

Bibliografia

- [1] BÉRARD, F., **Computer Vision for the Strongly Coupled Human-Computer Interaction**. Doctoral These, Université Joseph Fourier, Grenoble 1999.
- [2] BUTLER, D., SRIDHARAM, S. and BOVE, M., **Real-Time Adaptive Background Segmentation**, MIT Media Laboratory, Queensland University of Technology.
- [3] CHEUNG, K., KANADE, M., BOUGUET, J. and HOLLER, M., **A Real Time System for Robust 3D Voxel Reconstruction of Human Motions**, Proceedings of the 2000 IEEE Conference on Computer Vision and Pattern Recognition (CVPR '00), Vol. 2, June, 2000, pp. 714 - 720.
- [4] CROWLEY, J., BÉRARD, F. and COUTAZ, J., **Finger Tracking as an input device for augmented reality**. International Workshop on Automatic Face and Gesture Recognition, Zurich, 1995.
- [5] DEPARNIS, K., **A Review of Vision-Based Hand Gesture**, Department of Computer Science, York University, February, 2004.
- [6] ELGAMAL, A., HARWOOD, D. and DAVIS, L., **Non-parametric Model for Background Subtraction**, 6th European Conference on Computer Vision, Dublin, Ireland, June 2000.
- [7] FITZMAURICE, G., ISHII, H. and BUXTON, W., **Bricks: Laying the Foundations of Graspable User Interfaces**. ACM conference on Computer-Human Interaction, 1995.
- [8] FREEMAN, W., ANDERSON, D. and BEARDSLEY, P., **Computer Vision for Interactive Computer Graphics**. IEEE Computer Graphics and Applications, 1998.
- [9] FREEMAN, W. and WEISSMAN, C., **Television control by hand gestures**. International Conference on Automatic Face and Gesture Recognition, 1995.
- [10] HALL, D. and CROWLEY, J., **Tracking Fingers and Hands with a Rigid Contour Model in an Augmented Reality**, International Workshop on Managing Interactions in Smart Environments, 1999.

- [11] HANDBERG, C., **Fingertracking and Handposture Recognition for Real-Time Human-Computer Interaction**, Master These at Fachbereich Elektrotechnik und Informatik der Technischen Universität Berlin. 2001.
- [12] HEAP, T., **Real Time Hand Tracking and Gesture Recognition using Smart Snakes**, In Interface to Real and Virtual Worlds, Montpellier, 1995.
- [13] HONG, D. and WOO, W., **A Background Subtraction for a Vision-based User Interface**, ICICS-PCM 2003, Singapore, December 2003.
- [14] HOPRASERT, T., HARWOOD, D., **A Robust Background Subtraction and Shadow Detection**. In the proceedings of the fourth Asian Conference on Computer Vision, 2000.
- [15] HOPRASERT, T., HARWOOD, D. and DAVIS, L., **A Statistical Approach for Real-Time Robust Background Subtraction and Shadow Detection**. In Proceedings IEEE ICCV'99 FRAME-RATE Workshop, Greece, September 1999.
- [16] ISARD, M. and BLAKE, A., **Contour tracking by stochastic propagation of conditional density**. In: ECCV, pages 343-356 Vol. 1, 1996.
- [17] KIM, C., WOO, W. and JEONG, H., **Determination of Optical Flow by Stochastic Model**, Journal of the Korea Information Science Society, Nov. 1992.
- [18] KUCH, J. and HUANG, T., **Vision-based hand modeling and tracking for virtual teleconferencing and telecollaboration**. International Symposium on Computer Vision, 1995.
- [19] KULESSA, T. and HOCH, M., **Efficient Color Segmentation under Varying Illumination Conditions**. IEEE Image and Multidimensional Digital Signal Processing Workshop, 1998.
- [20] KUMAR, P. and SENGUPTA, K., **Foreground Background Segmentation using Temporal and Spatial Markov Processes**, Department of Electrical and Computer Engineering, National University of Singapore, November 2000.
- [21] KURATA, T., OKUMA, T. and KOUROGI, M. **The Hand Mouse: GMM Hand-color Classification and Mean Shift Tracking**. In Second International Workshop RATFG-RTS, Canada, 2001.

