

Archivo Editar Vista Imagen Video Herramientas Ventana Opciones Ayuda

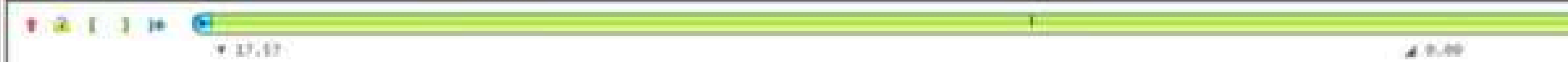
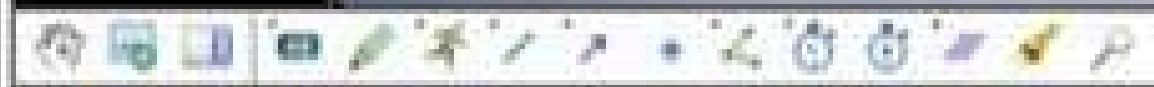
- Abrir un video... Ctrl+O
- Abrir observador de carpeta de reproducción...
- Recientes
- Cargar anotaciones...
- Guardar anotaciones Ctrl+S
- Guardar anotaciones como...
- Descargar anotaciones
- Exportar un video
- Exportar imágenes
- Exportar un documento
- Exportar una hoja de cálculo
- Cerrar (Prueba.mp4)
- Salir

- LibreOffice Calc...
- Microsoft Excel...
- CSV de las trayectorias...
- Trajectory text...
- CSV de los cronómetros...
- JSON...

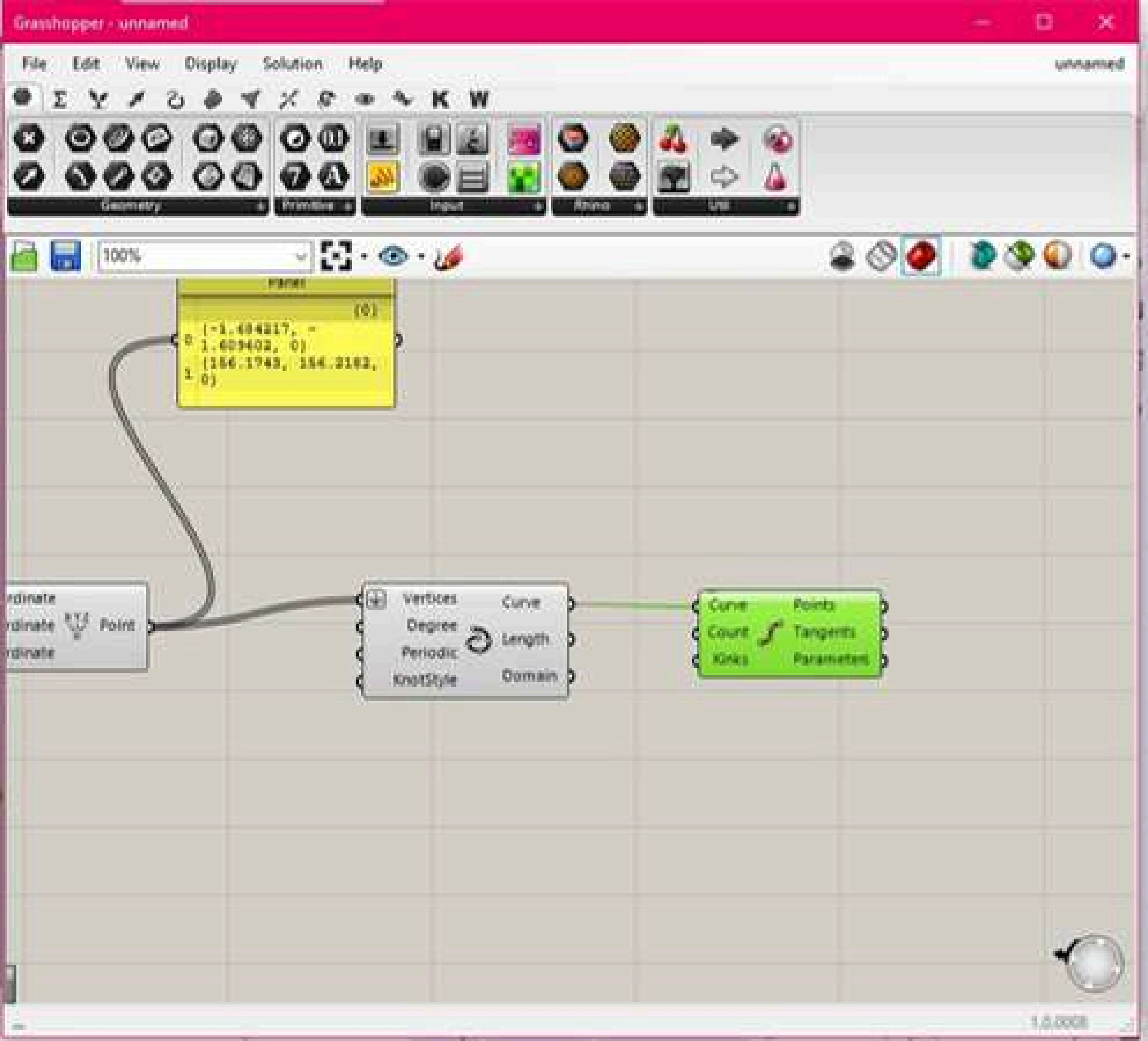
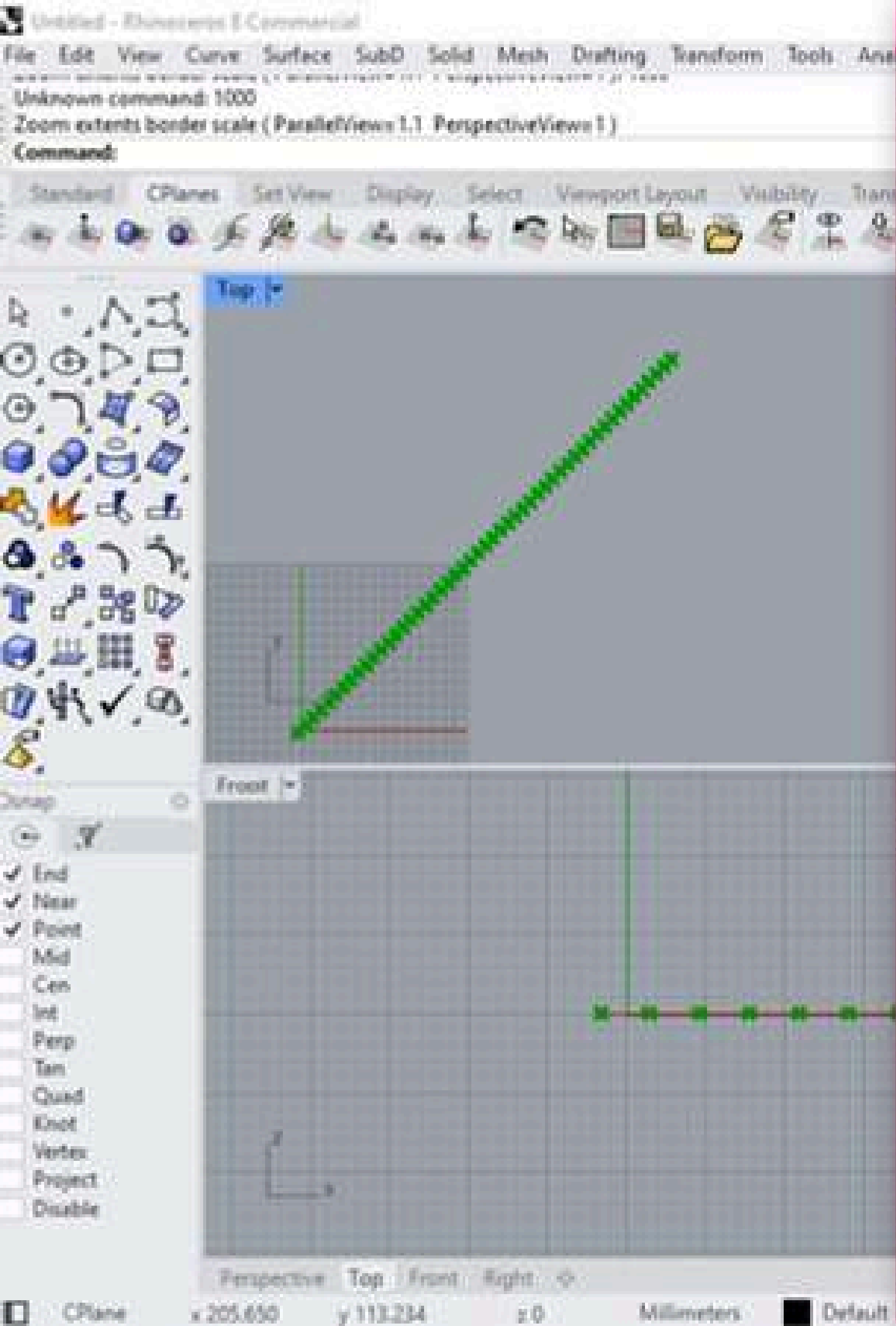
Cámara 1920x1080 px 49.92 fps Análisis

