



Action Recognition using Depth

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Project

Goal: To be able to identify gestures from a video sequence in as few frames as possible and determine how much depth information can improve results.

We have collected a dataset of depth videos using stereo 3-D reconstruction.

We approach the problem using the Bag-of-Words model, with a shape context-inspired feature descriptor.

Classification is based on simple nearest-neighbor search or multi-class SVMs.

