



Stage2A

Apprentissage pour l'estimation de Posture

Pobel Yanis

1 Joints et Angles du squelette construit

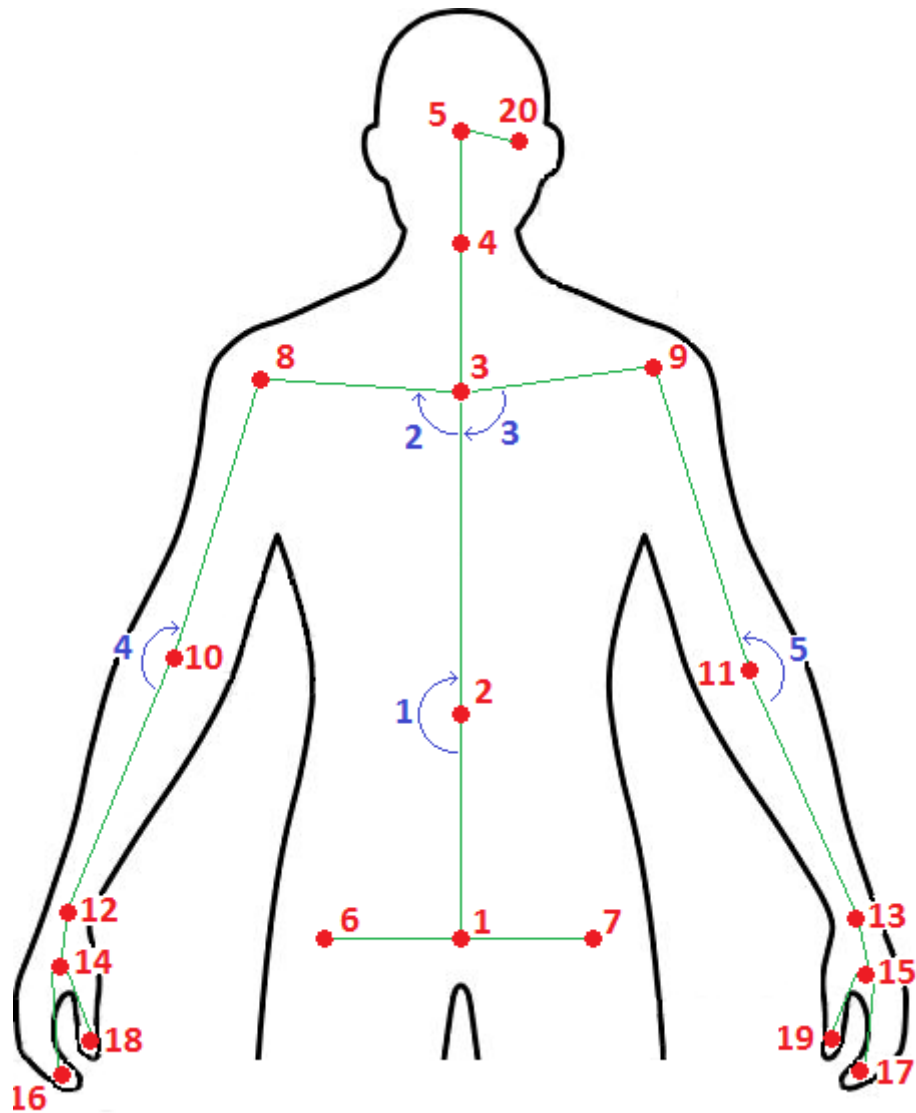


FIGURE 1 – Position des joints et angles calculés pour déterminer le squelette de notre silhouette

