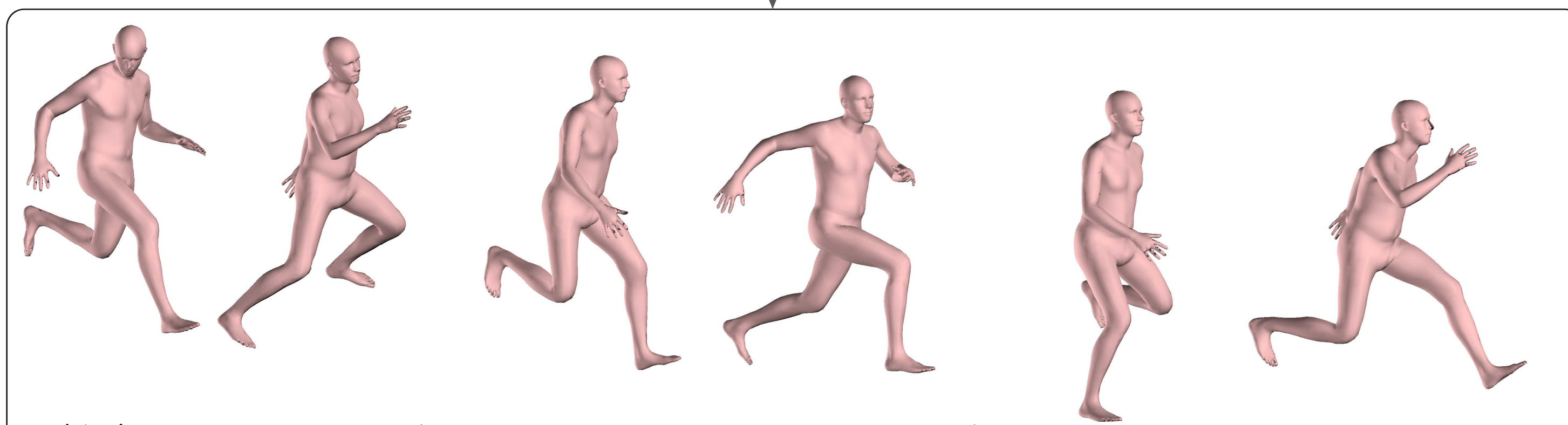
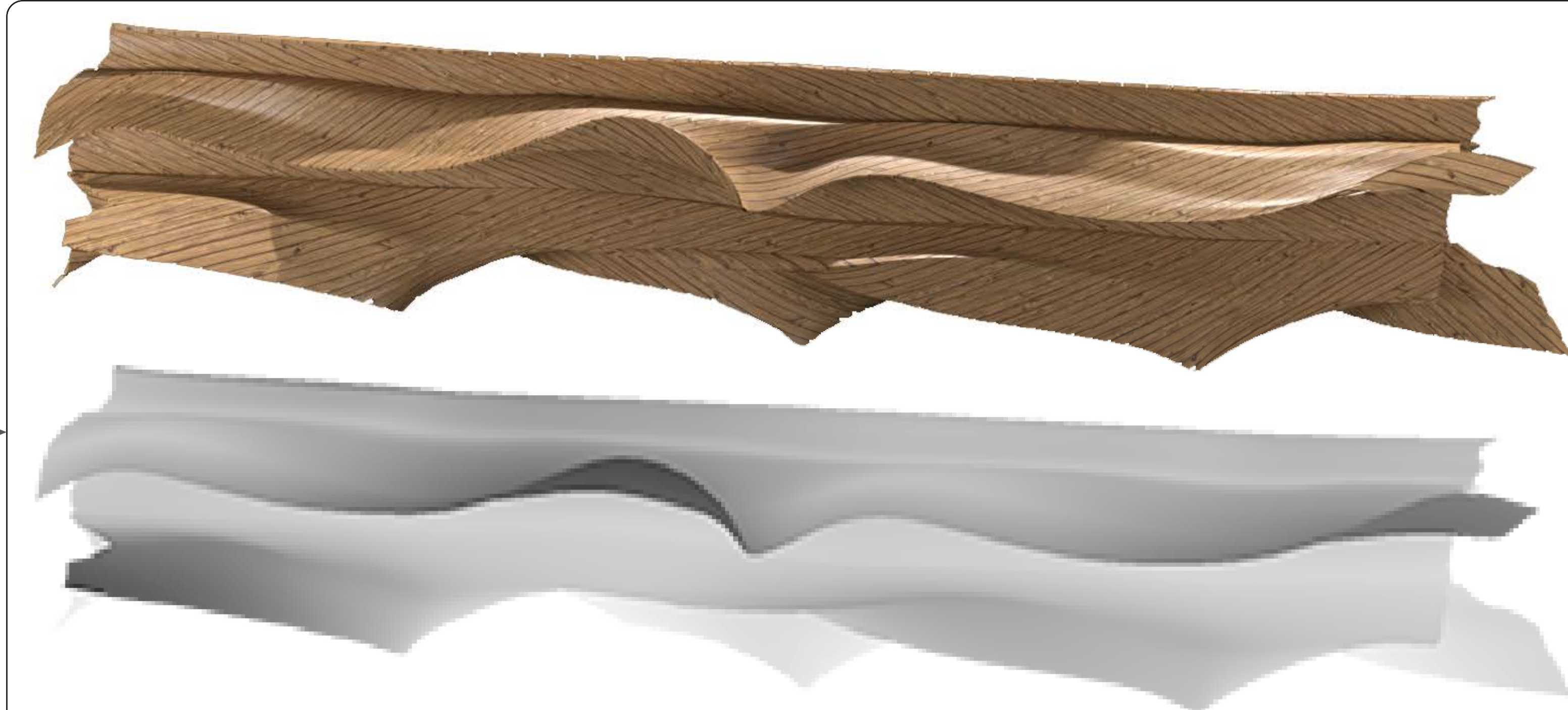


(a) Keypoint detection



(b) Joint shape, pose, and trajectory opt.

