

MeMaHand: Exploiting Mesh-Mano Interaction for Single Image Two-Hand Reconstruction

Supplementary Materials

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In the supplementary, we provide the following materials:

- Experiments on real-world video in Sec. 1.
- More visual comparisons on the InterHand2.6M [2] dataset in Sec. 2.

1. Experiments on Real World Video

In this section, we present the results of real-world video. We compare our method with the SOTA method IntagHand [1]. The sampled frames are shown in Fig. 1. Our method works more stably than IntagHand in real-world scenarios.

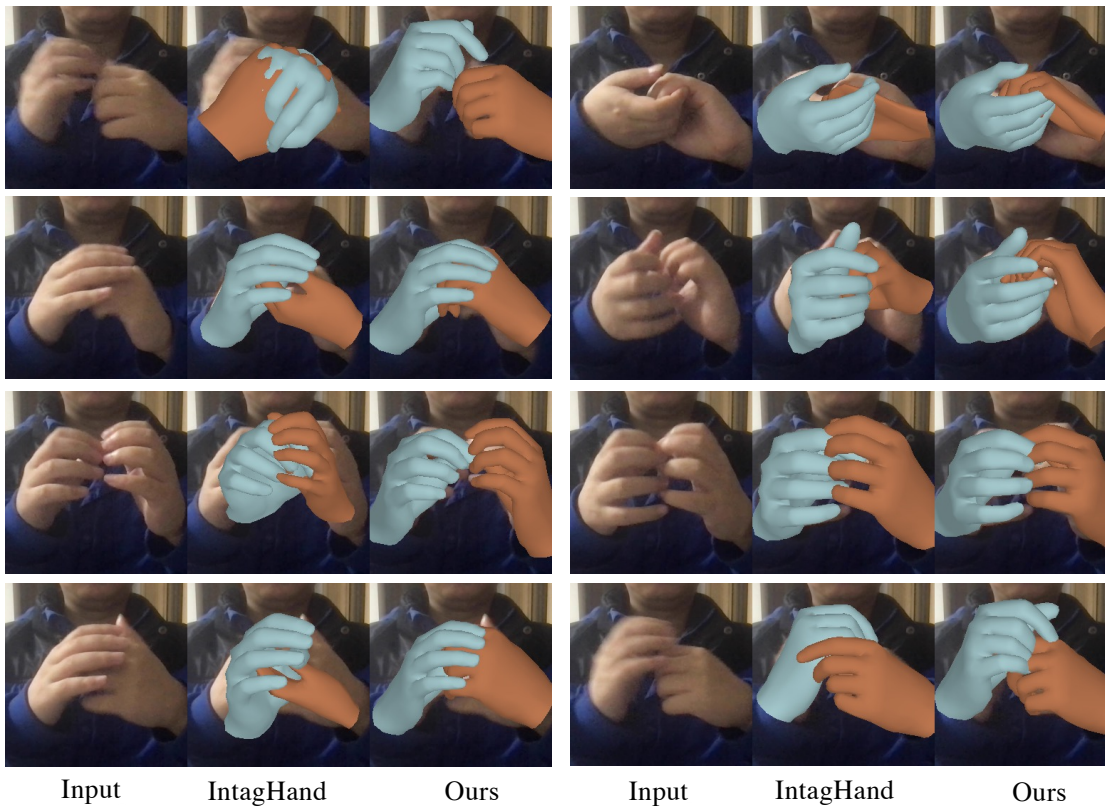


Figure 1. Visual comparisons on real-world video.

2. Experiments on InterHand2.6M

In this section, we show more visual comparisons on the InterHand2.6M [2] dataset in Fig. 2. We compare our model with SOTA parametric method InterShape [3] and SOTA non-parametric method IntagHand [1]. Our method performs better.



Figure 2. Visual comparisons on the InterHand2.6M [2] dataset.

References

- [1] Mengcheng Li, Liang An, Hongwen Zhang, Lianpeng Wu, Feng Chen, Tao Yu, and Yebin Liu. Interacting attention graph for single image two-hand reconstruction. In *Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition*, pages 2761–2770, 2022. [1](#), [2](#)
- [2] Gyeongsik Moon, Shoou-I Yu, He Wen, Takaaki Shiratori, and Kyoung Mu Lee. Interhand2. 6m: A dataset and baseline for 3d interacting hand pose estimation from a single rgb image. In *European Conference on Computer Vision*, pages 548–564. Springer, 2020. [1](#), [2](#)
- [3] Baowen Zhang, Yangang Wang, Xiaoming Deng, Yinda Zhang, Ping Tan, Cuixia Ma, and Hongan Wang. Interacting two-hand 3d pose and shape reconstruction from single color image. In *Proceedings of the IEEE/CVF International Conference on Computer Vision*, pages 11354–11363, 2021. [2](#)