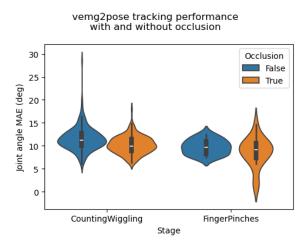


Additional Figure 1. We compared stages with hand-object interactions, hand-hand interactions, and no interactions for a vemg2pose tracking model. These interaction types are known to be challenging for vision-based systems. Nonetheless, performance for these stages was comparable or superior to performance in stages without any interactions.

Hand-object interactions consisted of the Object1 and Object2 stages, in which participants interacted with a cup, a soft toy, blocks, and chess pieces. Hand-hand interactions (HandHandInteractions stage) consisted of sliding the fingers across the opposite palm, clapping the hands together, and wiggling the fingers such that the fingertips of opposite hands tap against one another.



Additional Figure 2. We compared the same stages with and without occlusion, and found that occlusion did not negatively impact model performance. Each subject performed the CountingWiggling and FingerPinches stages under two conditions: with the hands in front them - such that they would be visible to a headset based CV tracking system - and with the hands very close to or very far away from the body - such that they would be occluded.