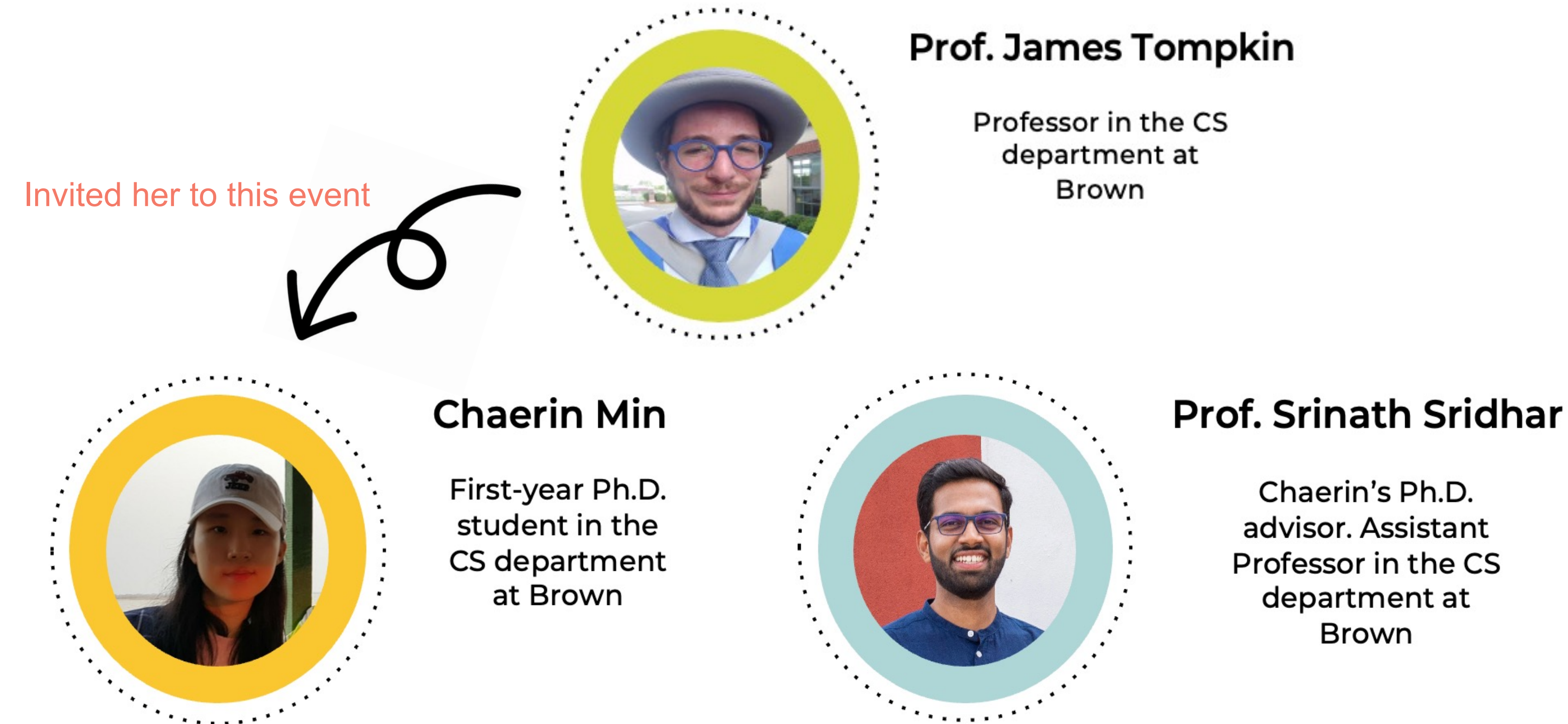