2 Heatmaps



FIGURE 2 – Heatmap prédite fidèle

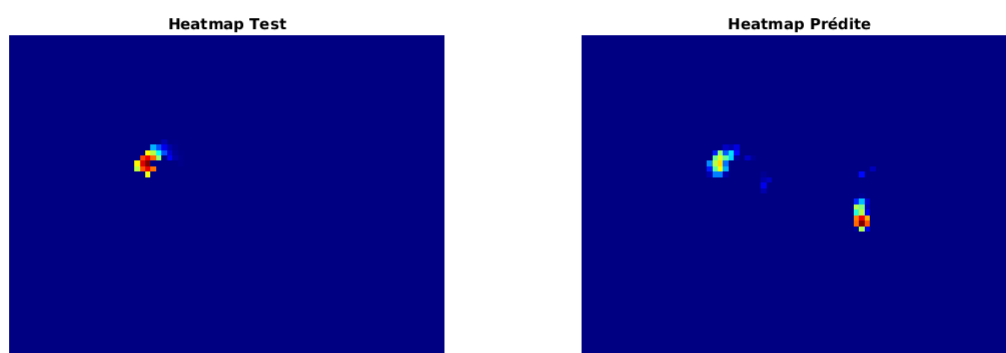


FIGURE 3 – Heatmap prédite perturbé

3 Squelettes déterminés par nos différentes méthodes

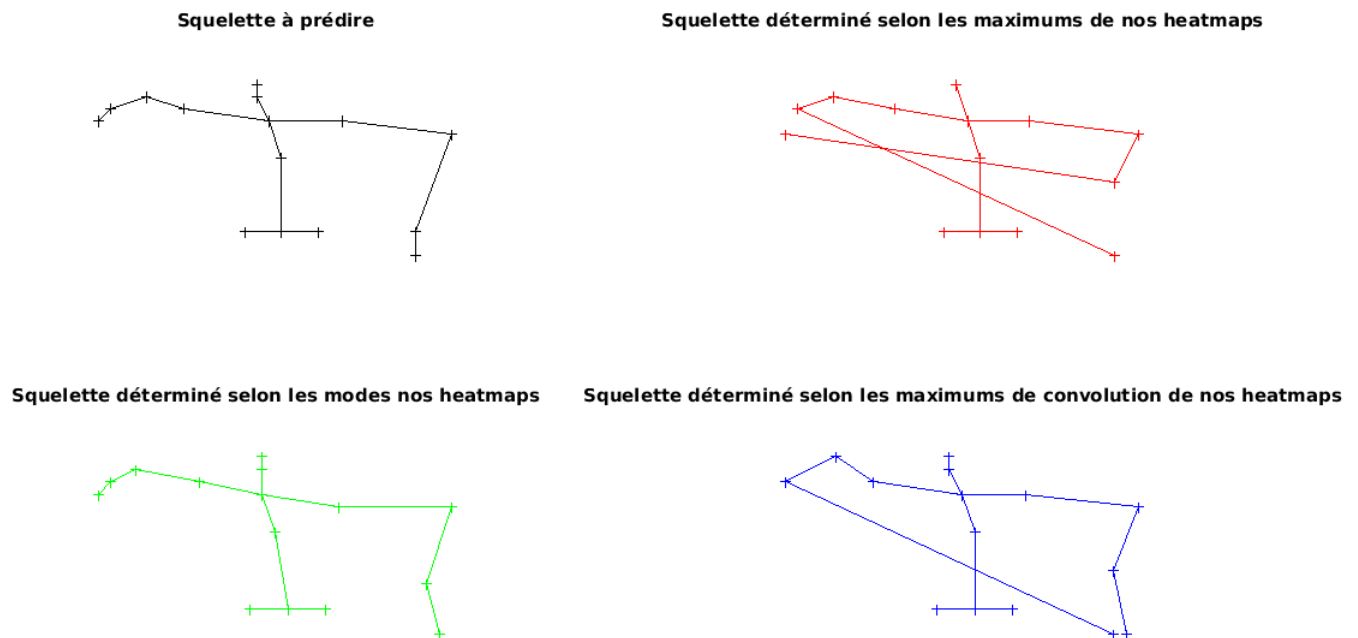
