

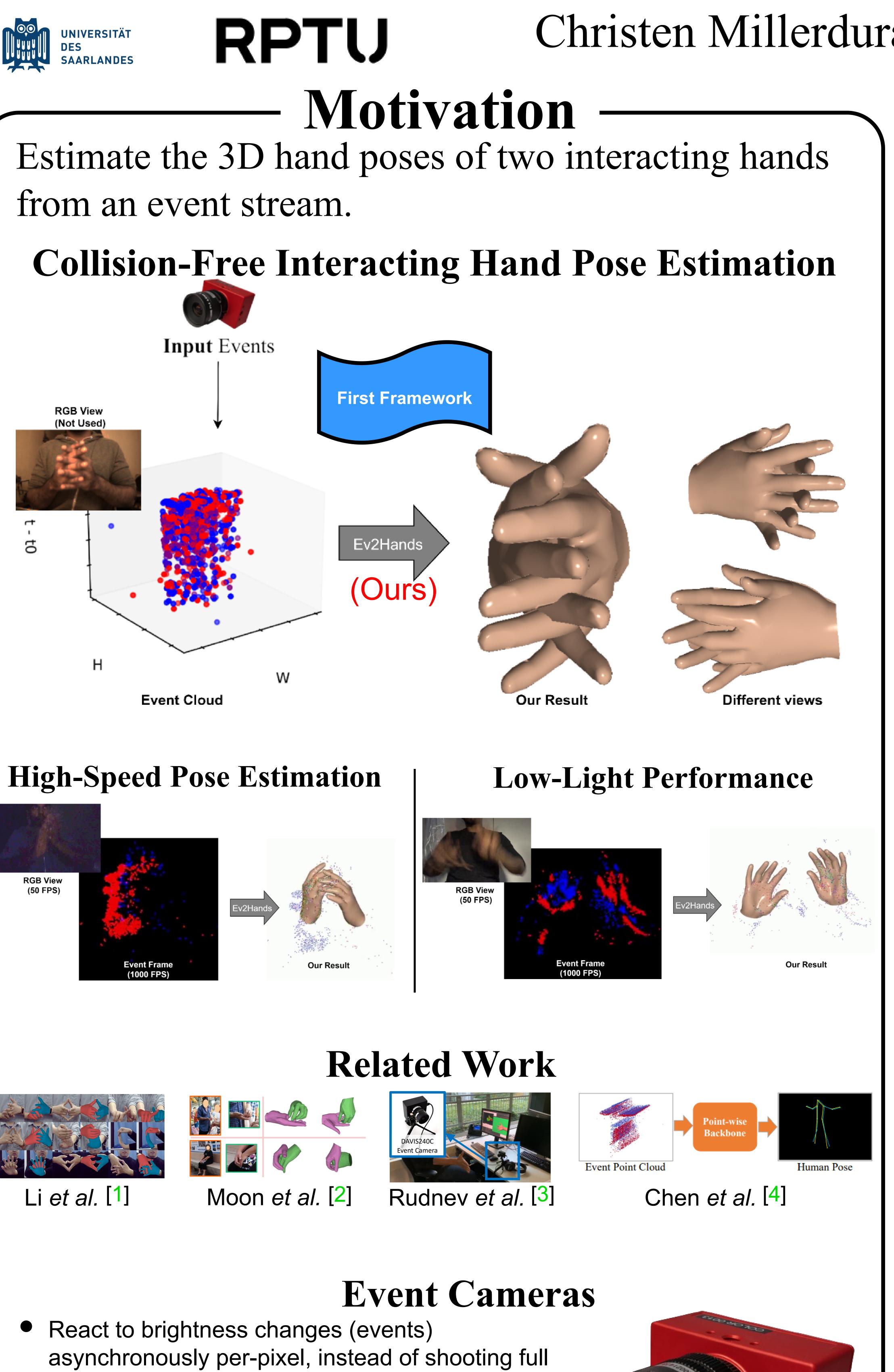
3D Pose Estimation of Two Interacting Hands from a Monocular Event Camera