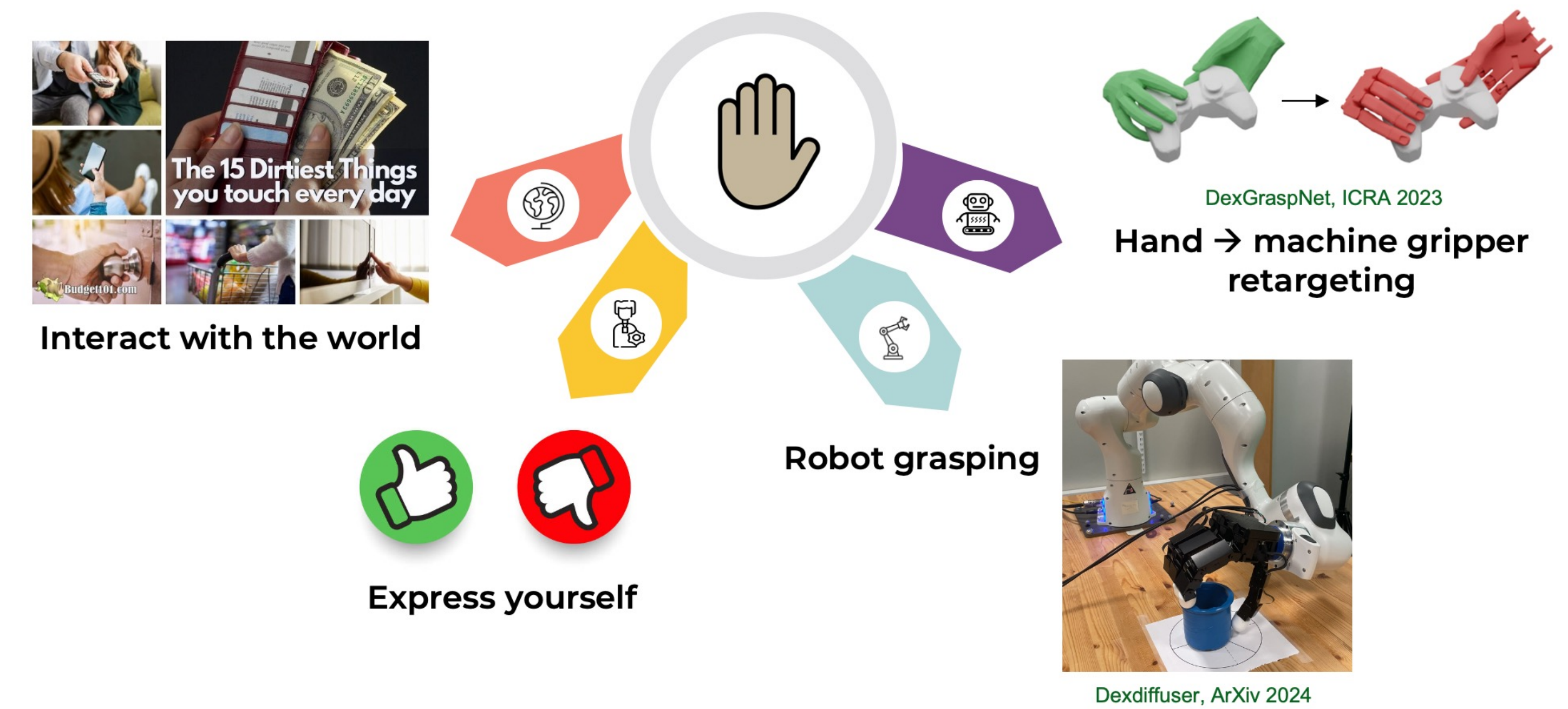


