

Figure 1: Block Diagram for the Scan&Track System

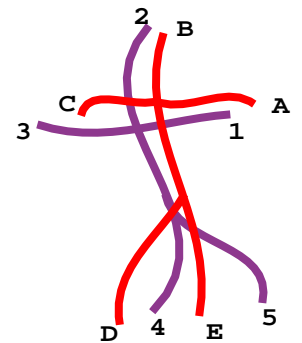


Figure 3: Correspondence Problem

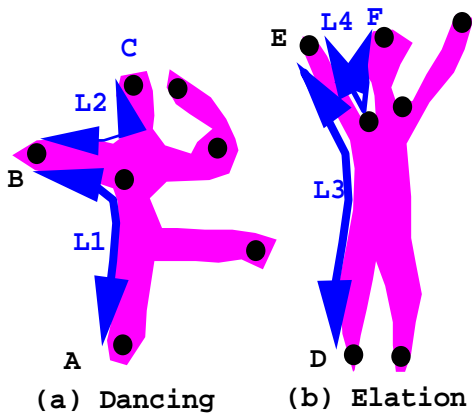


Figure 2: Postures express emotions

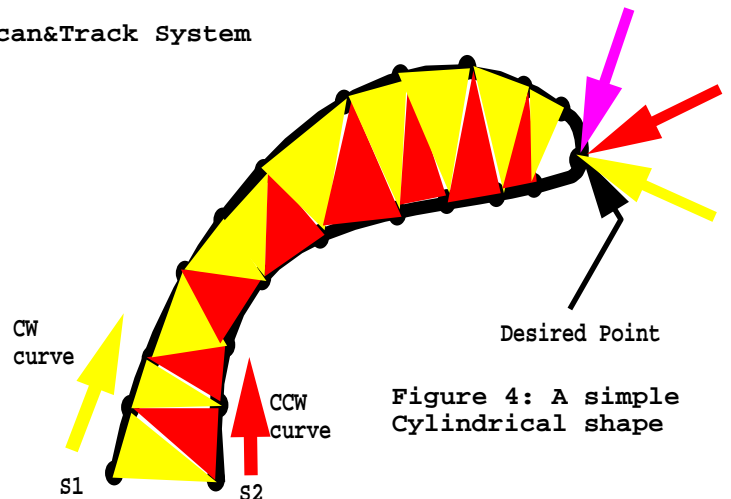


Figure 4: A simple Cylindrical shape

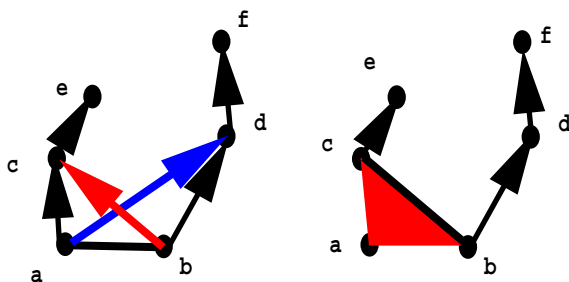


Figure 5: Next triangle selection based upon smaller area available

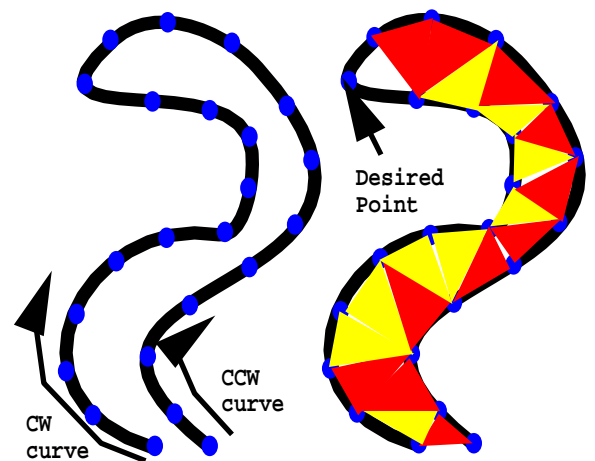
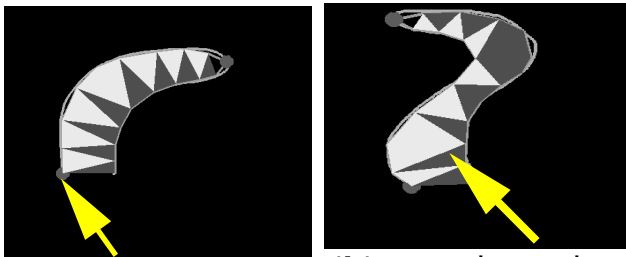


Figure 6: A modulating cylindrical shape



(a) starting point (b) starting point
 Figure 7: Cylindrical shapes.
 (a) 19 points and 2 geometric points.
 (b) 21 points and 2 geometric points.

