**salsa:**

$ python code/pytorch\_train\_euler\_aclstm.py \

--dances\_folder train\_data\_euler/salsa \

--write\_weight\_folder output/weights/salsa \

--write\_bvh\_motion\_folder output/samples/salsa/ \

**salsa\_2 (28k iteration):**

Time = from 16:30 -> 22:00

Loss = from 0.28 -> 0.0017

**salsa\_3 (continued salsa\_2 + 13k iteration):**

Time = from 18:00 -> 21:00

Loss = from 0.0017 -> (0.0014 - 0.0010)

**Note**:   The hip flipping in your Euler angle data stems from the quirks of Euler angles—gimbal lock, poor interpolation, non-unique representations, and sensitivity to rotation order. By understanding these factors and adopting solutions like quaternions or careful angle management, you can prevent those unexpected flips and achieve smoother, more natural animations.