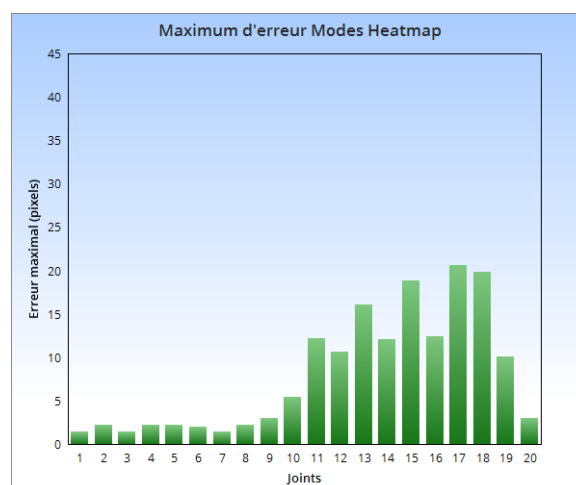
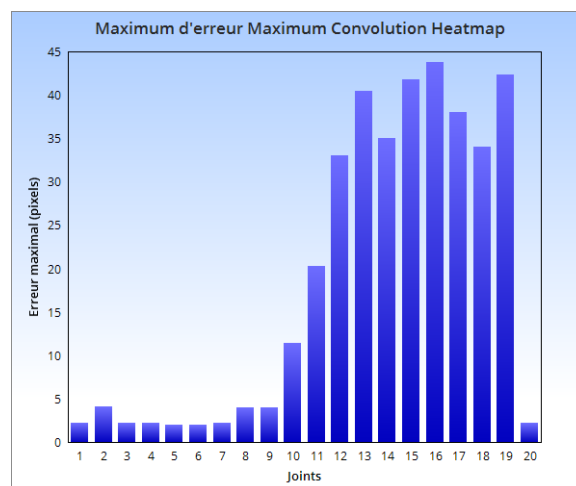
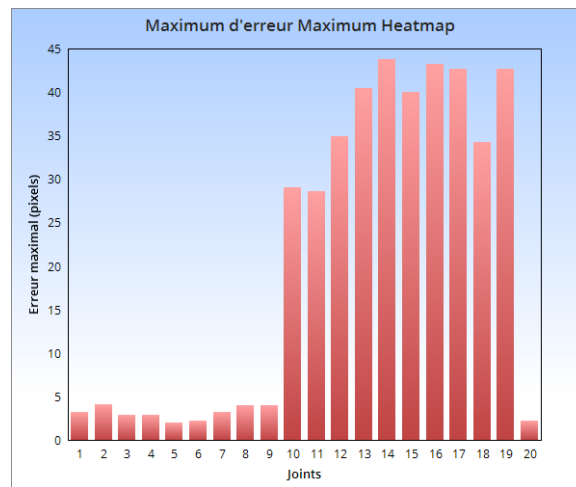
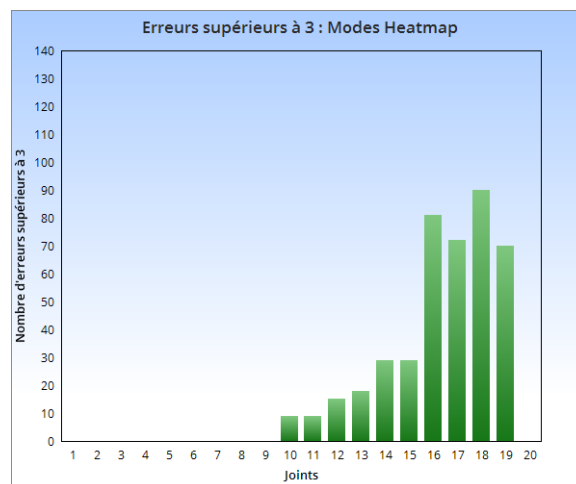
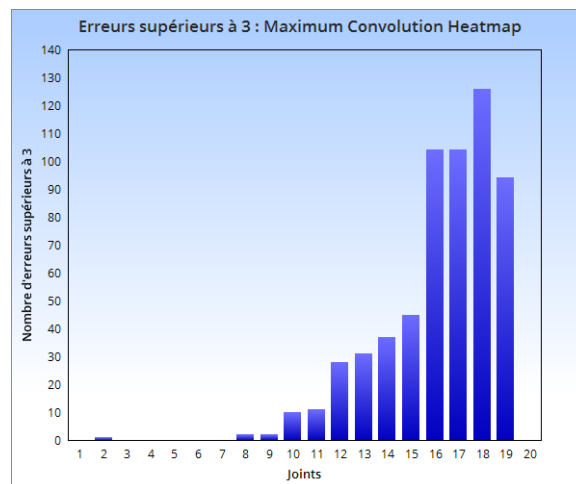
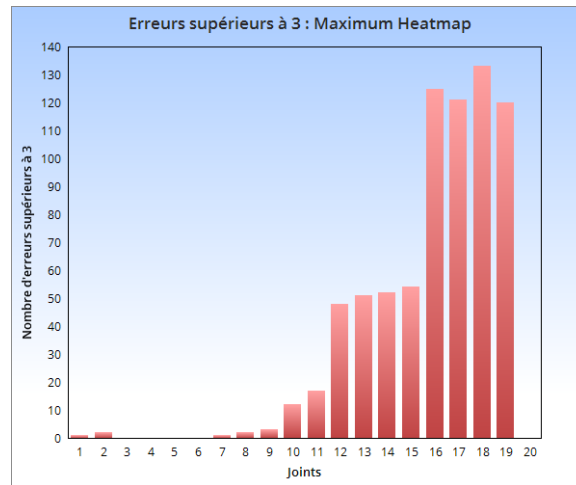