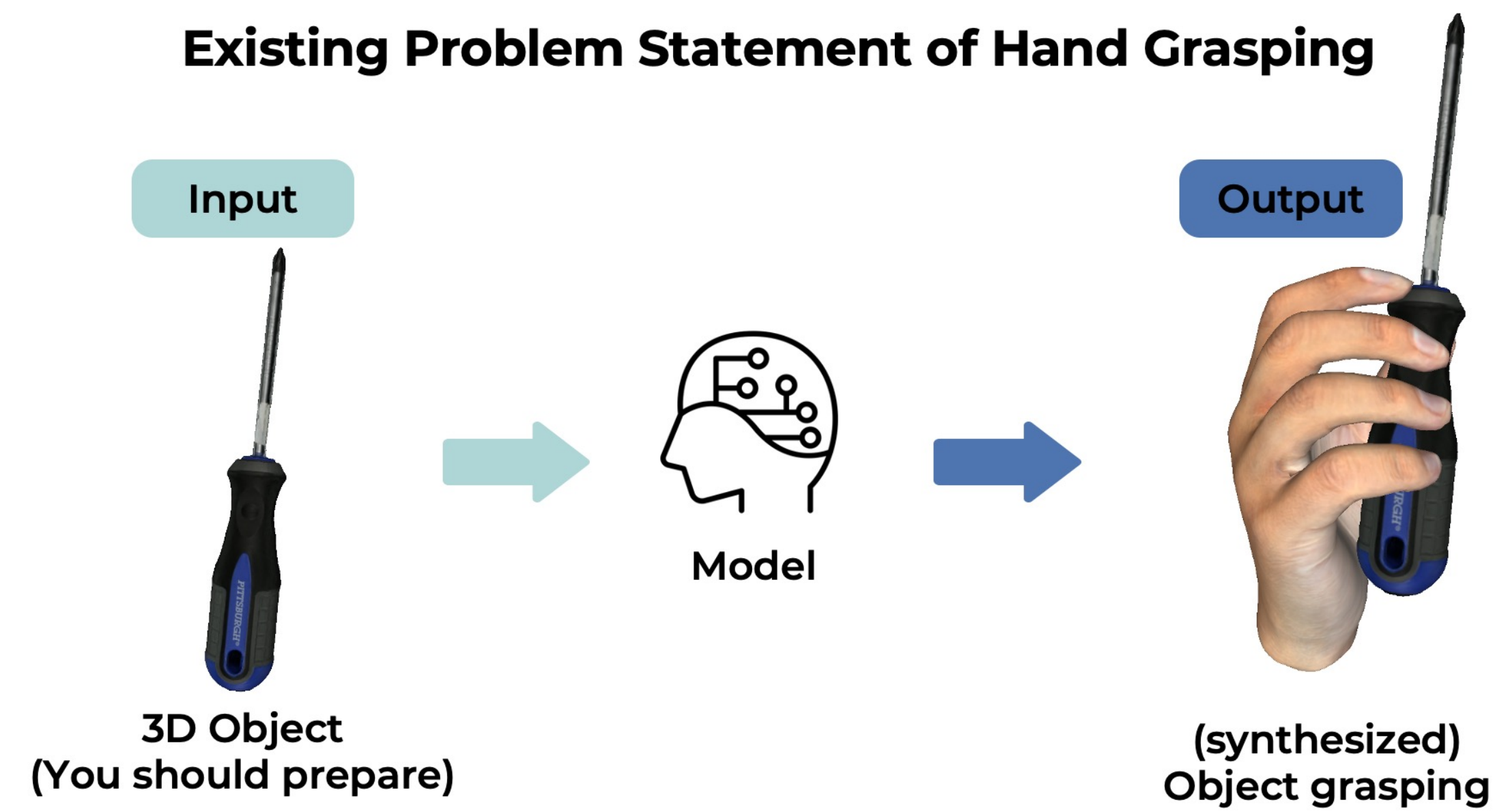
Introduce Ourselves