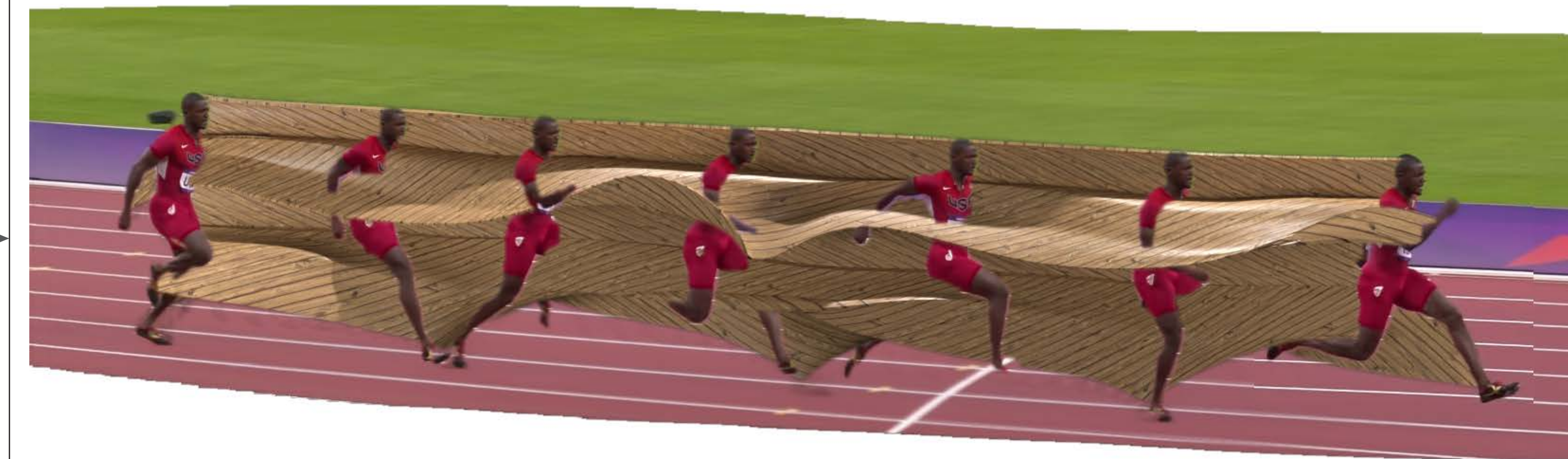


(c) Motion sculpture and its depth map

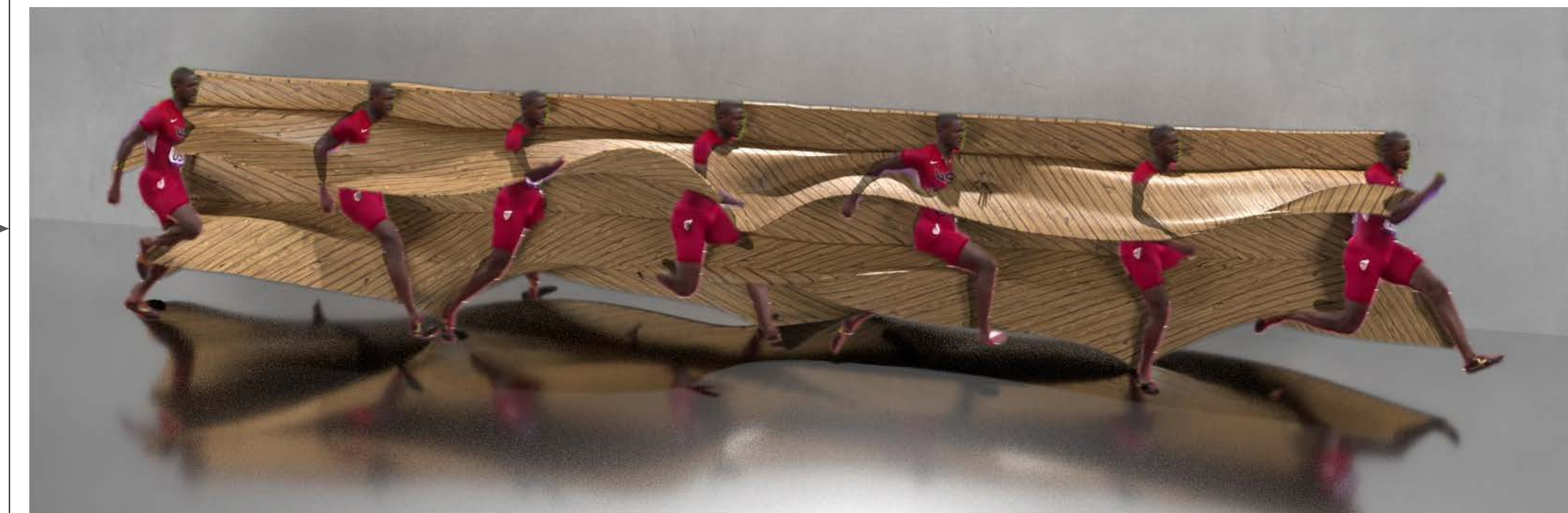


(d) Masked frames and their depth maps

Image-based
rendering



(e) Motion sculpture in the original video



(f) Motion sculpture in a synthetic scene