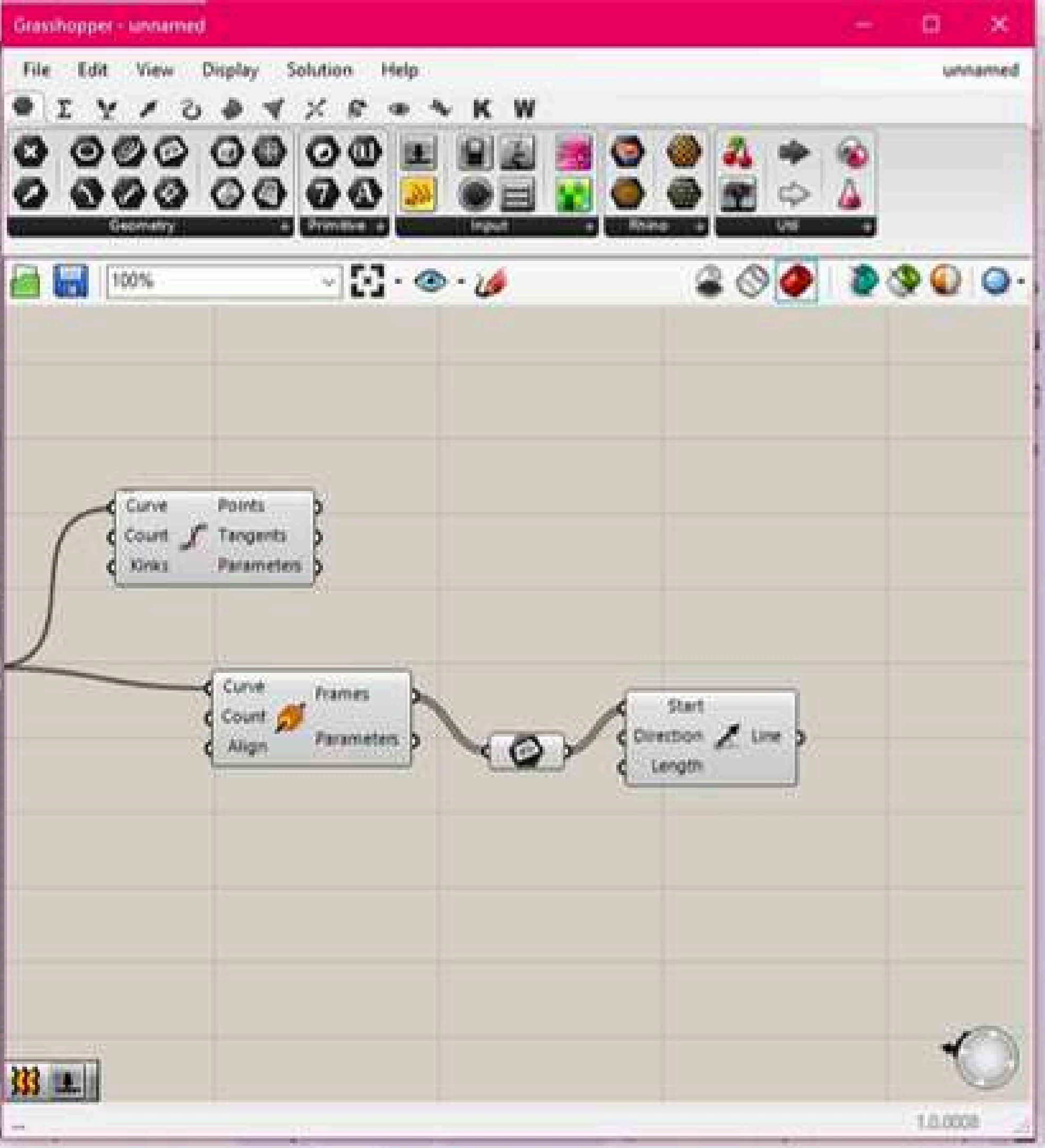
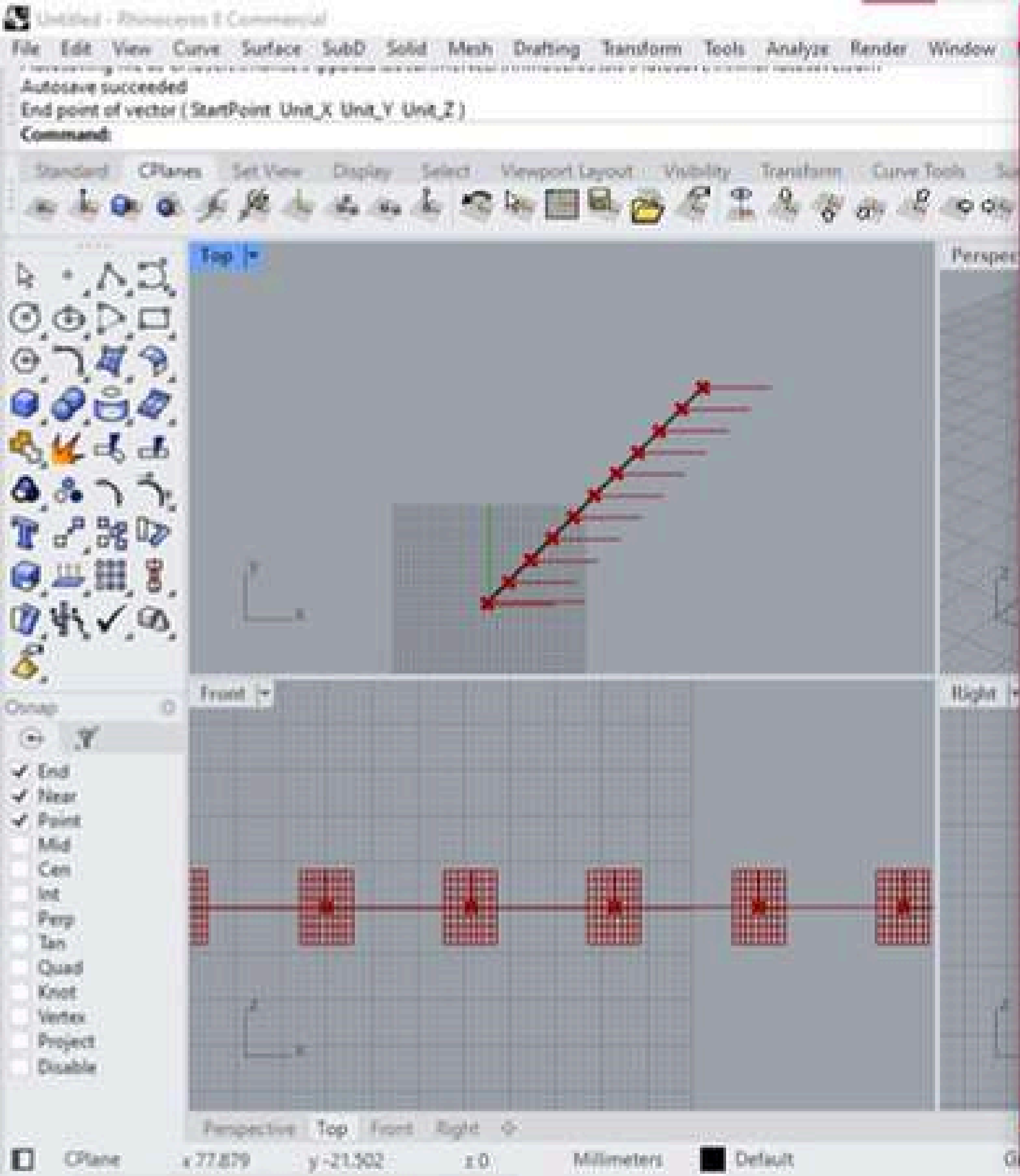
BUTACA 2.COM

