

Data Driven Computer Animation

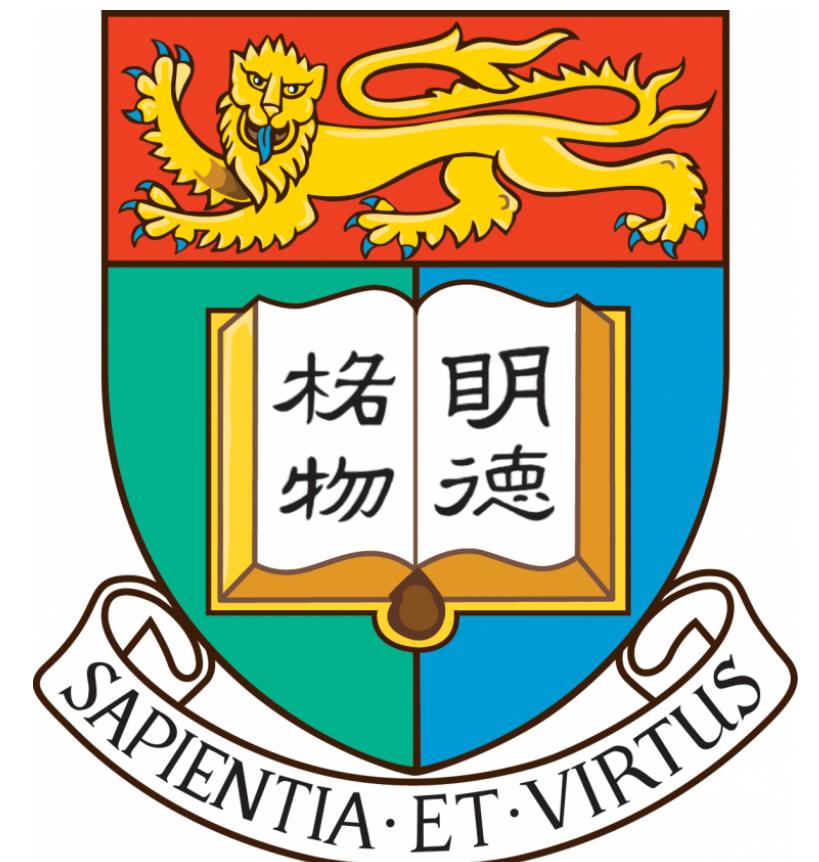
HKU COMP 7508

Tutorial 4: Real-time Character Control

Prof. Taku Komura

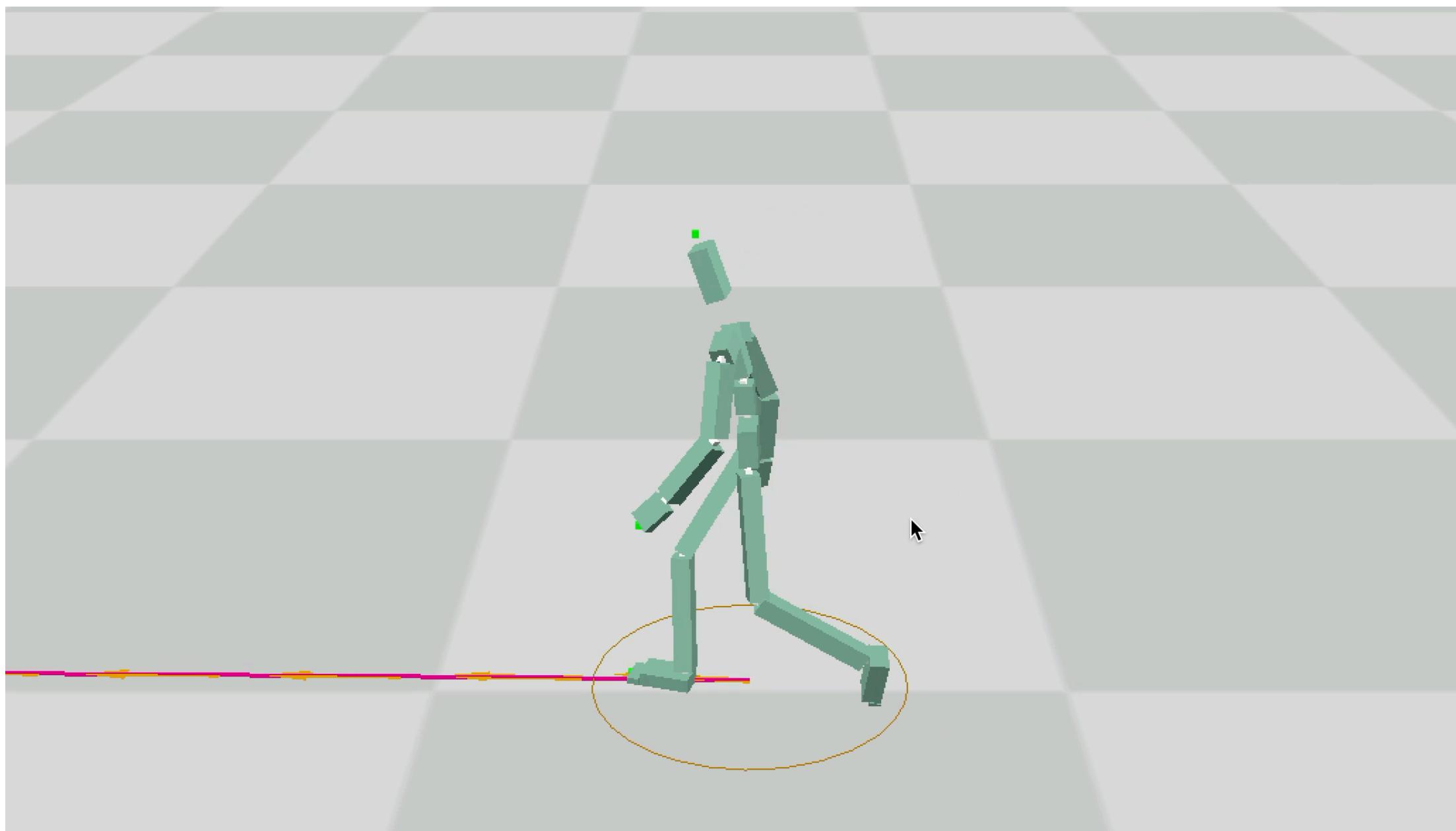
TA: Shi Mingyi (myshi@cs.hku.hk), Zhouyingcheng Liao (zliao@connect.hku.hk)

SECTION 2A, 2023



Agenda

1. The overview of real-time character control
2. State machine
3. Motion matching



Some materials are from:



Game Developers Conference (GDC)

1. <https://www.gdcvault.com/play/1026968/-Genshin-Impact-Building-a>
2. <https://www.gdcvault.com/play/1025389/Character-Control-with-Neural-Networks>

