

Generating 3D Human models from RGB data

Literature Survey

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1 Relevant Papers

- End-to-end Recovery of Human Shape and Pose - Angjoo Kanazawa et al, UC Berkeley - *CVPR 2018*

2 Existing Methods

- To estimate 3D joint locations, two broad methods are used:
 - Two stage: Predict 2D joint locations using 2D pose detectors or ground truth 2D pose and then predict 3D joint locations by regression or model fitting using a learned dictionary of 3D skeletons (common approach). Most methods make assumptions of limb-length/proportions. More robust to domain shift but throws away image information in estimating 3D pose.
 - Direct Estimation