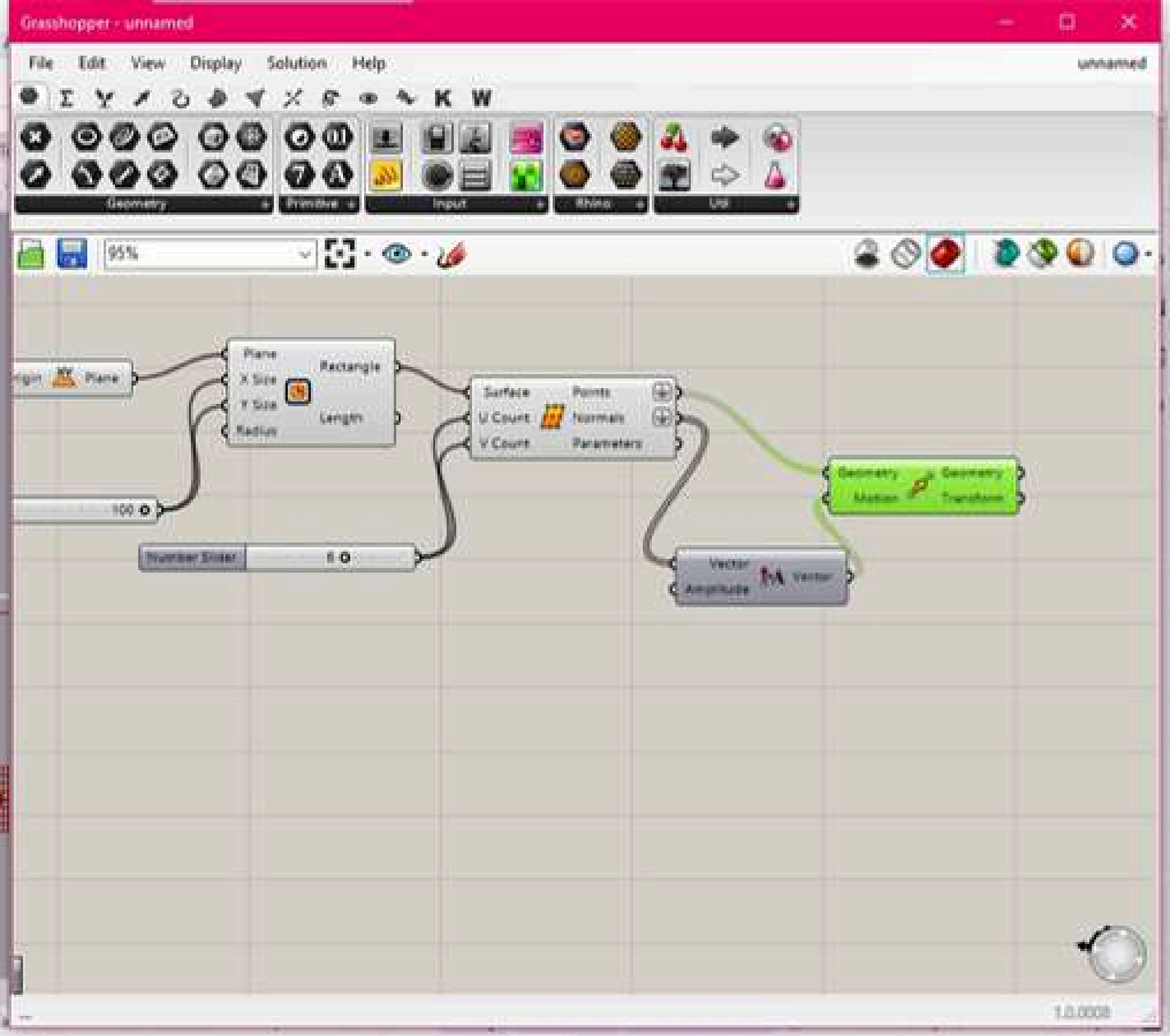
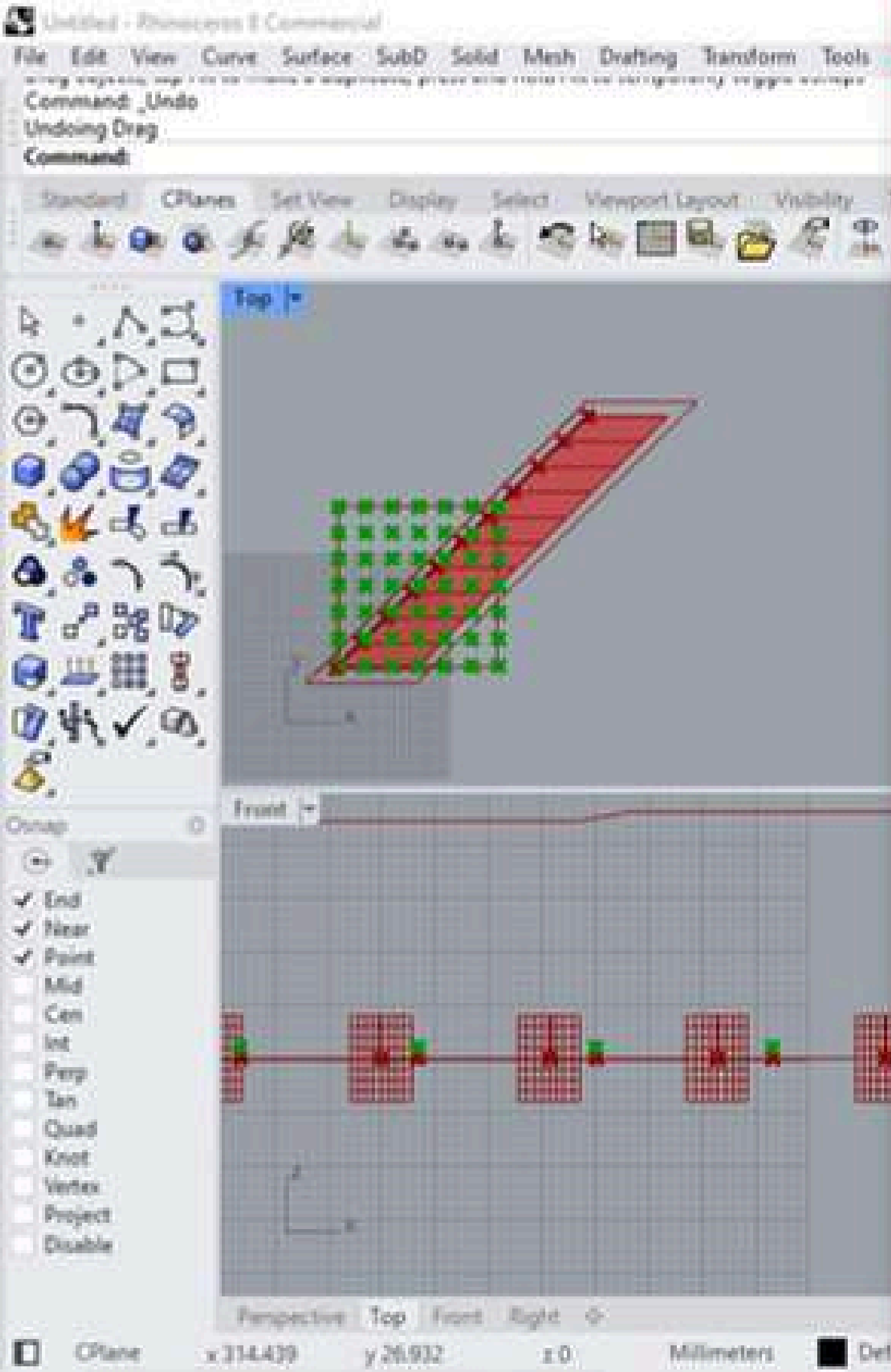
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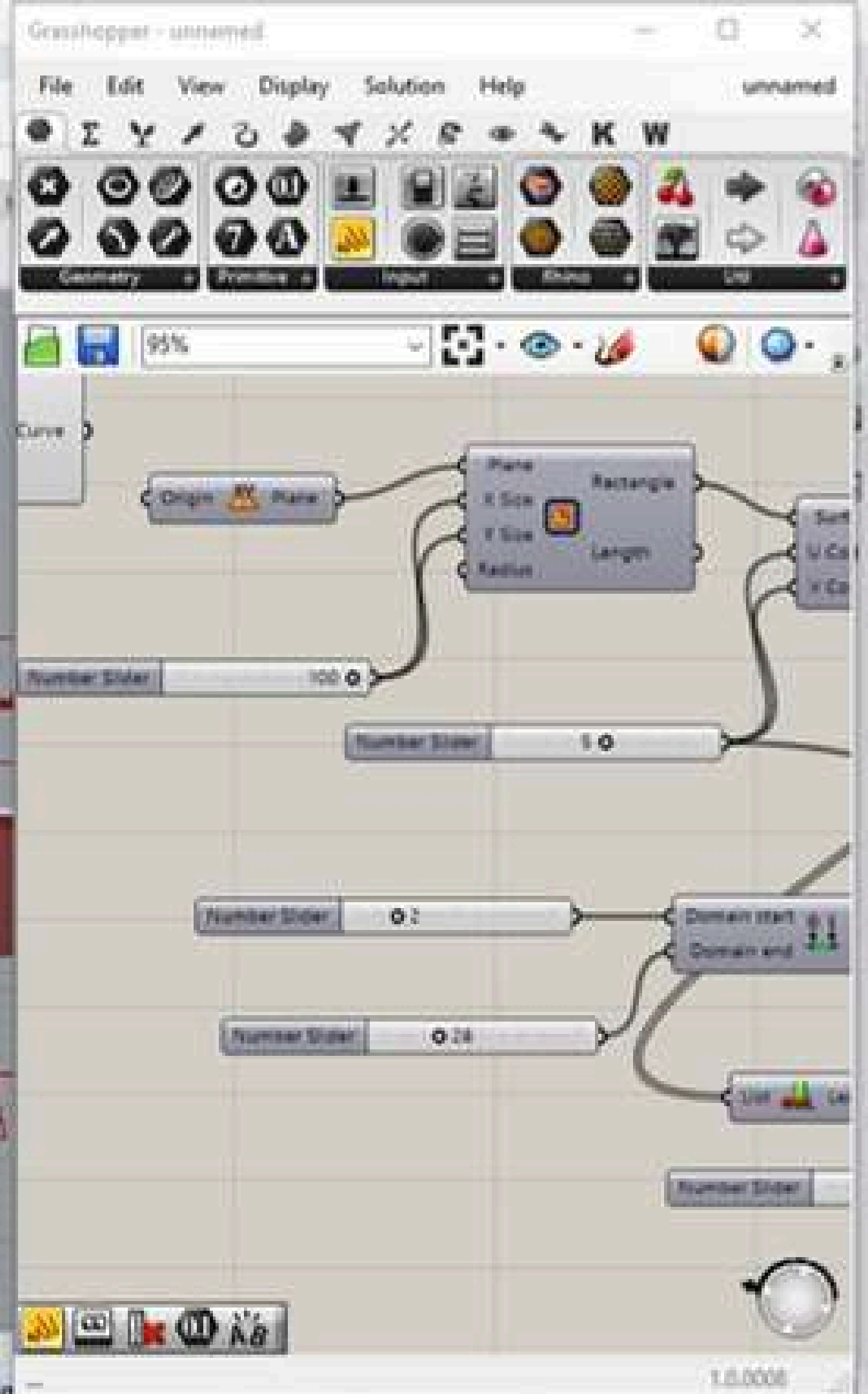
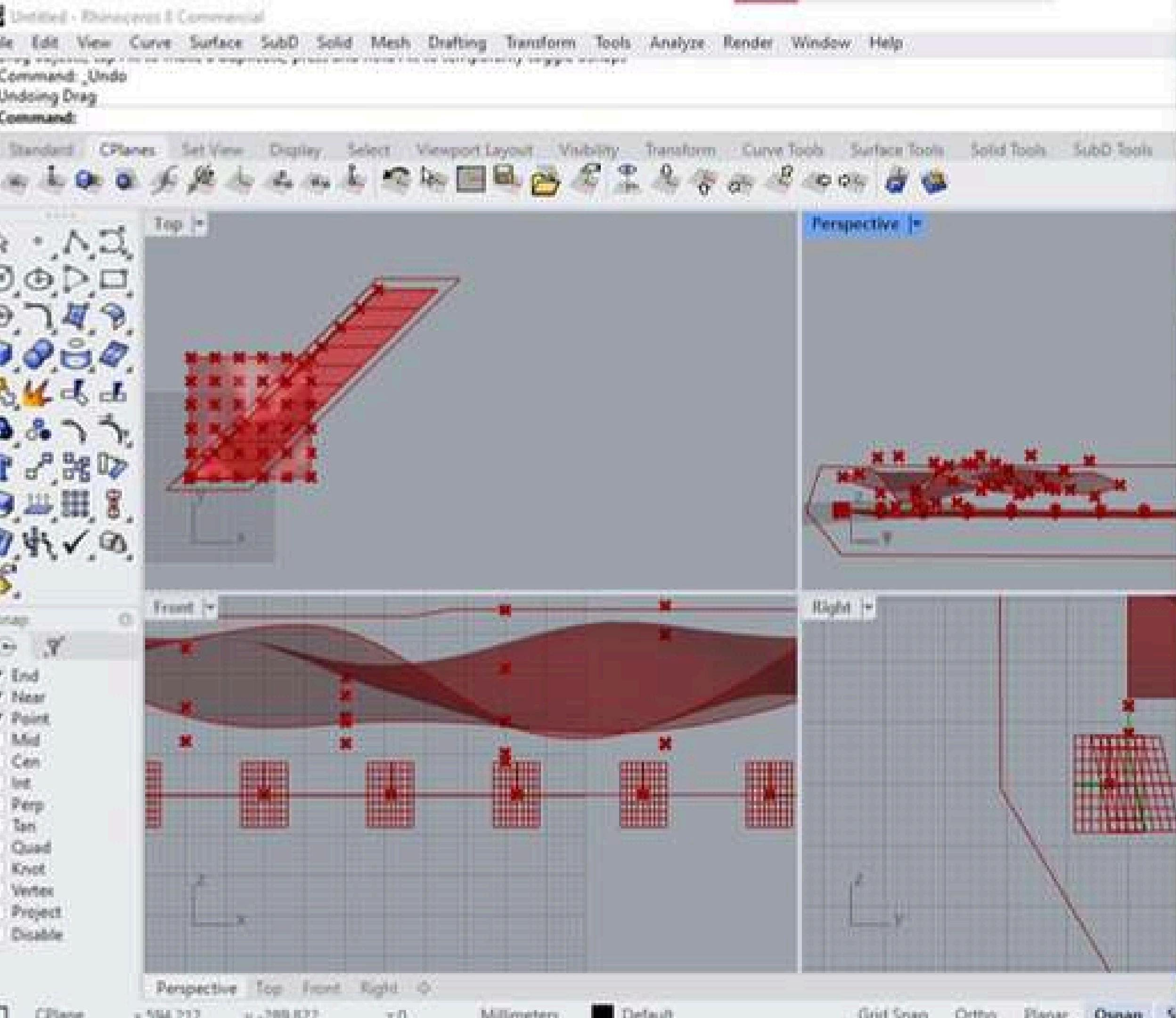