Animation

We captured motion clips, label them, and play them in different order



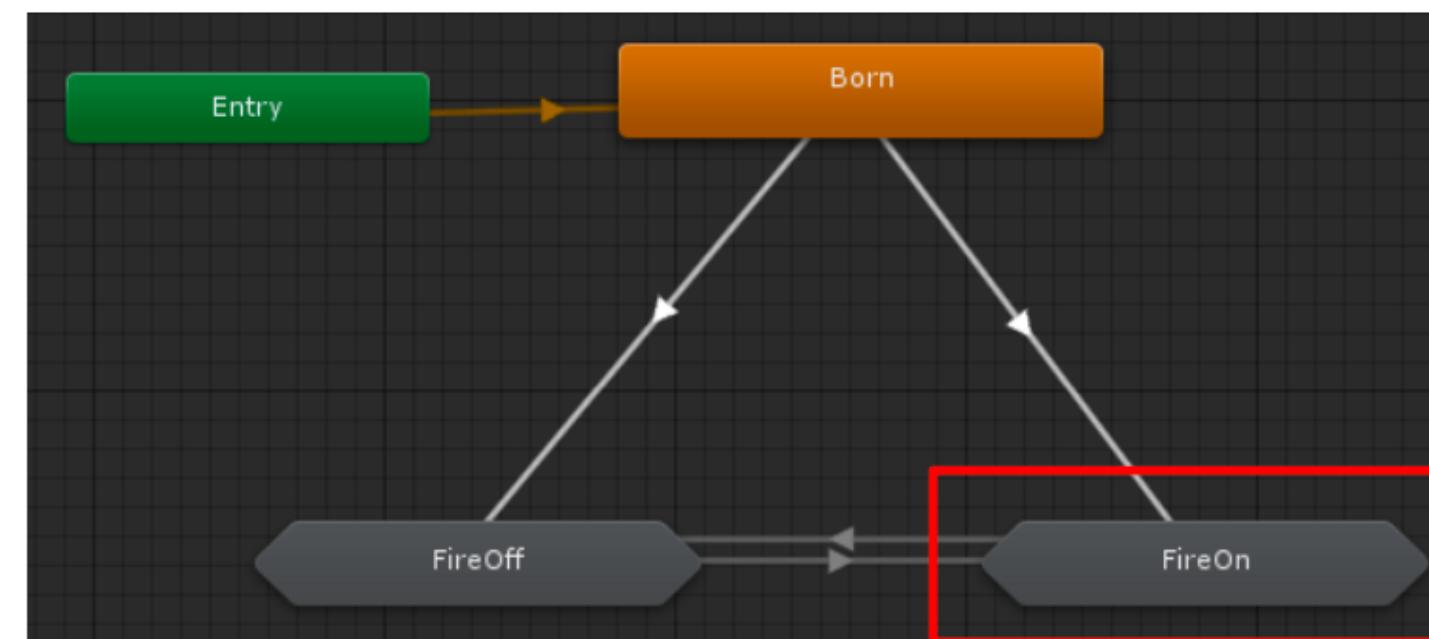
How to make the animation to be controllable?

The character should reflect to different control signals

- from keyboard
- gamepad



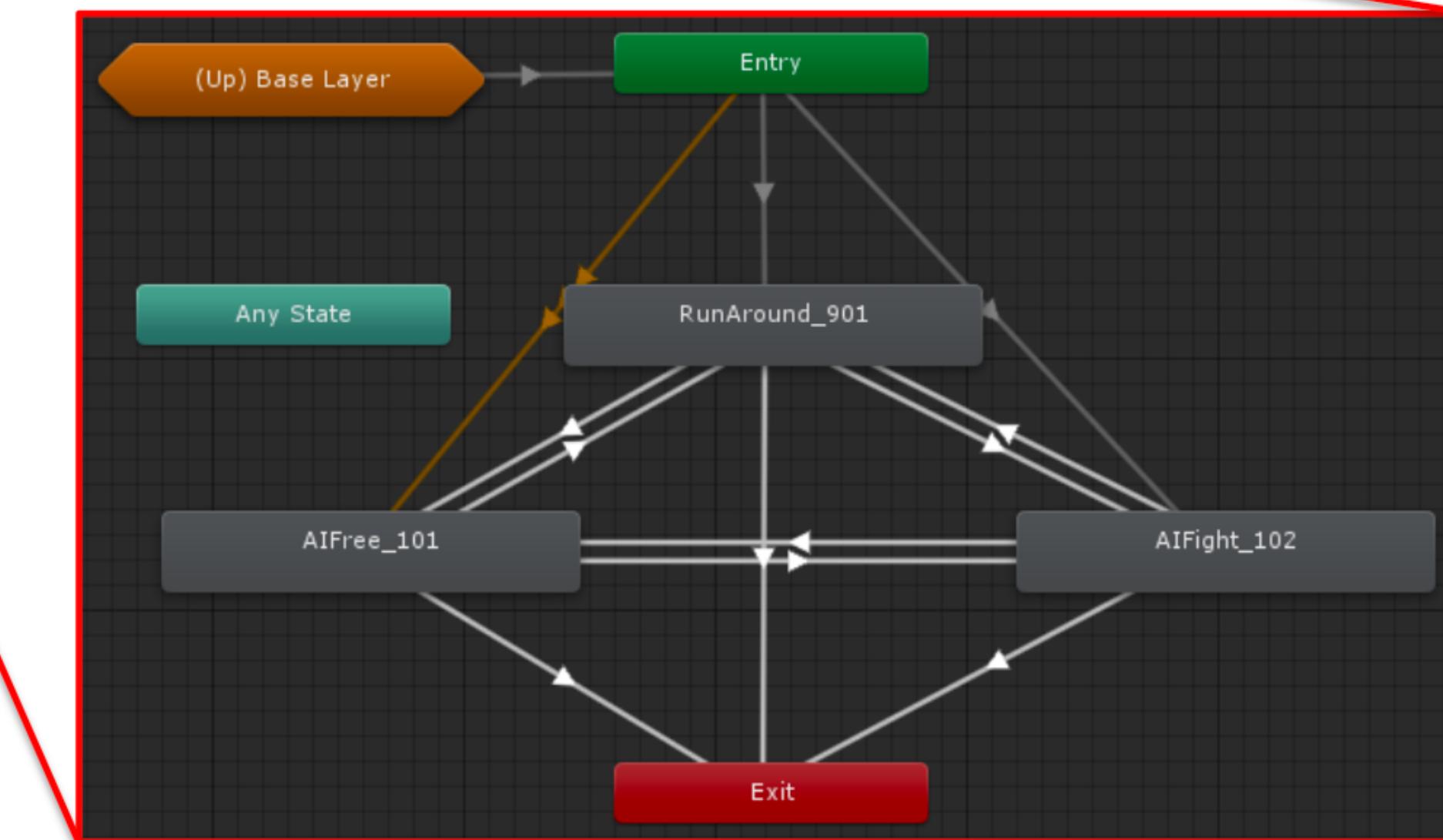
The states are managed by ‘node’