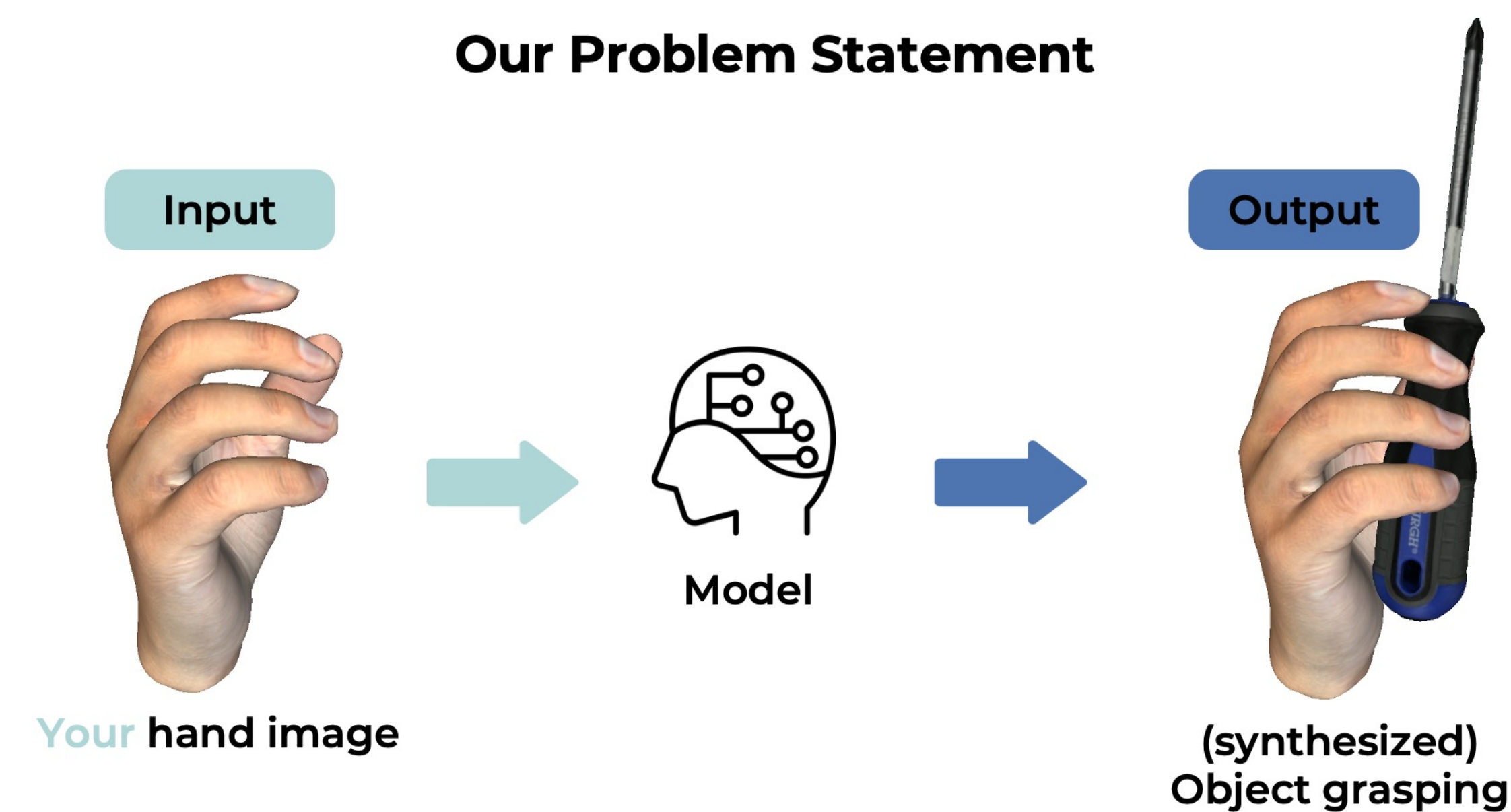
Hand is an important research problem