FIGURE 4 – Squelettes construits par nos différentes méthodes de prédictions

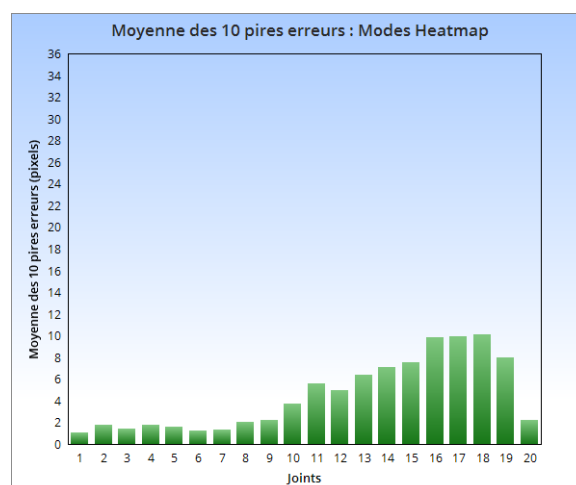
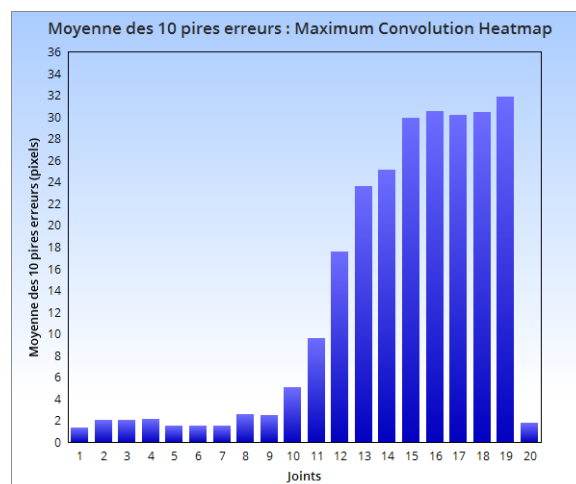
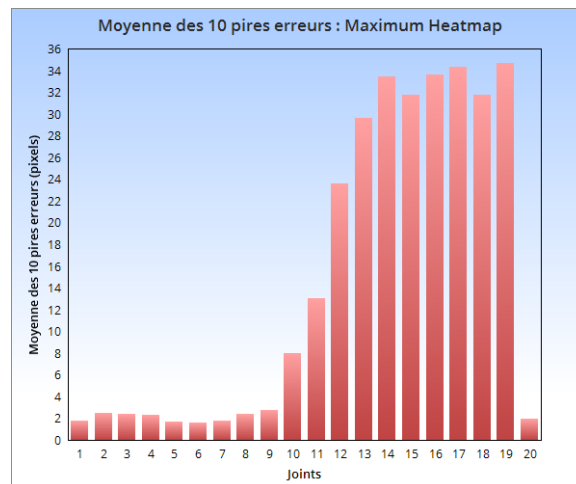
4 Erreurs maximales par joints



