



# Spatial and Rotation Invariant 3D Gesture Recognition Based on Sparse Representation

Advances in motion tracking technology, especially for commodity hardware, still require robust 3D gesture recognition in order to fully exploit the benefits of natural user interfaces. In this demo, we showcase a novel 3D gesture recognition algorithm based on the sparse representation of 3D human motion. The proposed algorithm enables full spatial and rotation invariance and provides high tolerance to noise. The demo enables the creation of a gesture database and the interaction with a virtual apartment.

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