Objective:
Recognizing hand gestures provides the basis for many human computer interaction applications like gaming, action analysis, or sign language recognition. The goal of this project is to recognize (a) predefined gesture(s) from a (ToF) depth image. To this end, you will experiment with different data representations and appropriate machine learning methods with the aim to build a system capable of real-time processing. The student will work and play with recent developments in machine learning, building the basis for many state-of-the-art artificial intelligence (AI) systems. Additionally, the work can be done in cooperation with our industrial partner. However, this is not obligatory.

Qualifications:
- Interest in Computer Vision
- Programming skills: Python, MATLAB, C++ (One (or more) out of these is/are beneficial)

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