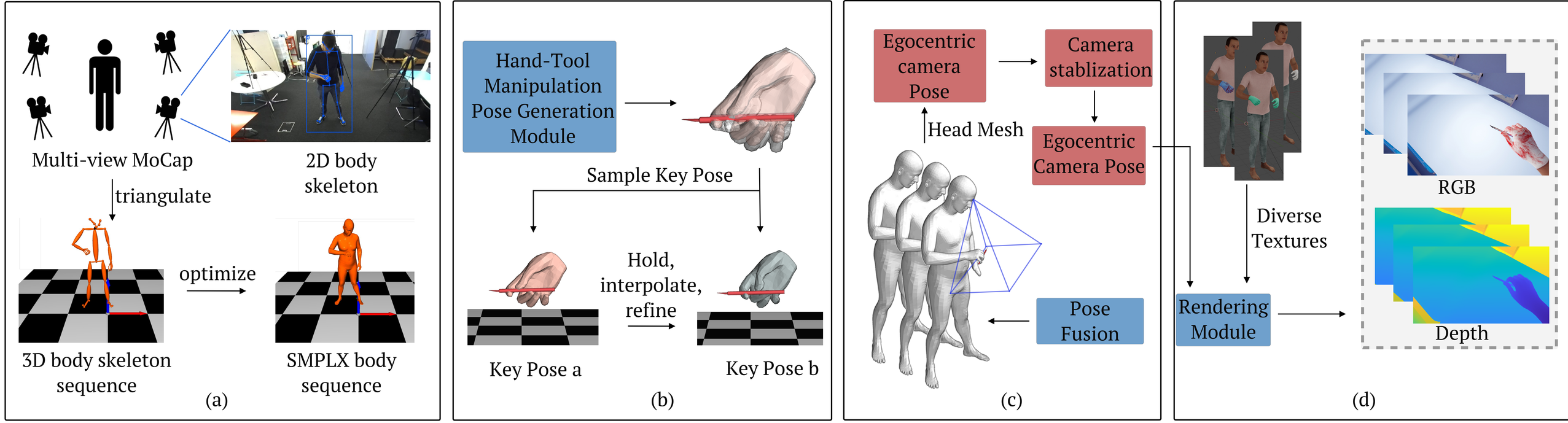
Multi-view MoCap
2D body skeleton
triangulate
optimize
3D body skeleton sequence
SMPLX body sequence
(a)
Hand-Tool Manipulation Pose Generation Module
Sample Key Pose
Hold, interpolate, refine
Key Pose a
Key Pose b
(b)
Egocentric camera Pose
Camera stablization
Head Mesh
Egocentric Camera Pose
Pose Fusion
(c)
Diverse Textures
Rendering Module
RGB
Depth
(d)