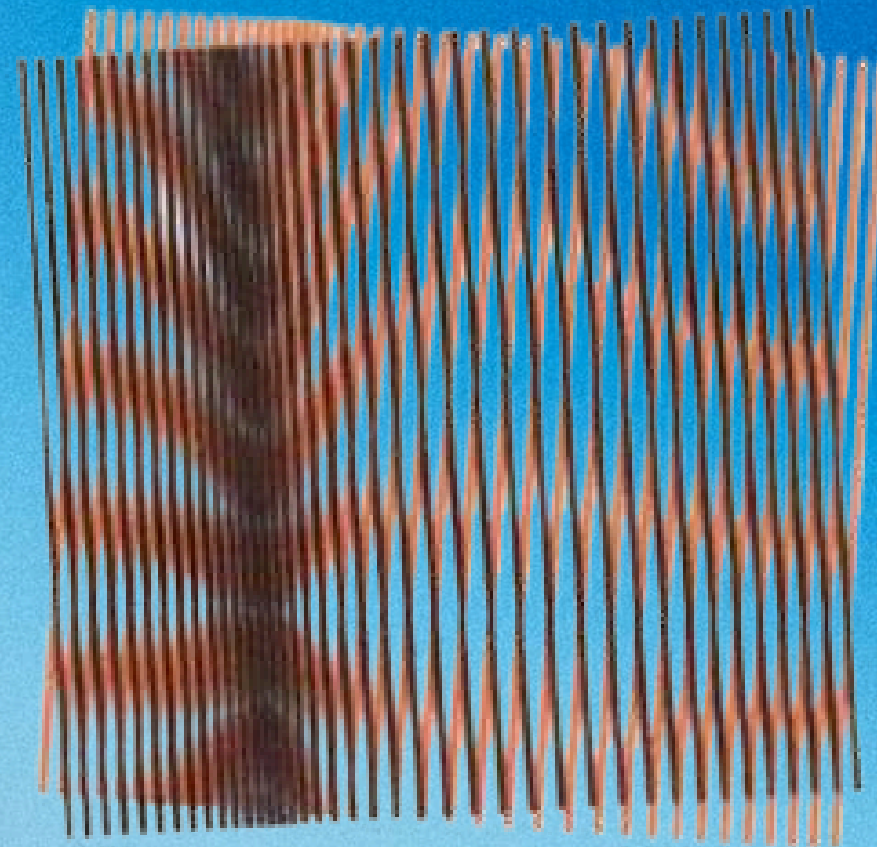
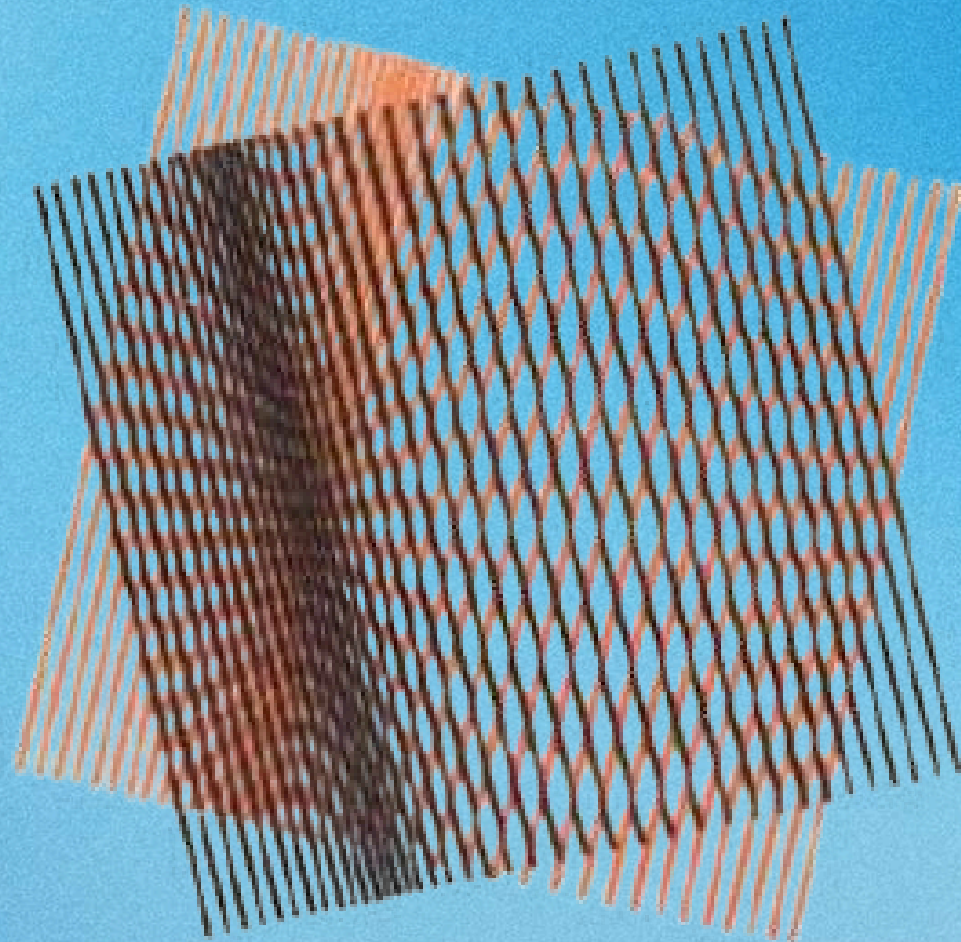
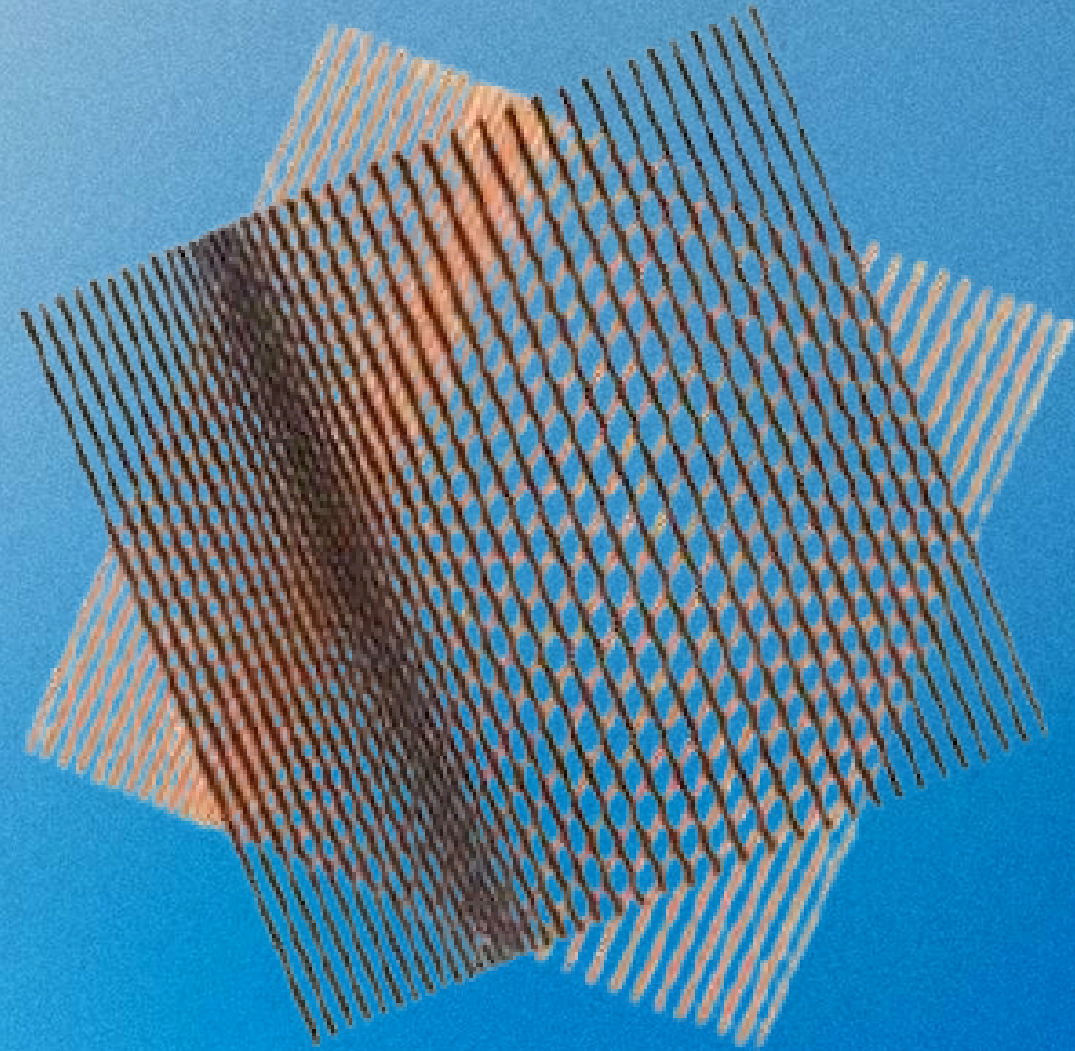
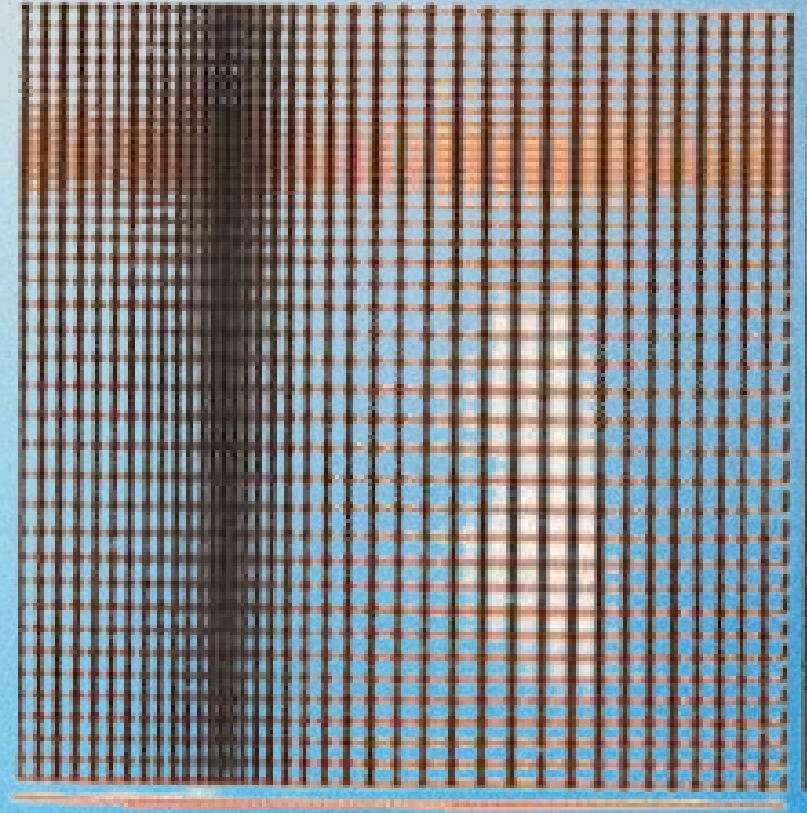