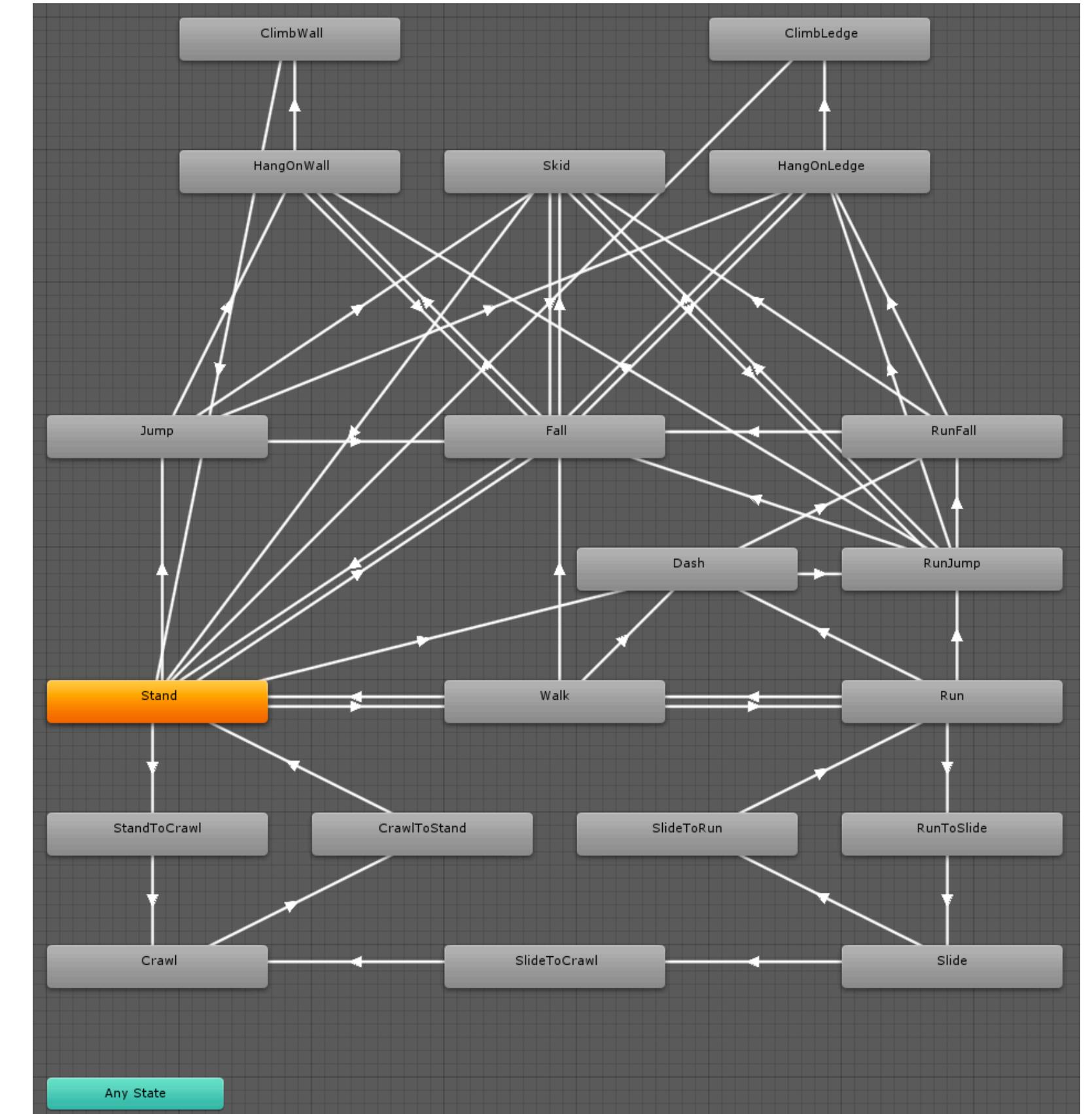
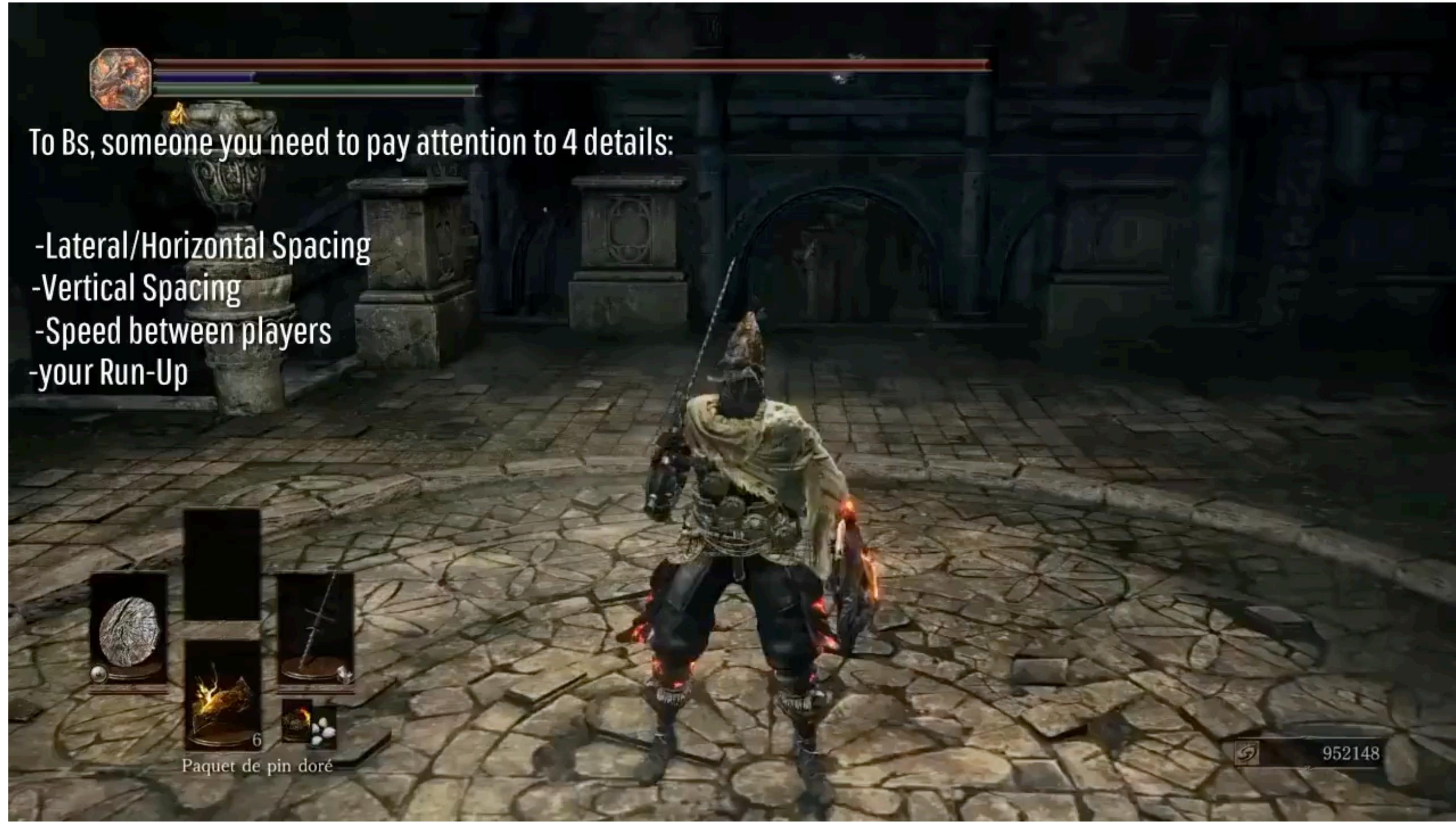
example of fire slime