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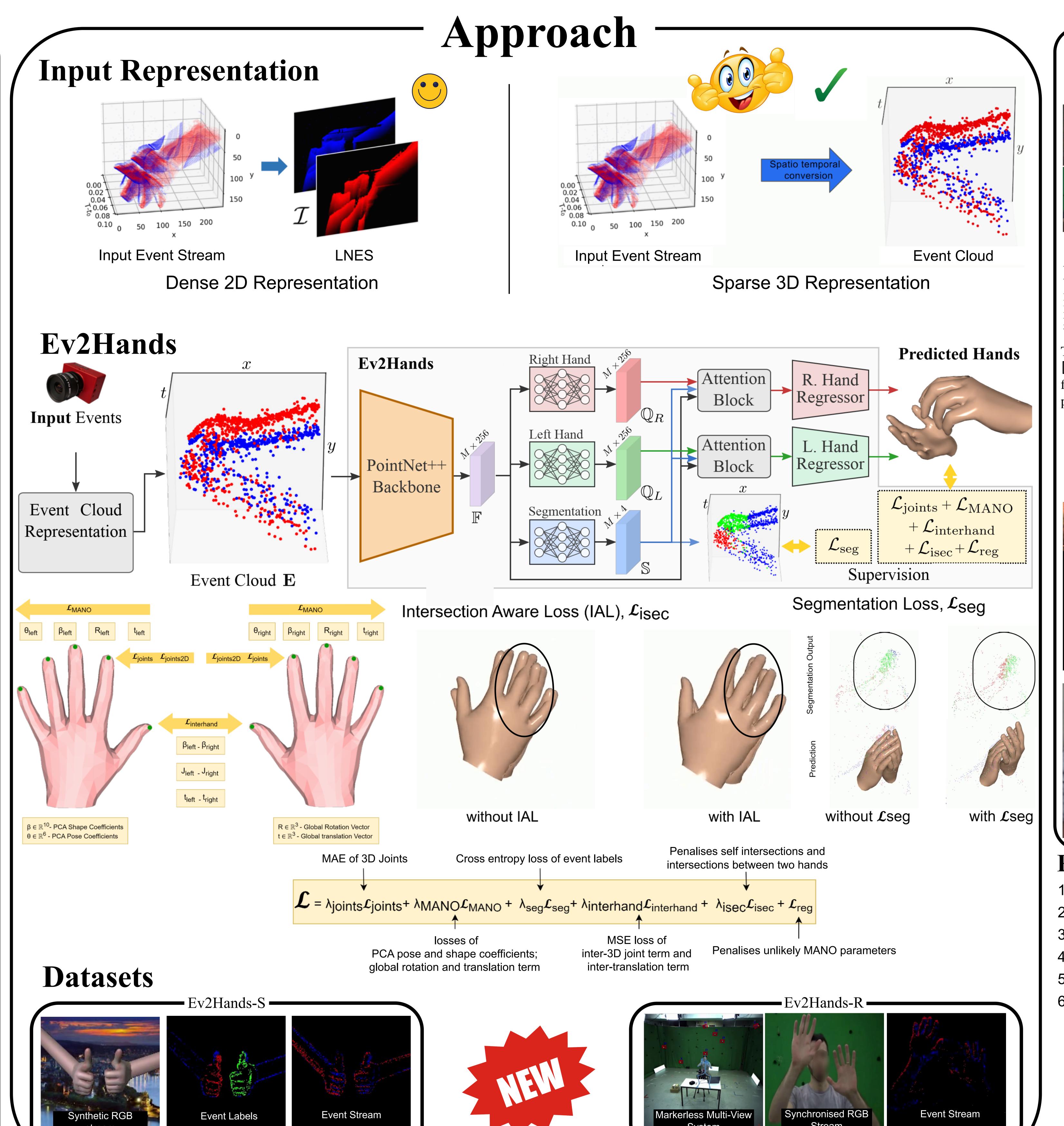


