



















Moments	Vector coefficients of object	Absence of object	Forward (to N)	Backward (to S)	Diagonal (SW to NE)	Diagonal (SE to NW)	Object Near Camera	Object away from Camera
Mean	Real	0	constant	constant	positive	negative	N/A	N/A
	Imaginary	0	negative	positive	negative	negative	N/A	N/A
Variance	Real	0	nominal	nominal	nominal	N/A	N/A	N/A
	Imaginary	0	nominal	nominal	nominal	N/A	N/A	N/A
Skewness	Real	0	unchanged	unchanged	positive	negative	N/A	N/A
	Imaginary	0	unchanged	unchanged	N/A	N/A	N/A	N/A
Kurtosis	Real	0	Low to High	High to Low	High to Low	High to Low	Low	High
	Imaginary	0						

Table 2a: Interpretation of geometric moments for an object moving in eight directions.

Moments	Vector coefficients	Object near camera	Minimum	Maximum	Object moving away from camera		Minimum	Maximum
					away from camera	Maximum		
Mean	Real	-0.331786	-0.3625	0	-0.003019		-0.3625	0.4703
	Imaginary	-0.059070	-0.0624	0	0.014716		-0.2593	0.0367
Variance	Real	18.215907	0	18.2159	1.048159		0	25.8190
	Imaginary	15.030494	0	15.0305	1.014135		0	21.7704
Skewness	Real	-4.220454	-10.8099	0	1.779557		-11.8754	17.9986
	Imaginary	-0.546849	-9.7723	0.3561	10.219373		-18.2828	10.2194
Kurtosis	Real	65.825336	0	332.0975	425.208734		0	1051.20
	Imaginary	65.519053	0	328.4689	551.674870		0	1209.00

Table 2b: Geometric moments calculated for an object near camera and moving away from camera as shown in Fig. 4.