CS-184: Computer Graphics

Lecture #21: More Motion Capture

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Motion graphs

• Match imposed requirements

- Start at a particular location
- End at a particular location
- Pass through particular pose
- Can be solved using dynamic programing
- Efficiency issues may require approximate solution
- Notion of "goodness" of a solution



Graphs with Annotations

• Place semantic labels on motions

- Example: walking, running, waving, moving-backward
- Use include match to desired annotation in goodness

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• How to place labels automatically?

• Statistical classifiers







Footskate Cleanup



Kovar, Schreiner, Gleicher, 2002 (Excerpted)

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