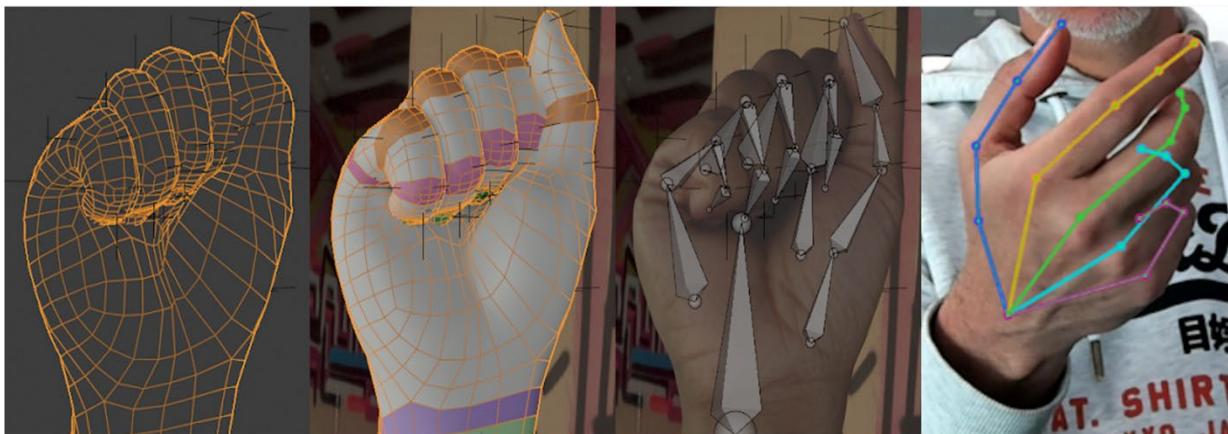


Crunchfish Gesture Interaction Training Data webinar – showcasing significant efficiency gains

Gesture Interaction Training Data was the topic in Crunchfish's 14th Survival of the fittest webinar. Crunchfish has developed a software tool that highly automate the process for generating training data. The new tool is part of a comprehensive image data management system that enables Crunchfish to develop gesture interaction solutions extremely quickly in multiple computer vision scenarios.



Training data is a prerequisite for #MachineLearning. Crunchfish's highly automated process for generating training data enables Crunchfish to come up with gesture interaction solutions extremely quickly in multiple computer vision scenarios. This webinar on [Crunchfish Gesture Interaction](#) was the 14th of the [Survival of the fittest webinar series](#).

Daniel Milesson, R&D Director at Crunchfish Gesture Interaction presented the process of generating training data for neural nets within the Crunchfish Skeleton platform. Joachim Samuelsson moderated an open forum with Daniel Milesson and Crunchfish Gesture Interaction CEO Joakim Nydemark as panelists

Register for the webinars and see all previous webinars at [crunchfish.com/webinars/](#).

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About Crunchfish – crunchfish.com

Crunchfish is a deep tech company developing a Digital Cash platform for Banks, Payment Services and CBDC implementations and Gesture Interaction technology for AR/VR, automotive and digital interfaces. Crunchfish is listed on Nasdaq First North Growth Market since 2016, with headquarters in Malmö, Sweden and with representation in India.