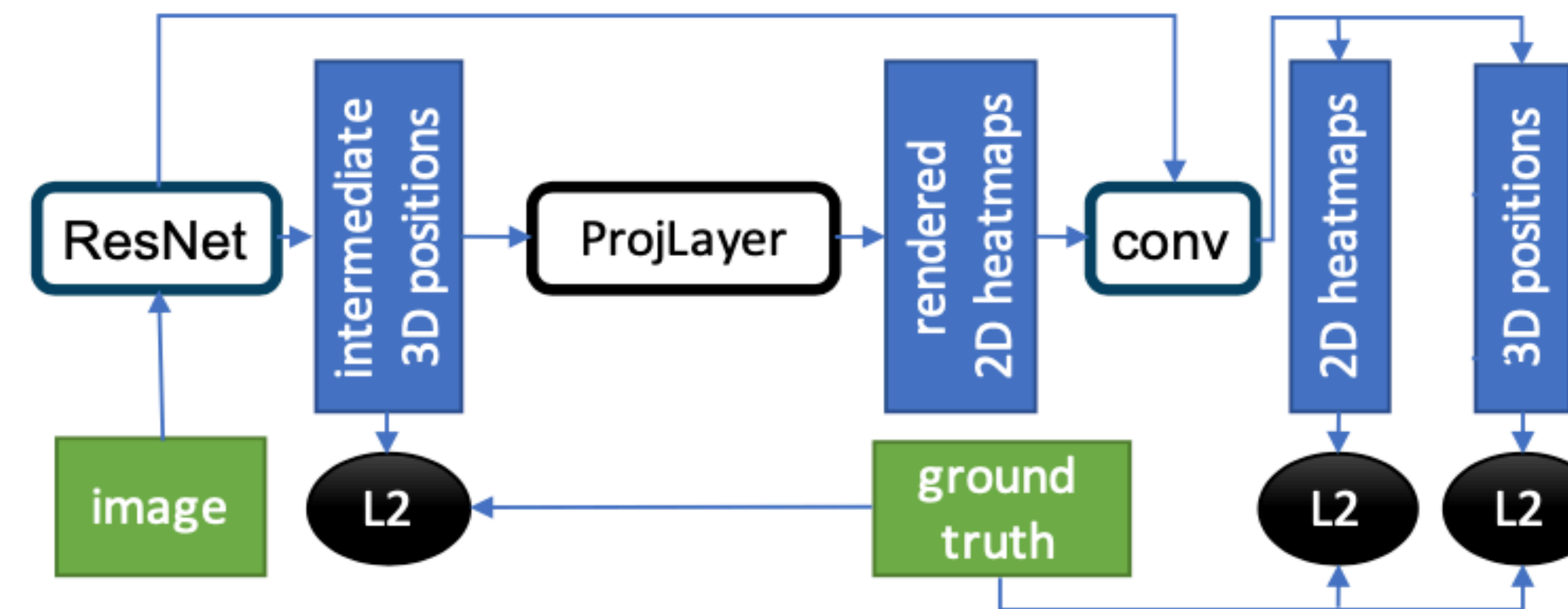
Synthetic CycleGAN GANerated



GeoConGan

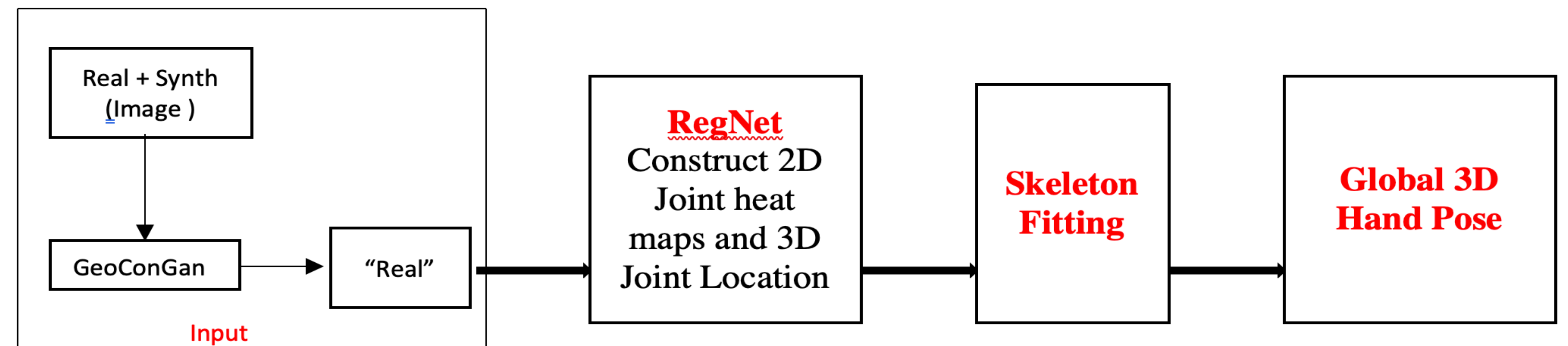
- Image to image translation network
- Translate synthetic images to realistic looking images

## Architecture of RegNet



- ResNet and conv are trainable
- Errors are still back-propagated through our ProjLayer
- Input data in green
- Data generated by the network in blue
- Loss Data in black

## Pipeline Model



## Expected Result