- [22] LAPTEV, I. and LINDBERG, T., **Tracking of Multi-State Hand Models Using Particle Filtering and a Hierarchy of Multi-Scale Image Features**, Technical report ISRN, 2000.
- [23] LEE, H. and KIM, J., **An HMM-based threshold model approach for gesture recognition**. IEEE Transactions on Pattern Analysis and Machine Intelligence, 1999.
- [24] LEE, J. and KUNII, T., **Model-based analysis of hand posture**. IEEE Computer Graphics and Applications, 1999.
- [25] LIU, H. and SRINATH, M., **Corner Detection from Chain-Codes**. Pattern Recognition, pages 51-68 Vol. 1, 1990.
- [26] MACCORMICK, J. and ISARD, M., **Partitioned sampling, articulated objects and interface-quality hand tracking**. European Conference on Computer Vision, 2000.
- [27] OKA, K., SATO, Y. and KOIKE, H., **Real-time Tracking of Multiple Fingertips and Gesture Recognition for Augmented Desk Interface Systems**, In IEEE Automatic Face and Gesture Recognition, Washington, D.C. May 2002.
- [28] PAVLOVIC, V., SHARMA, R. and HUANG, T., **Visual Interpretation of Hand Gestures for Human-Computer Interaction: A Review**, IEEE Transactions on Pattern Analysis and Machine Intelligence (PAMI), 1997.
- [29] QUECK, F., MYSLIWIEC, T. and ZHAO, M., **Finger Mouse: A freehand pointing interface**. International Workshop on Automatic Face and Gesture Recognition, Zurich, 1995.
- [30] REGH, J. and KANADE, T., **Visual Tracking of high DoF articulated structures: An application to human hand tracking**. In European Conference on Computer Vision, 1994.
- [31] SATO, Y., KOBAYASHI, Y. and KOIKE, H., **Fast Tracking of Hands and Fingertips in Infrared Images for Augmented Desk Interface**. International Conference on Automatic Face and Gesture Recognition, Grenoble, 2000.
- [32] SCHLENZIG, J., HUNTER, E. and JAIN, R., **Vision Based gesture interpretation using recursive estimation**. In Asilomar Conference on Signals, Systems and Computer, 1994.

- [33] SEGEN, J., **GestureVR: Vision-Based 3D Hand interface for Spatial Interaction**, ACM Multimedia Conference, Bristol, 1998.
- [34] SERRA J., **Image Analysis and Mathematical Morphology**, 1982, London: Academic Press.
- [35] STAFFORD-FRASER, J., **Video-Augmented Environments**, PhD thesis, Gonville & Caius College, University of Cambridge, 1996.
- [36] STANER, T. and PENTLAND, A., **Real-Time American Sign Language recognition from video using hidden Markov models**, International Symposium on Computer Vision, Coral Gables, USA, 1995.
- [37] STENGER, B., MENDOÇA, P. and CIPOLLA, R., **Model-based 3D Tracking of an articulated hand**. In IEEE Conference on Computer Vision and Pattern Recognition, 2001.
- [38] TRUCCO, E. and VERRI, A., **Introductory Techniques for 3-D Computer Vision**, 1998 by Prentice Hall, Inc.
- [39] UKITA, N. and KIDODE, M., **Wearable Virtual Tablet: Fingertip Drawing on a Portable Plane-Object using an Active-Infrared Camera**. International Conference on Intelligent User Interfaces, 2004.
- [40] VAN, V. and VERWER, H., **A Contour Processing Method for fast Binary Neighborhood**, Signal Processing 1991.
- [41] VIVECK, A. and MEGGIOLARO, M., **Sign language recognition using competitive learning in the HAVNET neural network**. MIT, 2000.
- [42] VOLGER, C. and METAXAS, D., **Towards scalability in ASL recognition: Breaking down signs into phonemes**. In Gesture Workshop, 1999.
- [43] WEISSTEIN, E., **Least Squares Fitting**. From *MathWorld* - A Wolfram Web Resource. <http://mathworld.wolfram.com/LeastSquaresFitting.html>
- [44] WILSON, A. and BOBICK, A., **Parametric hidden markov models for gesture recognition**. IEEE Transactions on Pattern Analysis and Machine Intelligence, 1999.
- [45] WOO, W., KIM, N. and IWADATE, Y., **Object Segmentation for Z-keying Using Stereo Images**, In Proc. IEEE WCC-ICSP'2000, August. 2000.

- [46] WU, Q. and JENG, B., **Background subtraction based on logarithmic intensities**, IEEE Pattern Recognition Letters, 2002.
- [47] WU, Y., LIN, J. and HUANG, T., **Capturing natural hand articulation**. In IEEE International Conference on Computer Vision, 2001.