- A Layered System
- Node can be connected to any other node



Node system contains lots of transition



Controlling system is a combination for lots of motion clips

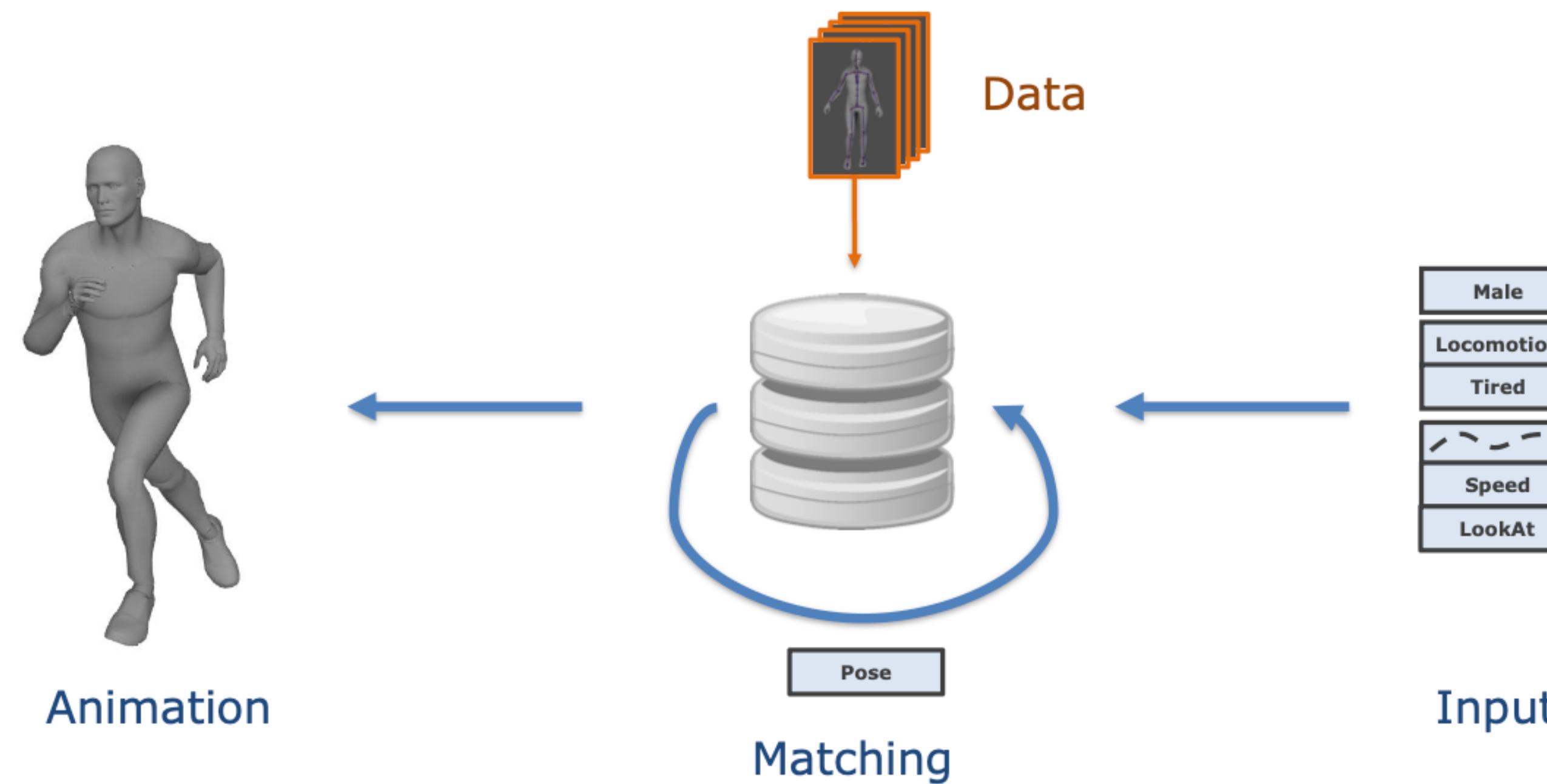
Character State Machine

GDC talk by Daniel Holden

<https://www.youtube.com/watch?v=o-QLSjSSyVk>

PDF download: <https://www.gdcvault.com/play/1025389/Character-Control-with-Neural-Networks>

Programming Details



Animation = Query(Dataset, variables)