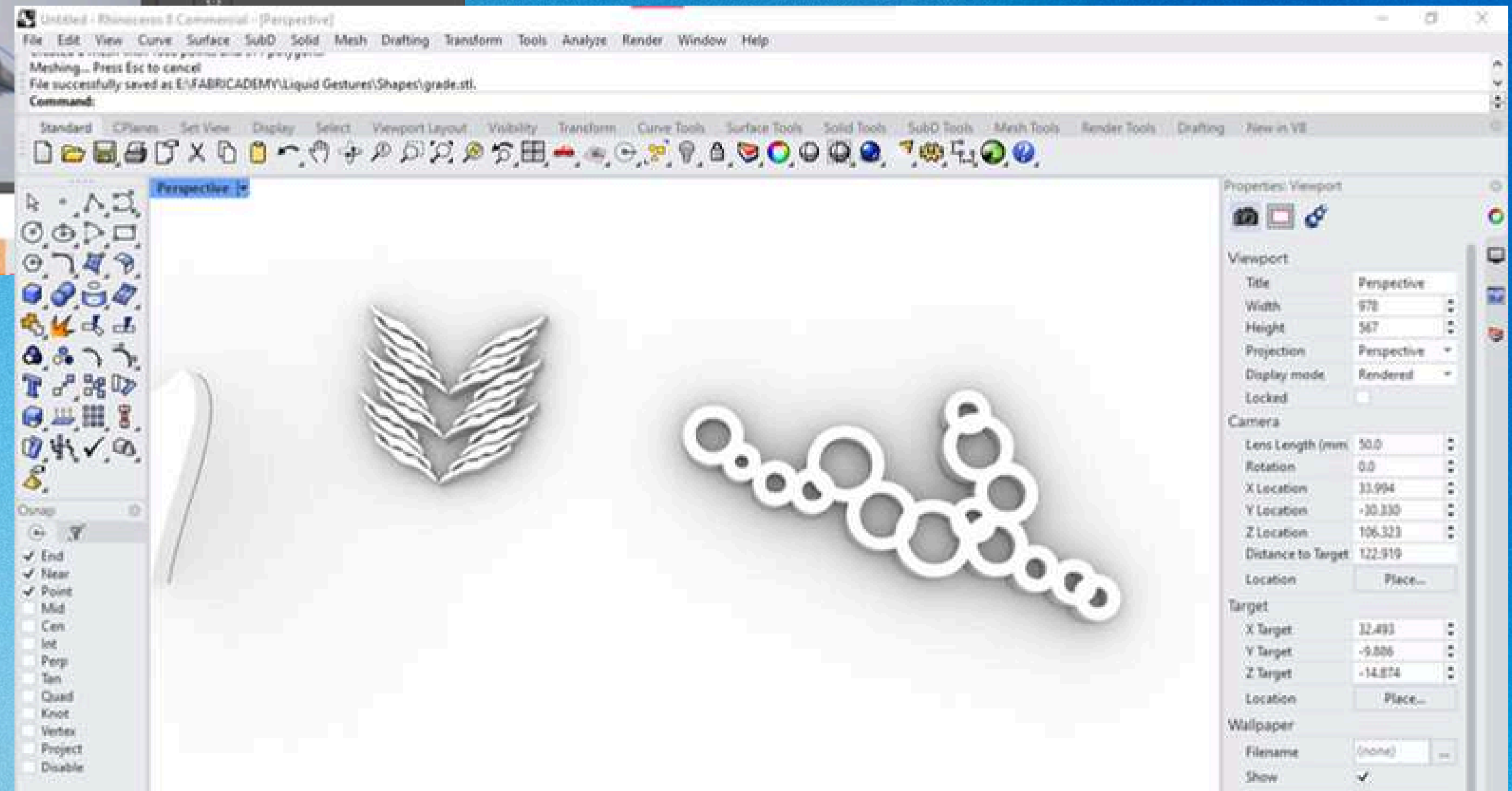
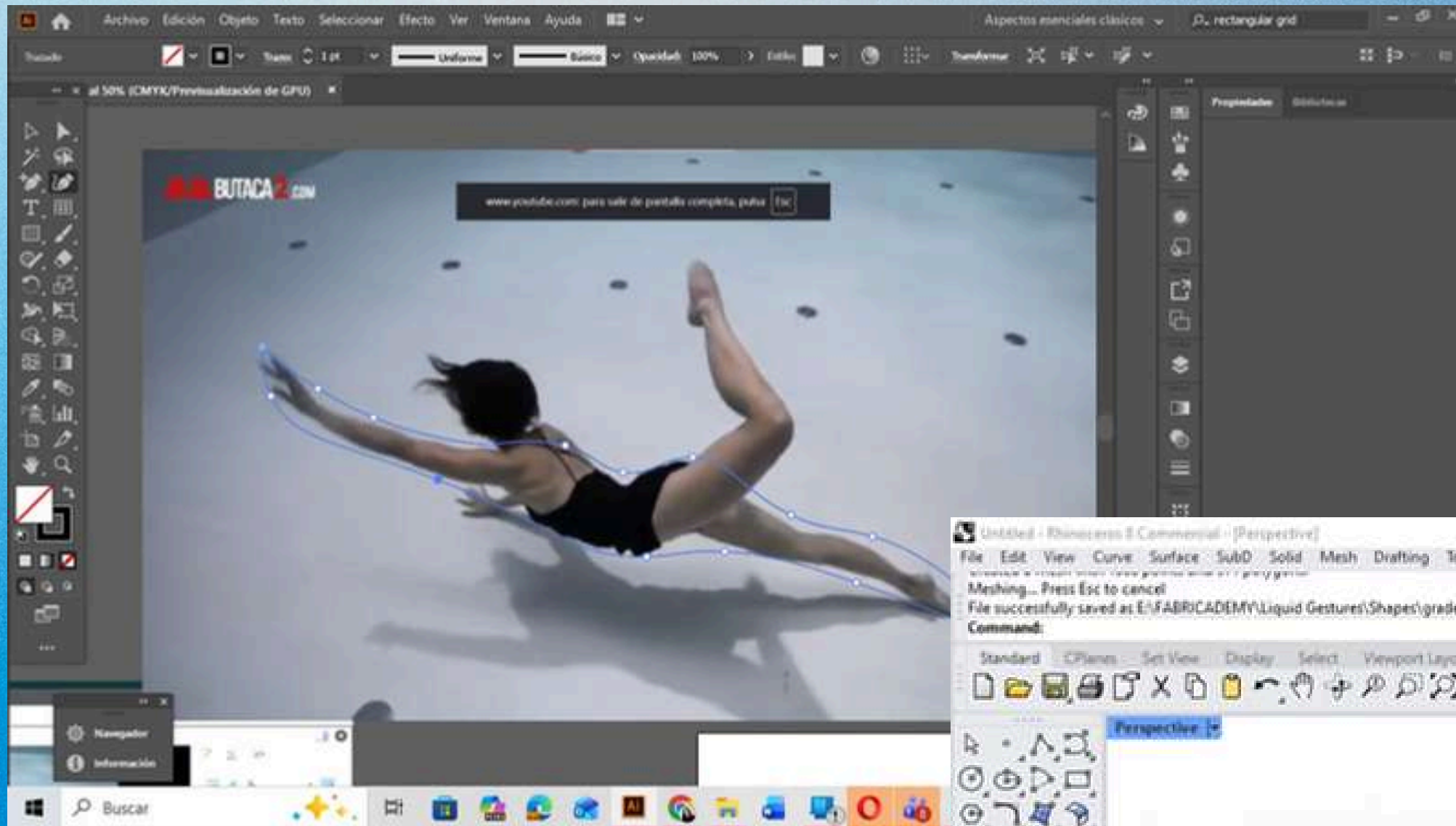




X

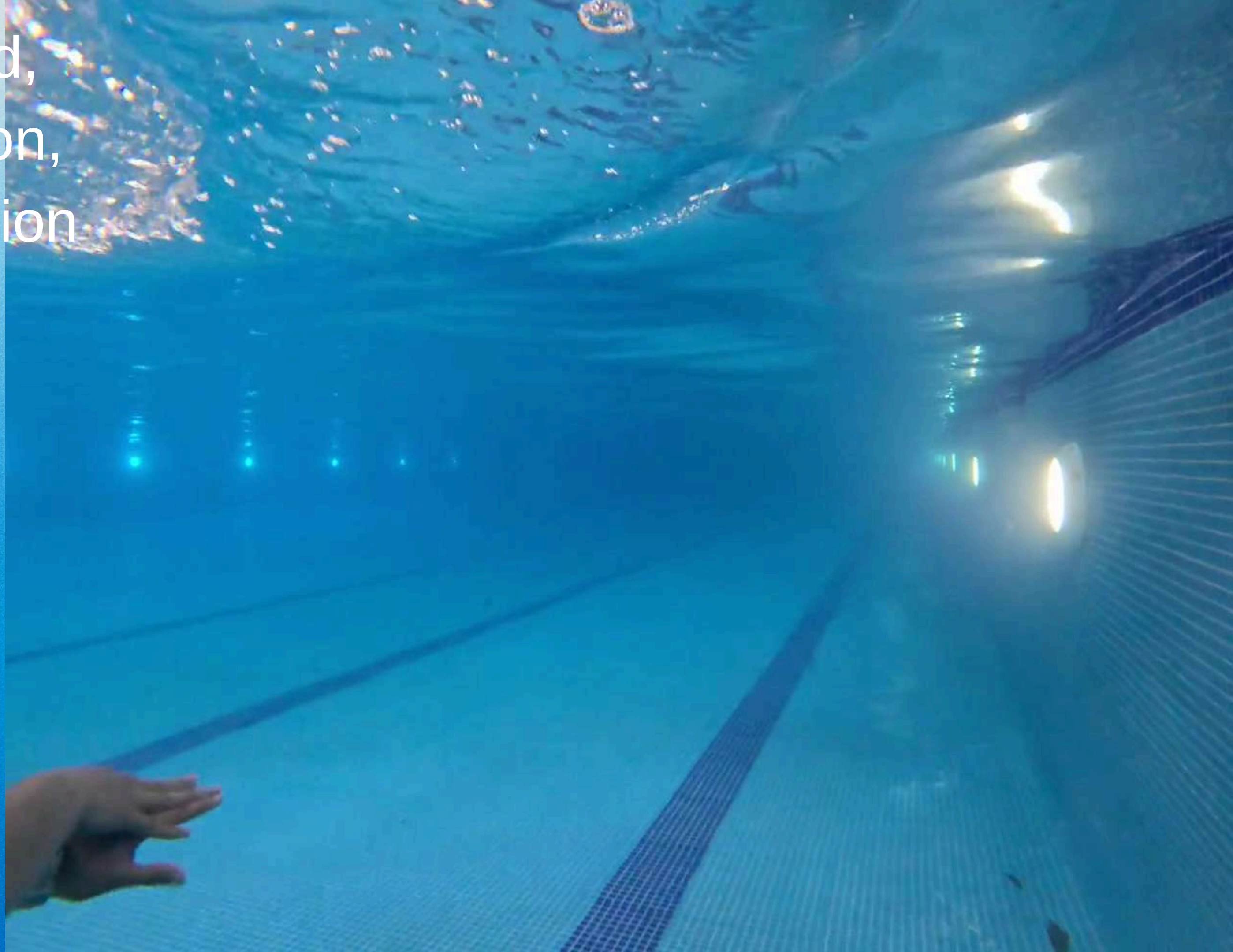


Y



A gesture is defined as an intentional, repeatable, and measurable bodily action that functions as a generator of data for the construction of material structure.