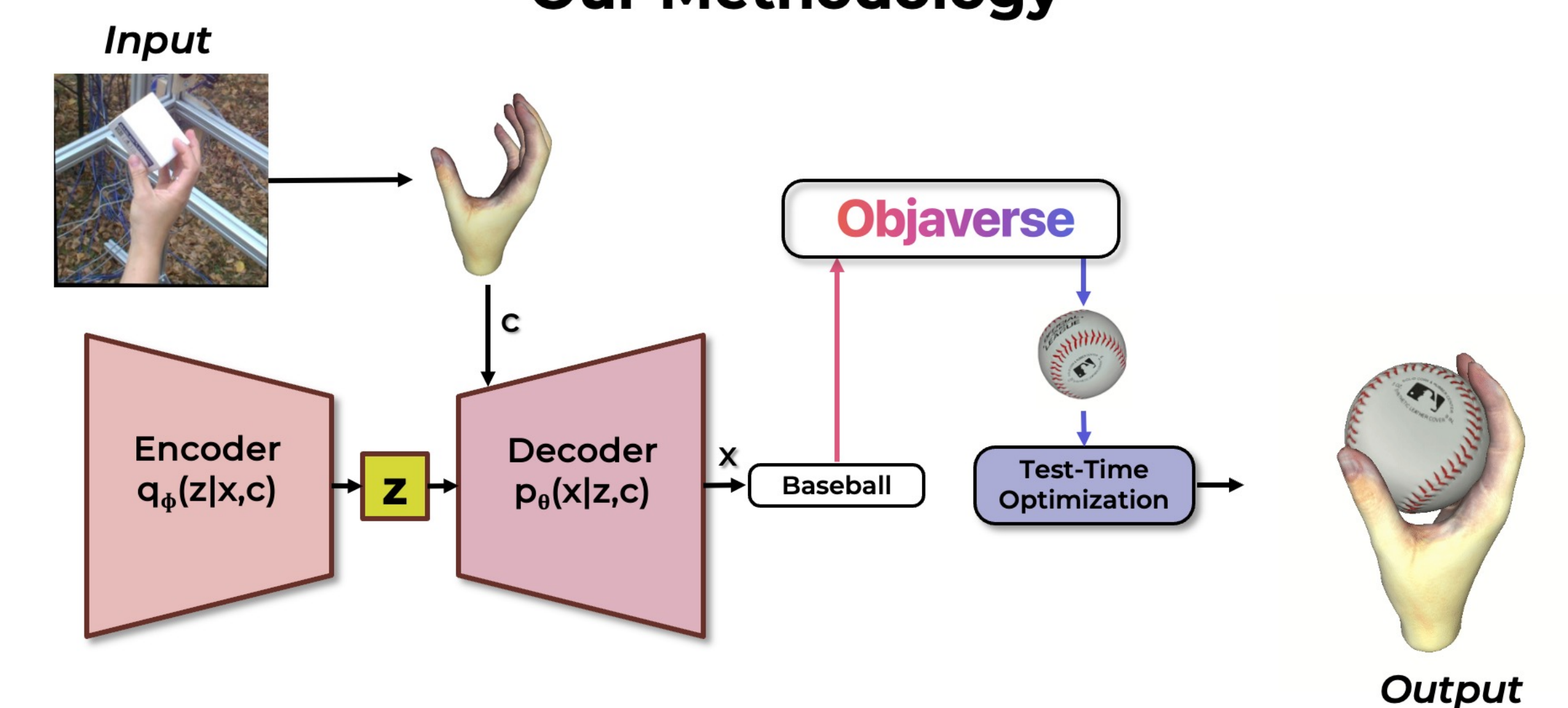
Existing Problem Statement of Hand Grasping