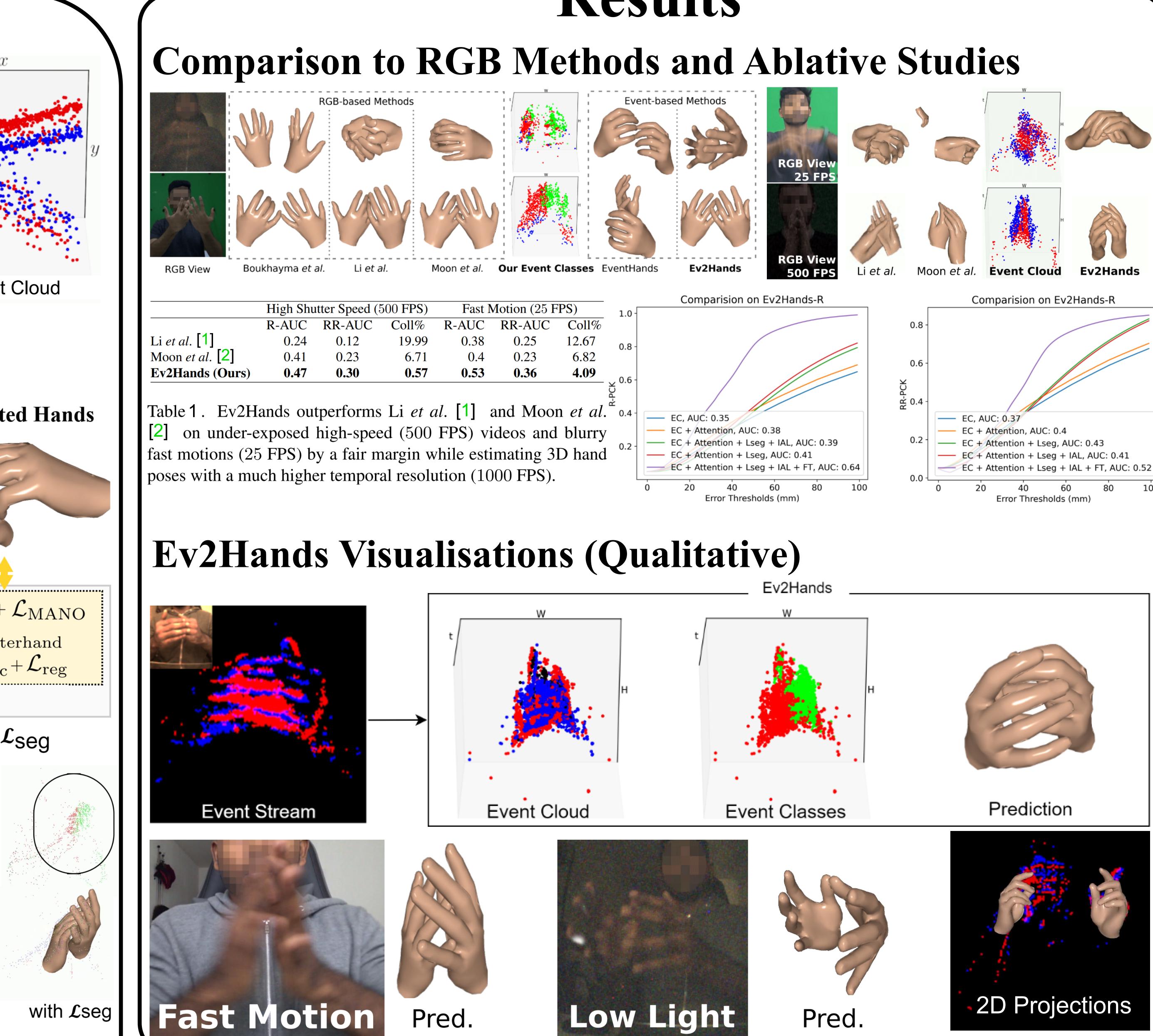
Have low data bandwidth, very high temporal

Use abstract data representation useful for

resolution and high dynamic range.

generalisation.





References

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- 4. Chen et al. Efficient Human Pose Estimation via 3D Event Point Cloud. 3DV 2022.
- 5. Boukhayma et al. 3D Hand Shape and Pose from Images in the Wild. CVPR 2019.
- 6. Romero et al. Embodied Hands: Modeling and Capturing Hands and Bodies Together (MANO). SIG Asia 2017.