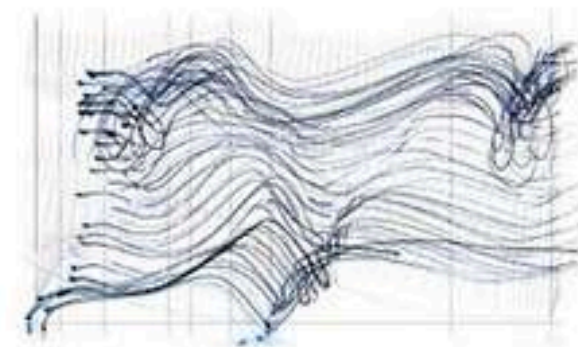
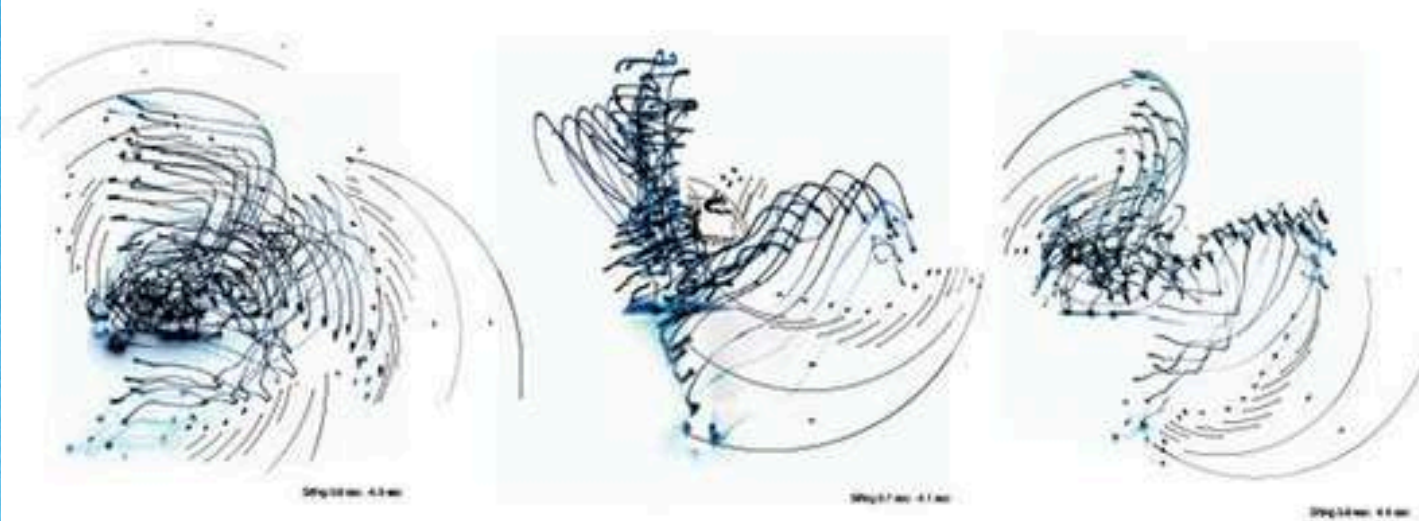
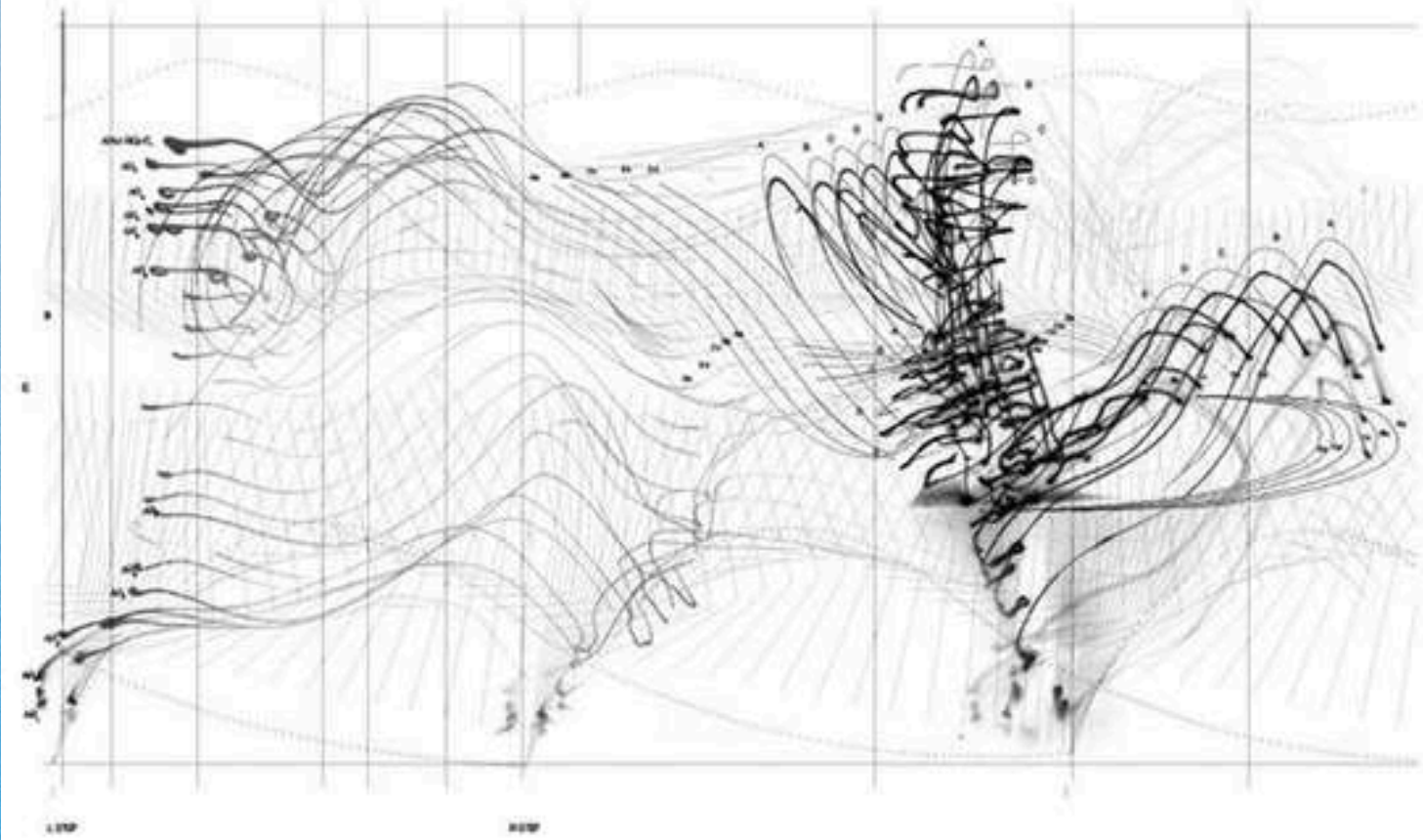
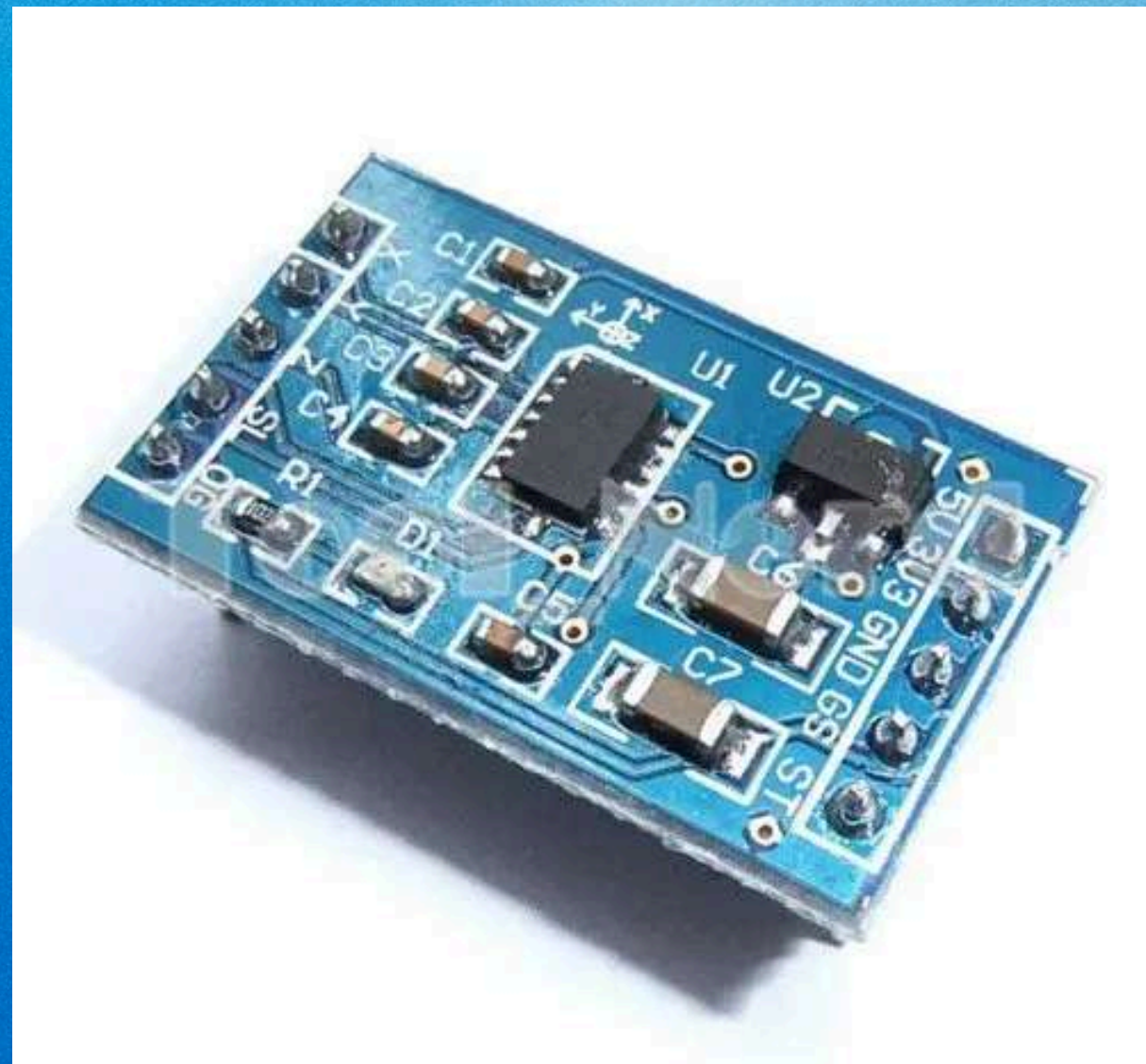
Speed,  
Rotation,  
Repetition



