

Course Final Question

Which of the 6 ‘systems’ was most interesting? Why?

This is also a personal question, but it should be one of: 1) Rigid flat part recognition, 2) Deforming flat part recognition, 3) Range data based 3D part recognition, 4) Stereo data based 3D part recognition, 5) Detecting and tracking objects in video, 6) Persistent tracking and behavior recognition.