Our Problem Statement



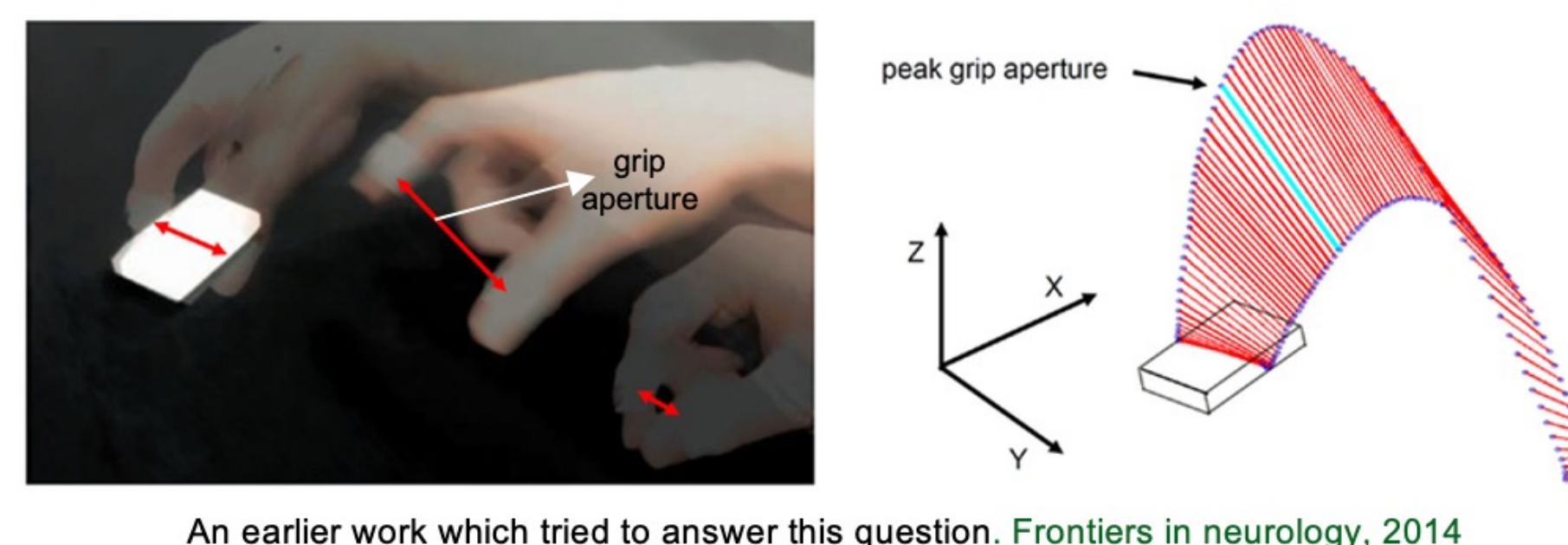
Our Methodology



Potential Applications

Contribute to Computational Cognitive studies

Given hand poses, can we build a model that produces the same results with human prediction of objects?



An earlier work which tried to answer this question. *Frontiers in neurology*, 2014

Intellectually

Practically

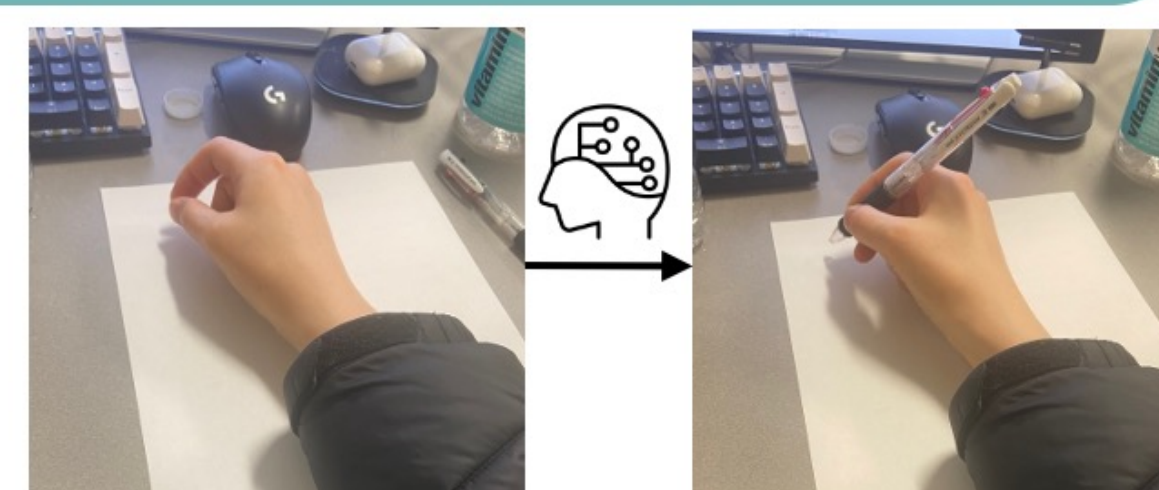
Virtual Reality

Given your real hand, synthesize virtual objects in the virtual world.



Egocentric Image Editing

Conditioned on your own hand, add a new object on it



Experimental Results