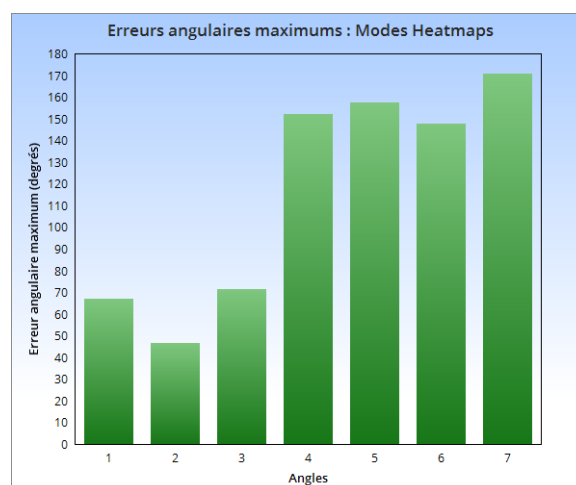
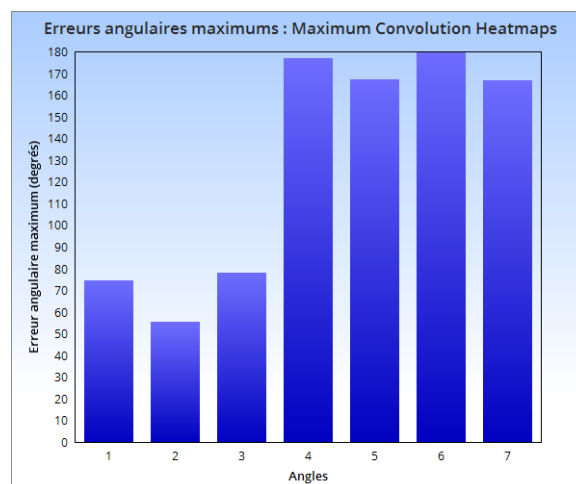
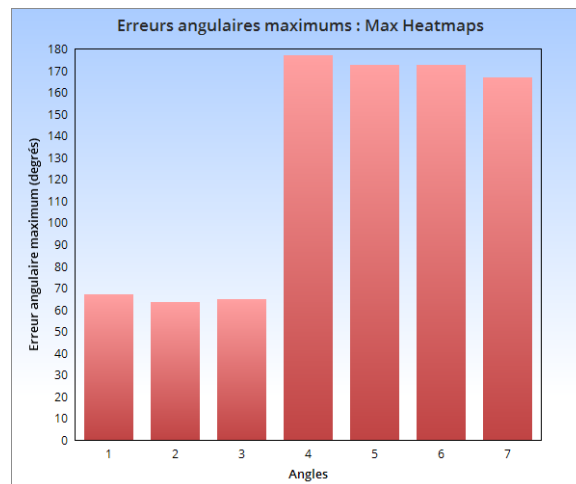
5 Nombres d'erreurs supérieurs à 3 pixels par joints



6 Moyenne des 10 pires erreurs par joints



7 Erreurs maximales par angles



8 Moyenne des 10 pires erreurs par angles