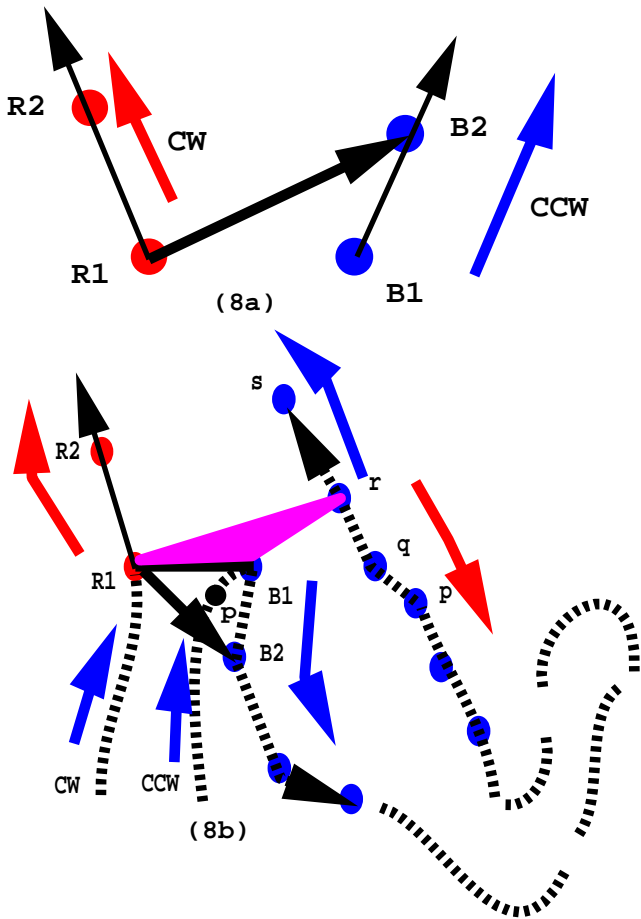
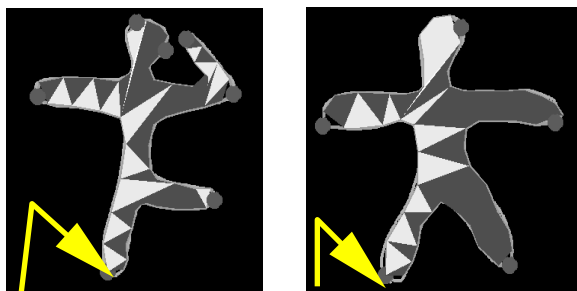
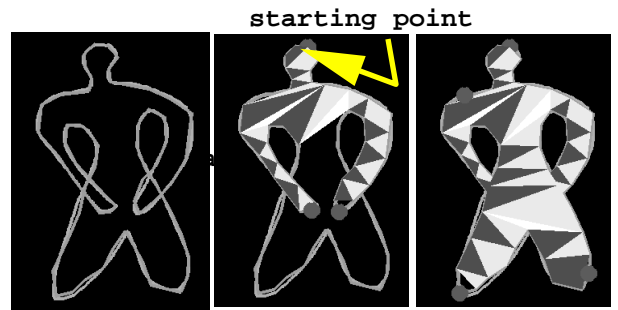


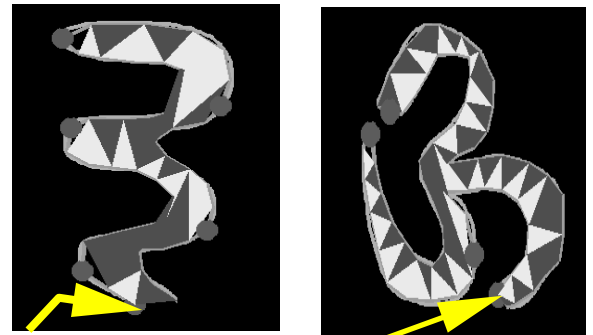
Figure 8: (a) Next vertex selection.
 (b) Curve-Splitting



(a) starting point (b) starting point
 Figure 9: (a) Spread out pose. 57 Points five geometric imprints.
 (b) Dancing pose. 60 points, seven geometric imprints.



(a) 61 points (b) Finger tips (c) legs and shoulder
 Figure 10: (a) Overlapping contours.
 (b) Partial geometric-imprint of 3 points.
 (c) Remaining four geometric-imprint points



(a) starting point (b) starting point
 Figure 11: Interesting Figures.
 (a) Winding river, 45 points, Six geometric imprint points
 (b) Oohm sign, 67 points four geometric-imprint points.

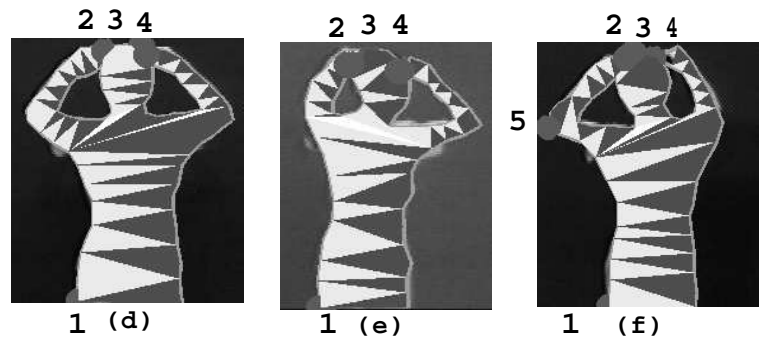
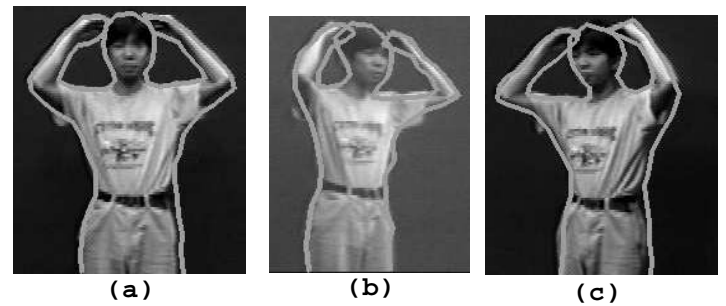


Figure 12: Geometric-imprint points for three camera image for the same pose. (a) 77 Points (b) 63 points (c) 68 points (d) four (e) Four (f) five geometric-imprint points.