During a loop

For one camera :

camera → [extract dot landmarks] — selected dots → [filter] — filtered dots → [move point in blender]

For two or more camera :

camera 1
..
..
camera n
→ [extract dot landmarks] — agregate all dots → [extract dot landmarks] — selected dots → [filter] — filtered dots → [move point in blender]
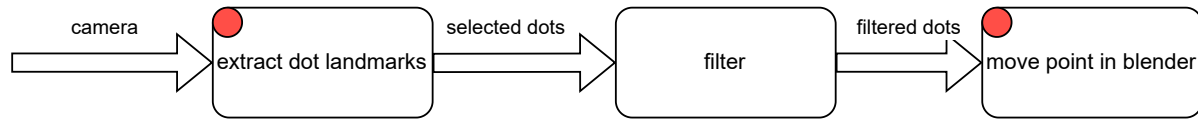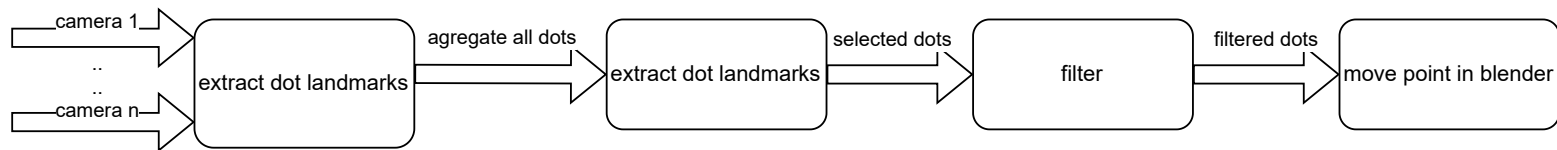
Extract landmarks

according to selection: either
select one landmark for one rig.
Or mutiple for one and with a
calulous, we have the movment
of the last

Filter

filter high frequences the point.
can it be done in real time ?

Move point in blender

move all points in blender