



## **Visual Remote Control**

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### **Abstract**

In this demo we present a single camera system for interaction with a large display via hand pointing. An attention mechanism based on face and hand detection allows users in the camera's field of view to take control of the interface. The system allows the user to control the screen pointer by tracking their fist in fairly unconstrained environments. Current sample applications include browsing images and videos as well as viewing 3D objects that were reconstructed using multi-view stereo methods.

*Syllabus: Multi-cue Tracking, HCI*