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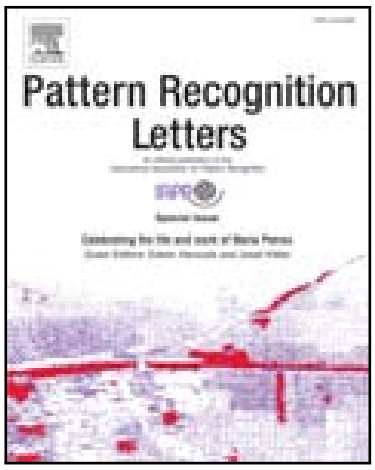

Direct hand pose estimation for immersive gestural interaction

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Highlights

- We present a novel approach for 3D gestural interaction based on depth images.
- We propose a direct method for real-time hand pose estimation.
- Our method can be generalized to accommodate different interaction systems.
- The system is implemented and tested on desktop computer and mobile platform.
- Usability analysis reveals that our system can be used in real-world applications.

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