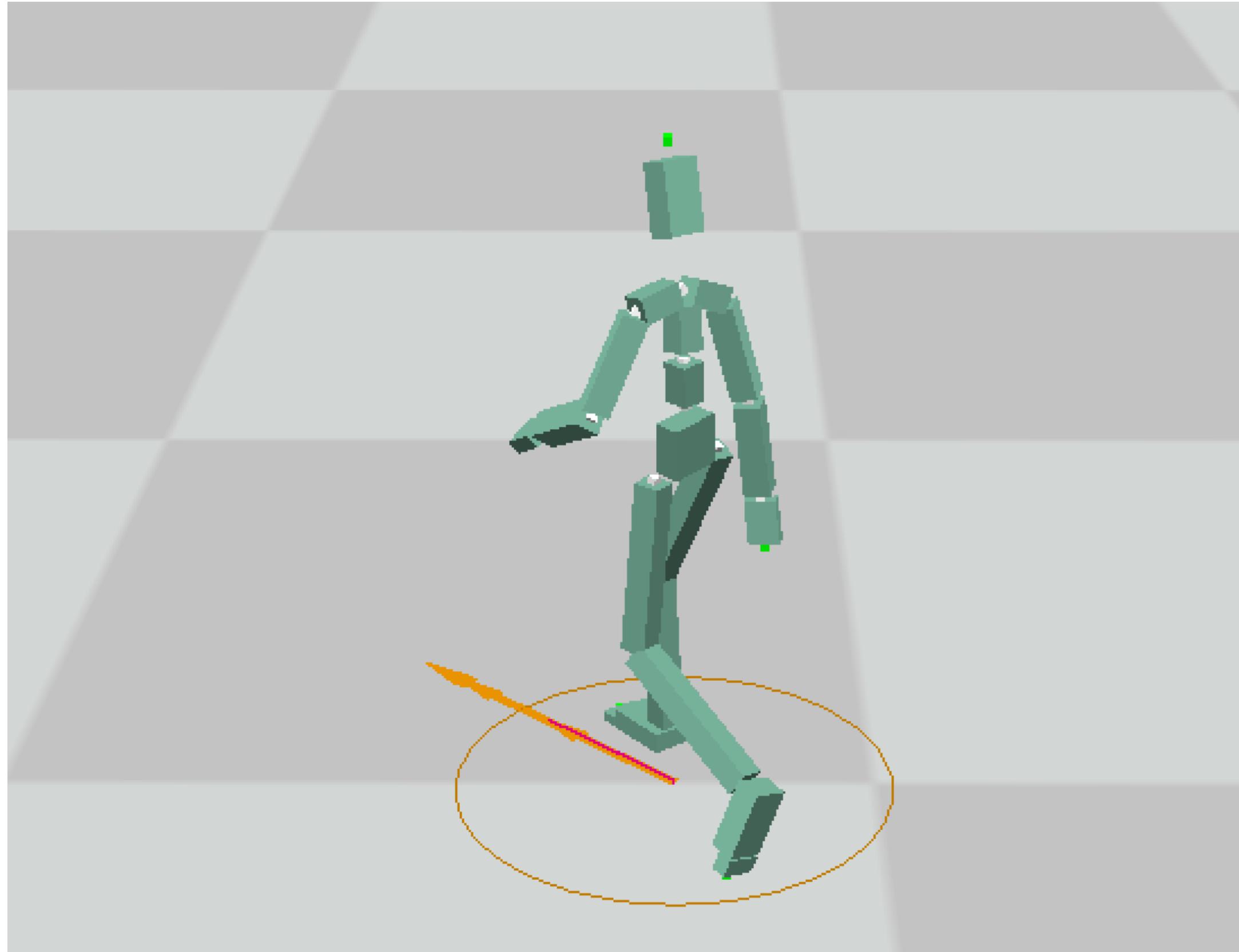
Select **animation** where **variables=xxxxx** from **dataset**

Feature Design

For a motion sequence with n frames

Each frame has its own features:

- Position
- Rotation
- Positional/Angular Velocity
- Future Position/Rotation after 20/40/60 frames

