

Gesture Recognition 48 Success Secrets - 48 Most Asked Questions on Gesture Recognition - What You Need to Know



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Reviews


It is just one of my personal favorite publications. It is among the most awesome publications I have read. It is extremely difficult to leave it before concluding, once you begin to read the book.
(Delia Rutherford)


GESTURE RECOGNITION 48 SUCCESS SECRETS - 48 MOST ASKED QUESTIONS ON GESTURE RECOGNITION - WHAT YOU NEED TO KNOW

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Emereo Publishing. Paperback. Book Condition: New. Paperback. 60 pages. Dimensions: 9.7in. x 7.4in. x 0.1in. Gesture recognition is a subject in computer discipline and lingo technics with the objective of explaining mortal signals through arithmetical calculations. Gestures may stem as of whatever animal motion either state however normally stem as of the face either hand. Current centers in the area contain chord acknowledgment as of the face and hand gesticulation acknowledgment. There has never been a Gesture recognition Guide like this. It contains 48 answers, much more than you can imagine; comprehensive answers and extensive details and references, with insights that have never before been offered in print. Get the information you need--fast! This all-embracing guide offers a thorough view of key knowledge and detailed insight. This Guide introduces what you want to know about Gesture recognition. A quick look inside of some of the subjects covered: Hidden Markov model, Gesture recognition, Macintosh - Hardware, Finger tracking - Other tracking techniques, Augmented reality - Input devices, Human-computer interaction - Factors of change, Asimo - Abilities, Qualcomm - Acquisitions, Macintosh computer - Hardware, Immersive technology - Interaction, Kinect - Technology, Artificial intelligence systems integration - OpenAIR Protocol, Outline of Apple Inc. - Companies, Affective computing - Body gesture, Samsung Galaxy S II Plus - Software and services, Ben Goertzel - Papers, Wii Remote, Artificial neural network -, Handheld projectors - Hand gesture recognition, PenPoint OS - Awards and innovation, OpenCV - Applications, FingerWorks, Jaron Lanier - Musical performances, Gesture recognition - Algorithms, Google Inc. - Acquisitions and partnerships, Machine learning - Software, Omek Interactive - Company overview, Tablet computer - Modbook, Finger tracking - Tracking without interface, Tablet computer - Features, Artificial intelligence (video games) - Usage, Ultrabook - History, Remote control - Alternatives, and much more. . . This item ships...

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