

Master's Thesis

# 3D ground truth capture for hand-object interactions

The Dex-YCB dataset from NVIDIA and University of Washington provides visual data on several instances of human hands grasping physical objects. This topic is about augmenting the above dataset with ground-truth information from additional sensors, such as a VR hand-glove and contact sensors.

Apart from ground truth for benchmarking purely visual algorithms, the auxiliary sensors can be fused together with visual data for improved reconstruction of hand-object interactions.

Reference: <https://dex-ycb.github.io/>

## Prerequisites

- Interest and experience in working with hardware -- multiview cameras, VR gloves, self-made embedded sensors.
- Familiarity with ROS ([www.ros.org](http://www.ros.org))
- C++ for data acquisition and python/C++ for data processing

## Contact

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(Please provide your CV and transcript in your application)

## Advisors

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