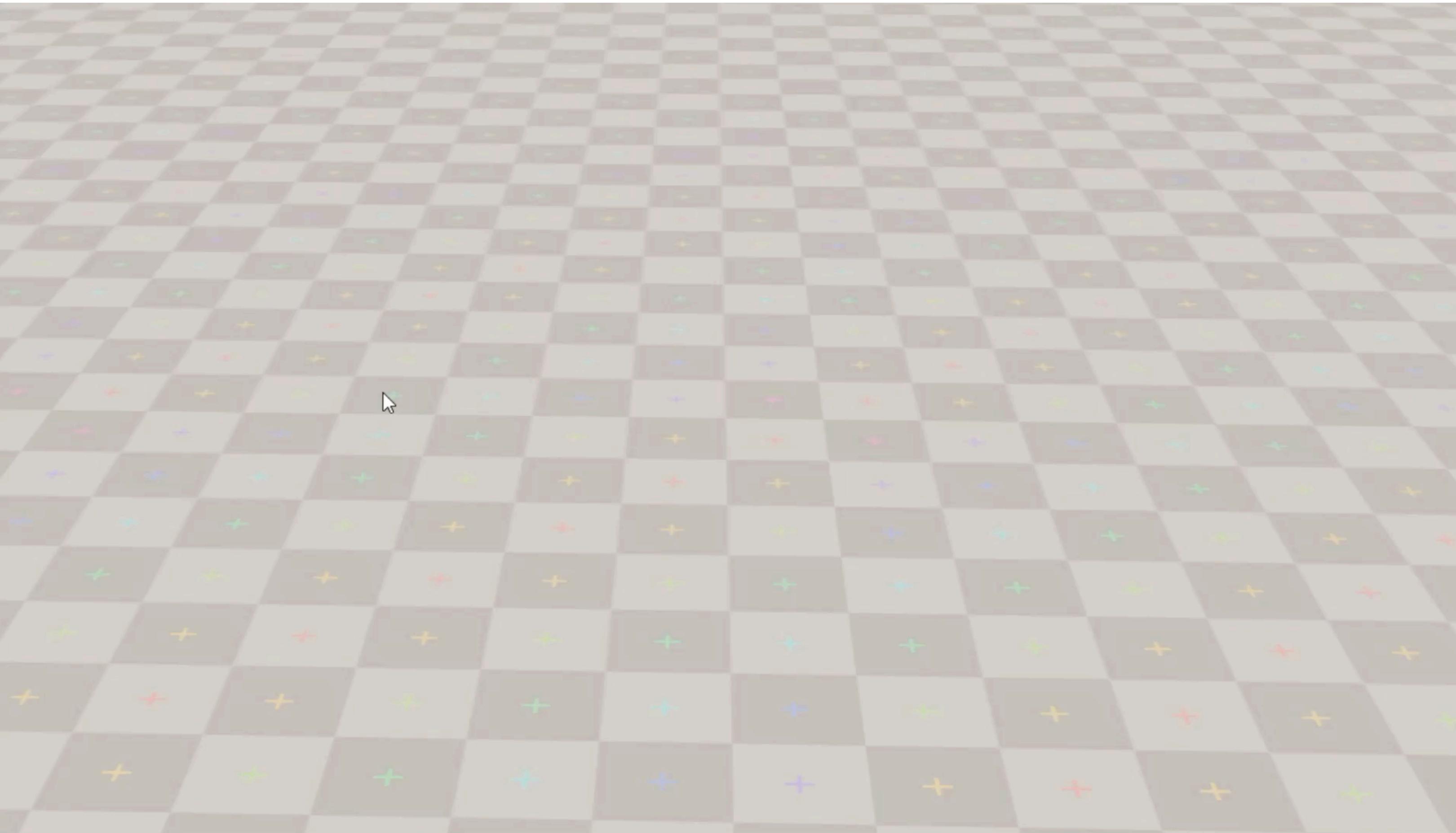


When we control the character

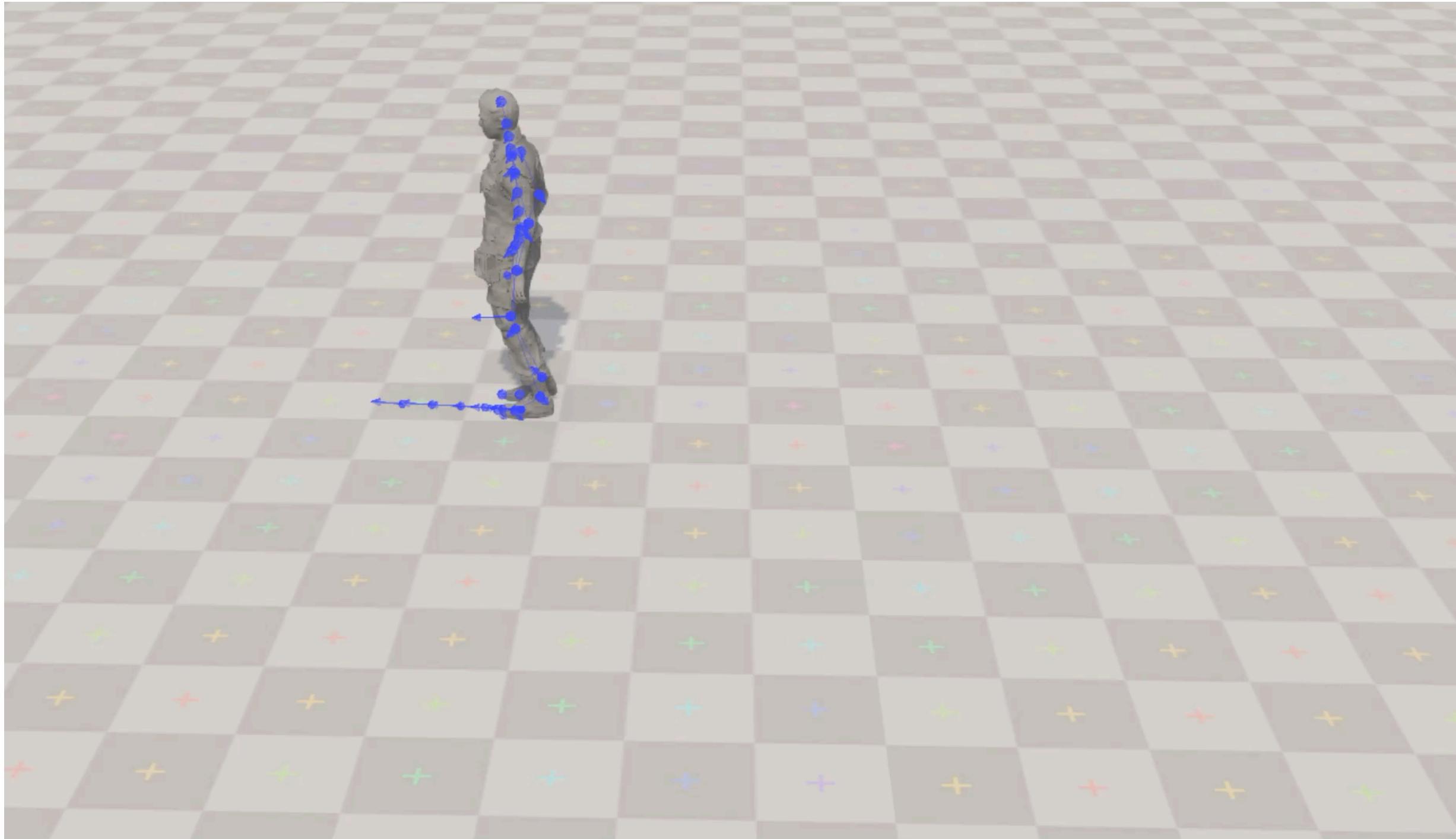
Each frame also has its own features:

- Position
- Rotation
- Positional/Angular Velocity
- Future Position/Rotation after 20/40/60 frames (decided by controller)

Step1: Give control signals



Step2: Analyze the motion data



```
94     # Extract the data terms
95     pos, rot = forward_kinematics_with_channel(self.joint_parent, self.joint_channel, sel
96     rot = align_quat(rot, False)
97     vel = np.zeros_like(pos)
98     vel[1:] = (pos[1:] - pos[:-1])/self.dt
99     vel[0] = vel[-1]
100    avel = np.zeros_like(vel)
101    avel[1:] = quat_to_avel(rot, self.dt)
102    avel[0] = avel[-1]
```

We know:

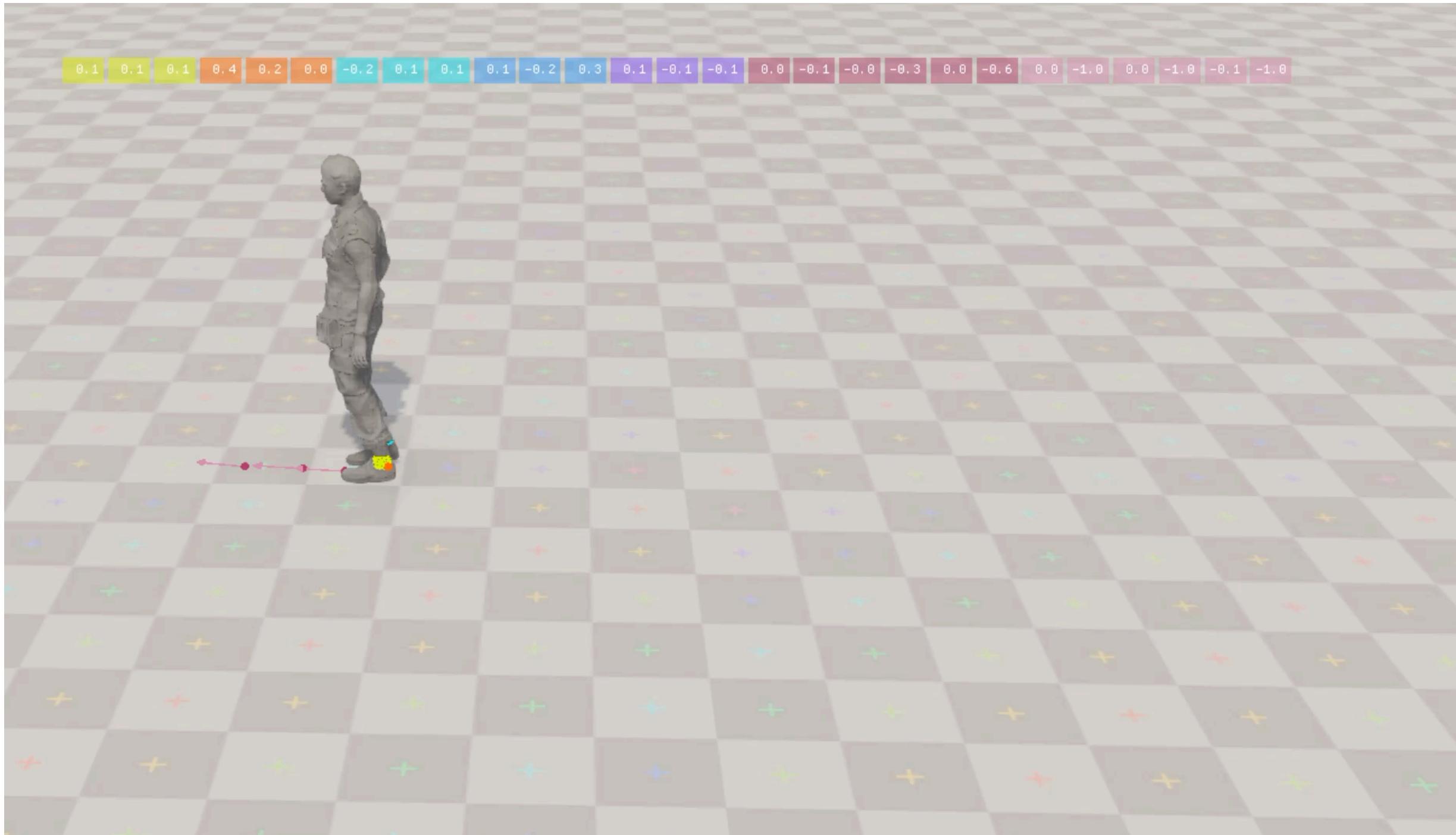
- 1.Joint position
- 2.Joint velocity
- 3.Joint rotations
- 4.Joint angular velocity

