

Tracking is the continuous computation of the position of an object of interest. In the context of the Distance Learning project, tracking the 3D position of the instructor's head is performed and the image projected on the back wall of the classroom is changed so as to create the illusion of a virtual extension of the physical classroom. Various approaches have been proposed to date for a number of variants of human tracking problems, ranging from temporal differencing to control an active camera to stereo and plan-view model for tracking in multi person sequences. Given the specifics of the problem at hand, our method is significantly simpler, as it is just composed of background subtraction in a normalized color space and approximation of the instructor's head center. Results obtained with our method are promising and show the potential of our method to evolve into a very fast and robust solution to the tracking problem considered.