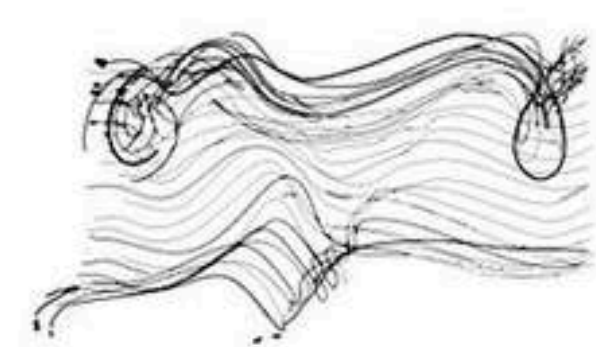


Attempt for future

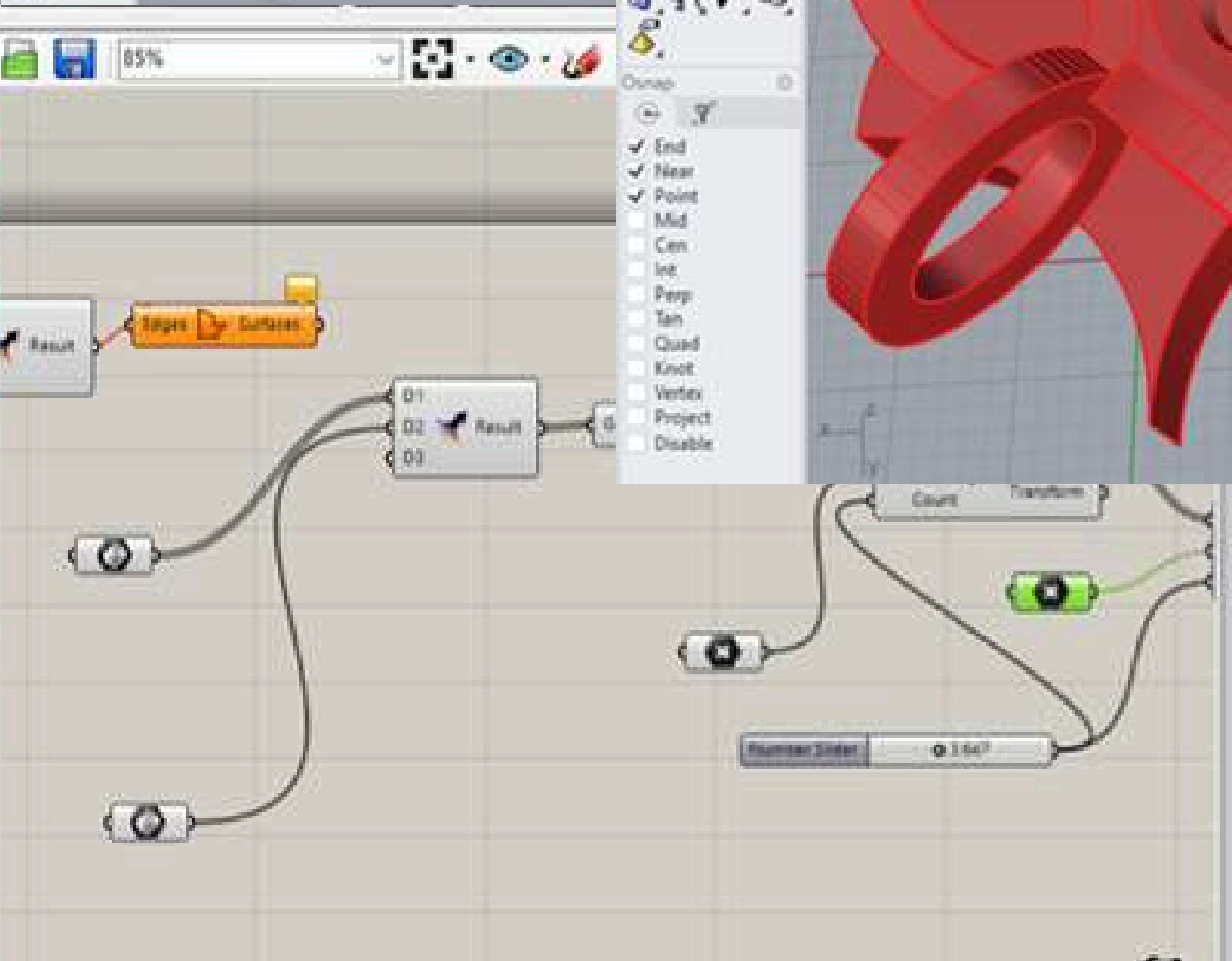
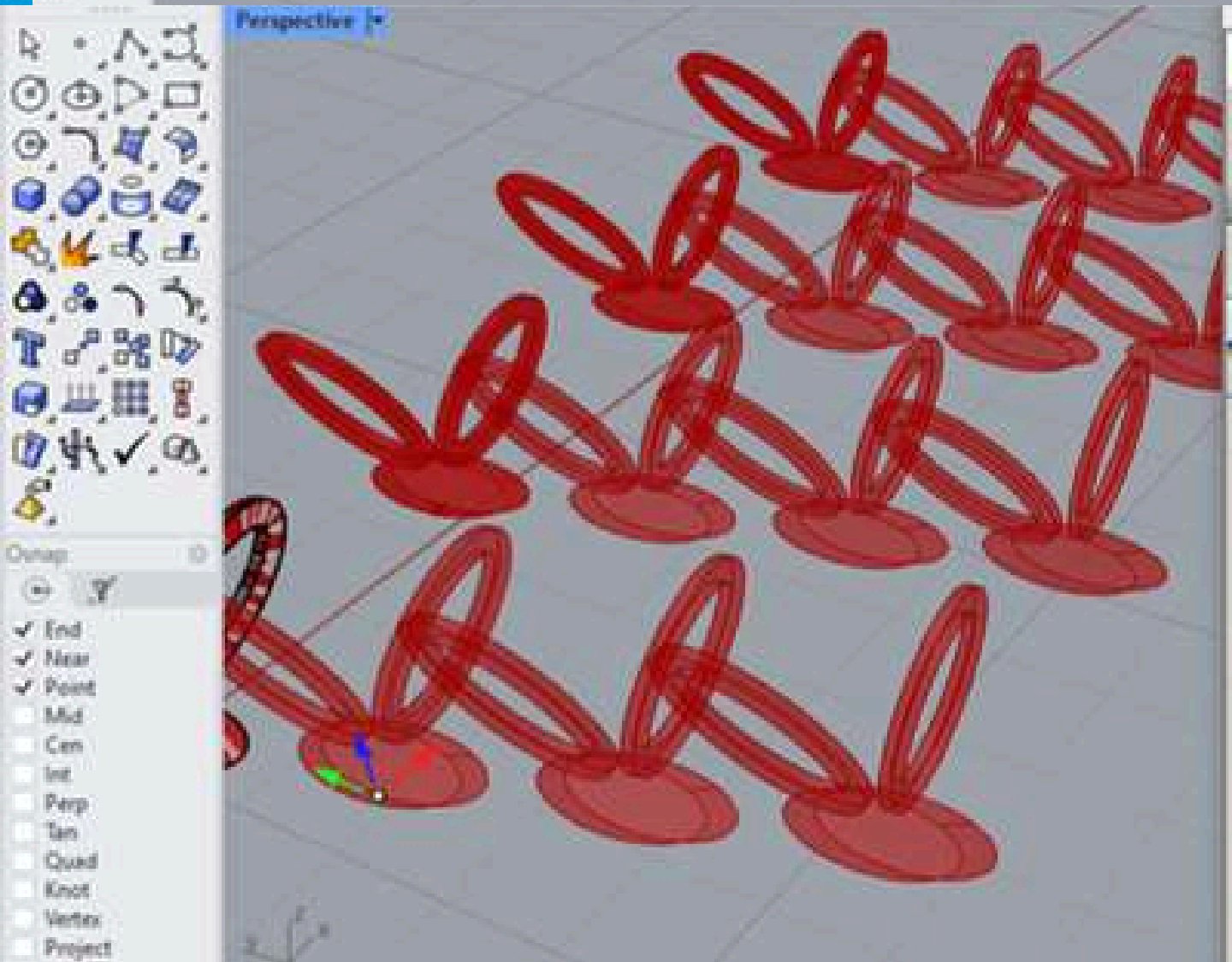
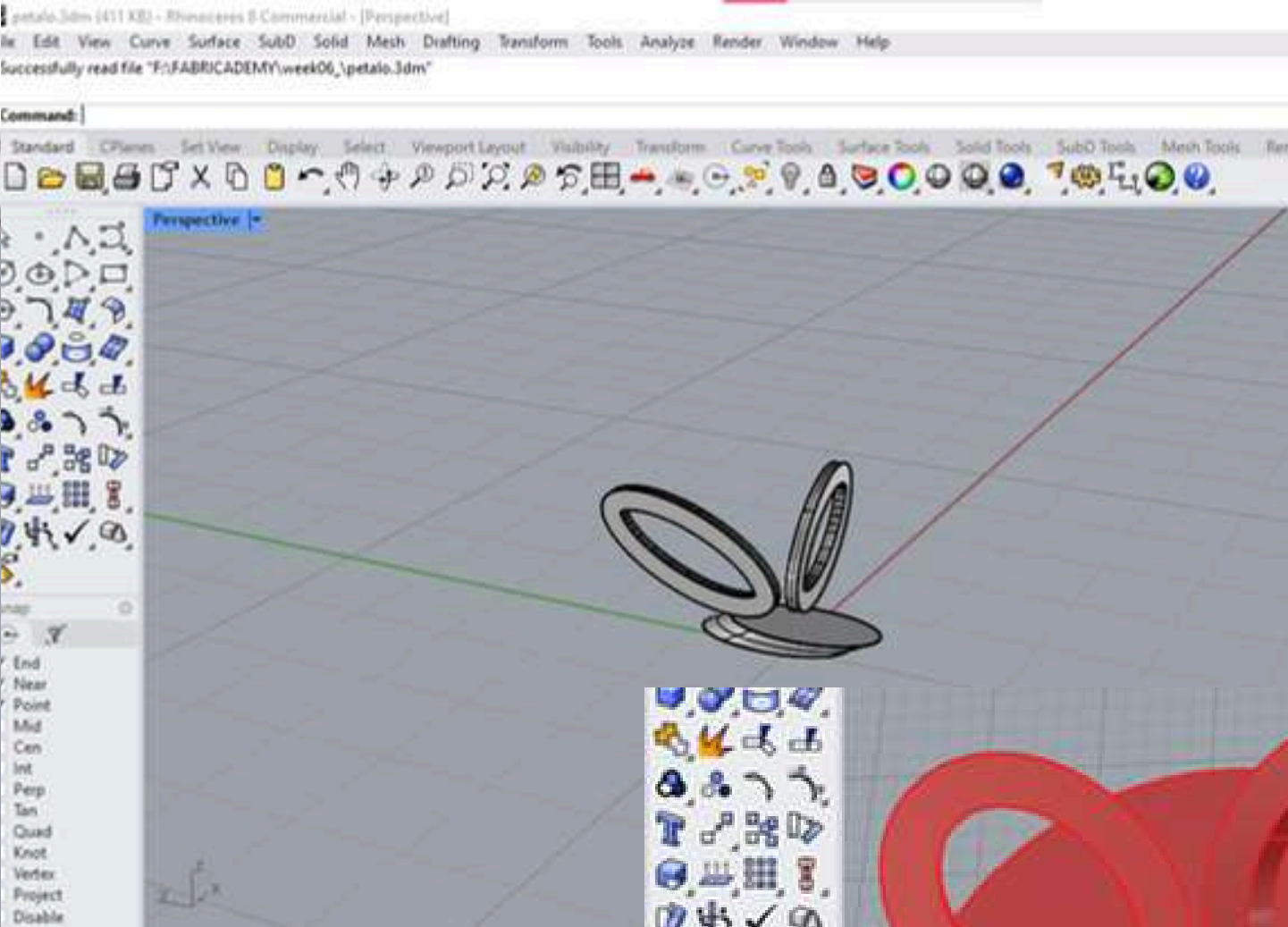
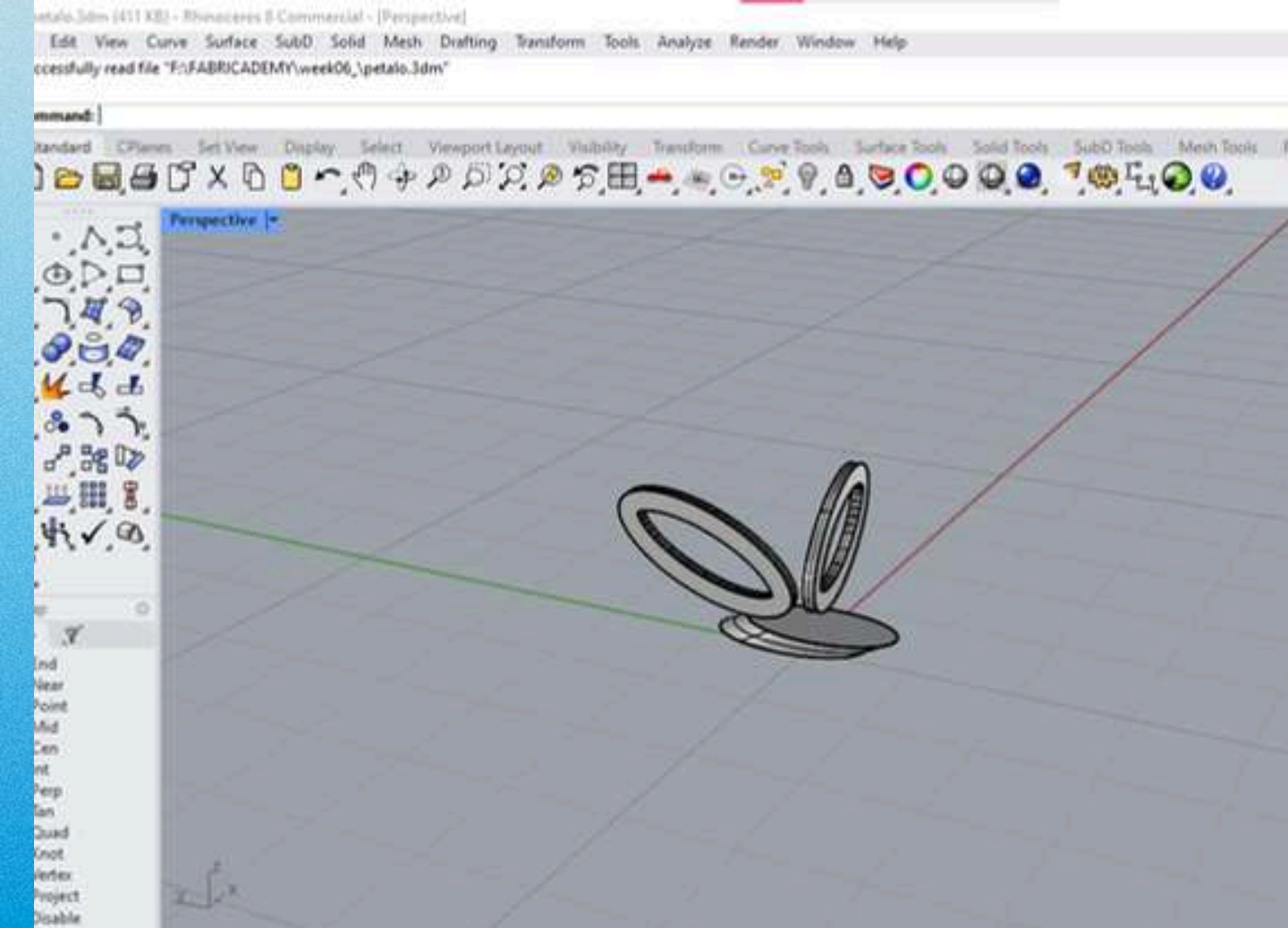
- Accelerometer to identify X and Y
- Attractor points