...

relative position
waving timing

...

Step3: Design the matching variables

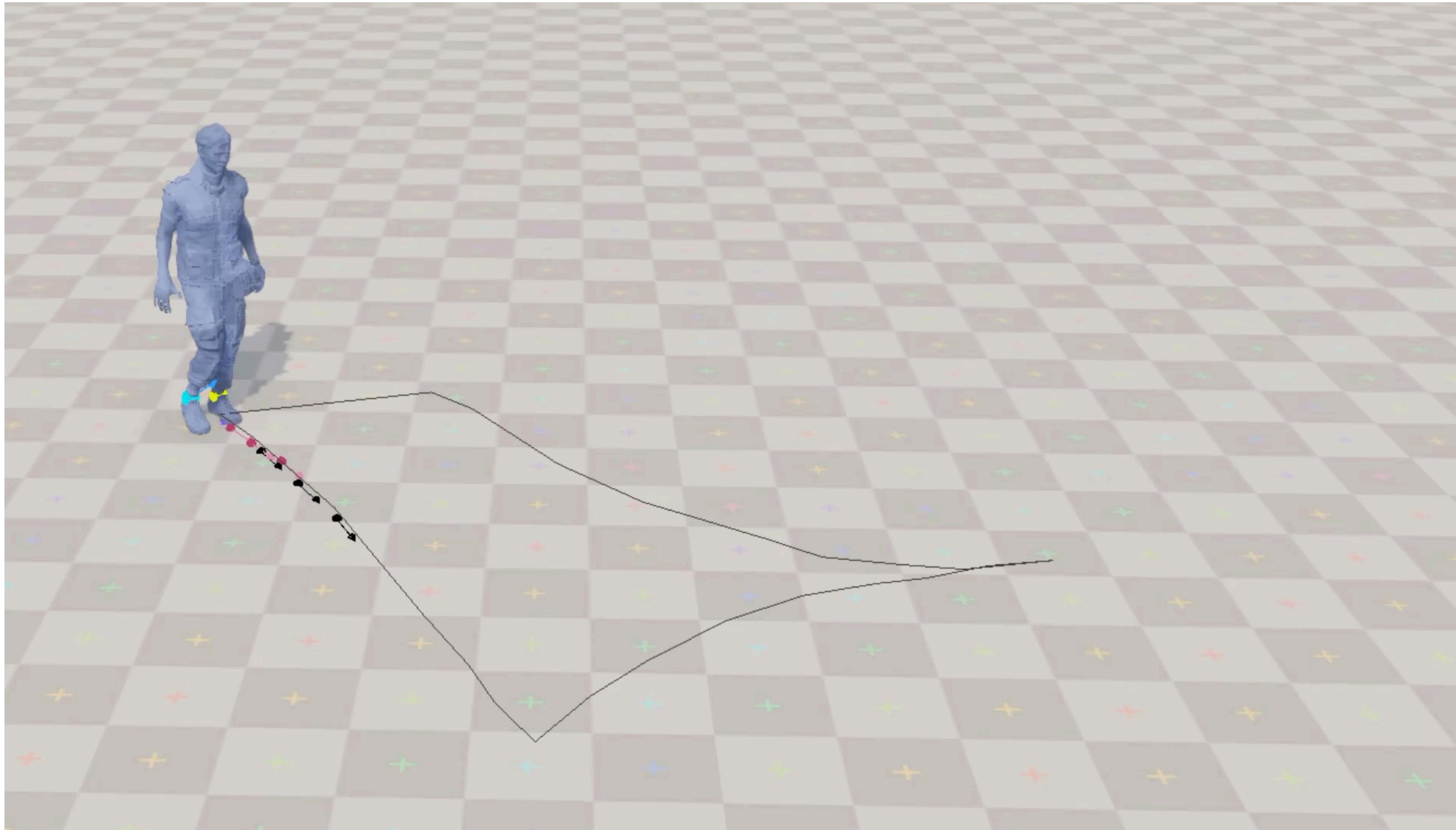


```
19 How can we use these data to match the motion?  
20 ...  
21 feature_mapping = {  
22     'lFootPos': 3,  
23     'rFootPos': 3,  
24     'lFootVel': 3,  
25     'rFootVel': 3,  
26     'lFootRot': 3,  
27     'rFootRot': 3,  
28     'rKneeAVel': 3,  
29     'lKneeAVel': 3,  
30     'lHandPos': 3,  
31     'lHandVel': 3,  
32     'rHandPos': 3,  
33     'rHandVel': 3,  
34     'rKneeAVel': 3,  
35     'lKneeAVel': 3,  
36     'rHipPos': 3,  
37     'lHipPos': 3,  
38     'rHipVel': 3,  
39     'lHipVel': 3,  
40     'hipVel': 3.
```

```
158 for feature_name in self.feature_names:  
159     ...  
160     Extract the position:  
161         features.append(self.extract_offset(root_pos))  
162     Extract the rotation:  
163         features.append(self.extract_rotation(root_rot))  
164     Extract the velocity:  
165         features.append(self.extract_vel(root_vel))  
166     Extract the future position:  
167     ...  
168 ##### Code Start #####  
169  
170     if feature_name == 'lFootPos':  
171         features.append()  
172     elif feature_name == 'lFootVel':  
173         features.append()  
174     elif feature_name == 'trajectoryPos2D':  
175         features.append()  
176     ##### Code End #####  
177  
178     # Extract the future position  
179     # Extract the rotation  
180     # Extract the velocity  
181     # Extract the future position
```

