Project Proposal

Body Animation

1 Abstract

The goal of this project is to implement the famous german game "Torwandschießen" where the player has to kick a football through two circular openings on an erected goal with a limited amount of tries. The team which has the most successful shots wins. We will realize this by using a kinect and its skeleton tracking SDK [1] to map a player and its movements to a virtual model [?]. The program will detect the motion of kicking, then calculate a force and apply it to a virtual ball which will then be shot at a virtual "Torwand". The visualization and physics simulation will be done in Unity [?]

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2 Requirements

- Kinect sensor

3 Team

- Marcel Bruckner

- Kevin Bein

- Jonas Schulz

- Chandramohan Sudar

References

[1] Sdk kinect for windows.

[2] Yang L. Shum H.P.H. Shen Y., Zhang J. Depth sensor-based facial and body animation control. 2016.