Abstract

With increasing use of computers in our daily lives, lately there has been a rapid increase in the efforts to develop a better human computer interaction interface. The need of easy to use and advance types of human-computer interaction with natural interfaces is more than ever. In the present framework, the UI (User Interface) of a computer allows user to interact with electronic devices with graphical icons and visual indicators, which is still inconvenient and not suitable for working in virtual environments. An interface which allow user to communicate through gestures is the next step in the direction of advance human computer interface. In the present paper author explore different aspects of gesture recognition techniques.

References


**Index Terms**

Computer Science  
Pattern Recognition

**Keywords**

Gesture, HMM,