Not all the variables is needed
Find a balance between speed and accuracy

Step4: Matching



```
259 |     normalized_query = self.db.normalize_features(query_feature)
260 |
261 |     # Do the query
262 |     idx = self.db.query_tree.query(normalized_query.reshape(1,-1), k=1)[1][0]
```

Because we only use small dataset
We also store it with OC-tree
So the searching is fast

Programming Details

Prepare:

- A motion dataset
 - Oc-tree to accelerate the searching
- A set of feature variables
- A animation system to play the animation

The dataset and animation are prepared in this assignments

you only need to care the variables design

What you need to do:

Design the matching feature and its weights

```
def main():
    viewer = SimpleViewer()
    controller = Controller(viewer)

    selected_feature_names = ['trajectoryPos2D', 'trajectoryRot2D']
    selected_feature_weights = [1, 1]

    # selected_feature_names = ['lFootPos', 'rFootPos']
    # selected_feature_weights = [1, 1]

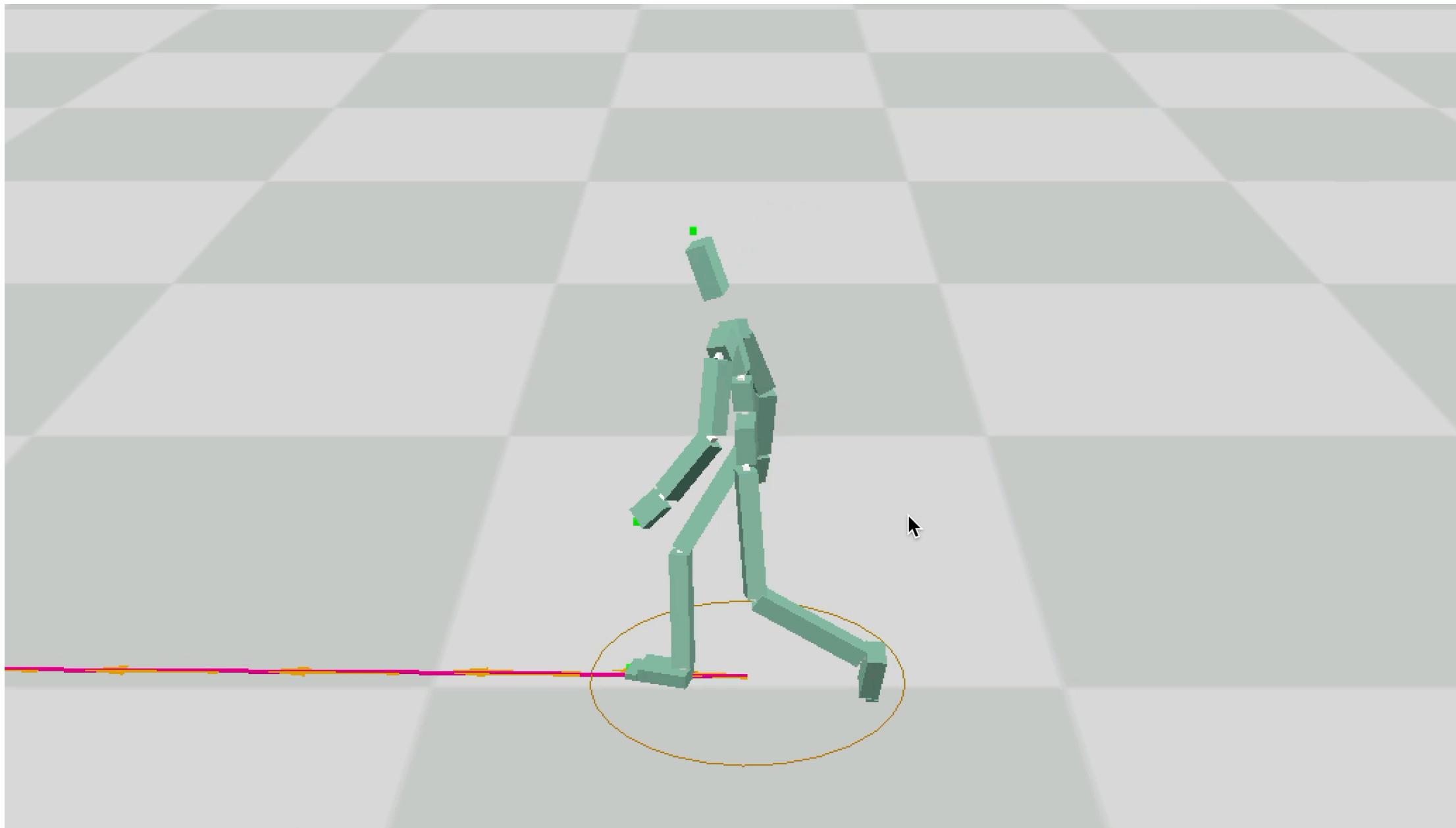
    assert len(selected_feature_names) == len(selected_feature_weights)

    character_controller = CharacterController(viewer, controller, selected_feature_names, selected_feature_weights)
    task = InteractiveUpdate(viewer, controller, character_controller)
    viewer.addTask(task.update)
    viewer.run()
    pass
```

- Some features are pre-defined. (L11~L35, L135~L197)
- If you want to add you new features, update the code around (L11~L35, L135~L197)

Desired Results

1. Less variables, and better performance (total 15%, 22% - your_variable_num)
2. System analyzation (10%) about variable selection, future frame range, etc.



Overview, Due: March.18th(Mon)

- part1_key_framing (30%)
 - - Linear interpolation (10%); Slerp Interpolation (15%)
 - - Report the different performance by giving different numbers (5%)
- part2_concatenate (35%)
 - - Define the search window (10%); Calculate the sim_matrix (10%); Find the real_i and real_j (10%); The shifting on the root joint position (5)
- part3_motion_matching (25%)
 - variable terms (15% <- 22% - your_variable_num) + System analyzation (10%)
- Report (8%) + 2 videos (2%)
 - Including necessary experiment results by **different parameters (4%)** and **your thinking(4%)** for how to produce high quality motions