Tracing the body 1 like

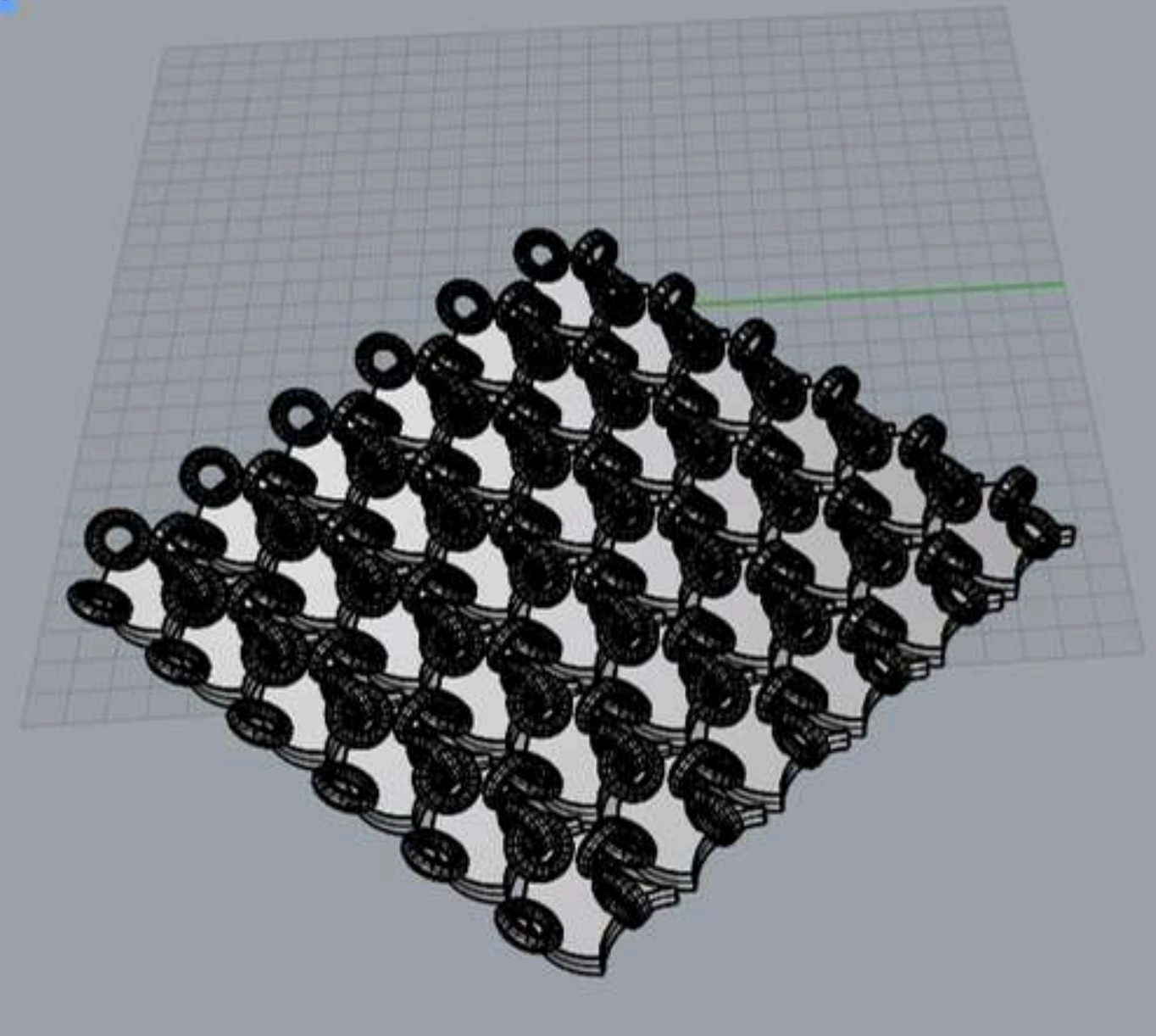


Tracing the body/ ratios of the links over time





Perspective



- Snap
- End
  - Near
  - Point
  - Mid
  - Cen
  - Int
  - Perp
  - Tan
  - Quad
  - Knot
  - Vertex
  - Project
  - Disable

