

# Visualizing the CAST of Characters Labeled in Animation

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## Summary:

The success of a visualization lies not only on the design of the depiction, but often also on the underlying representation used for the data. Cartoons and animation domain videos have very different characteristics compared to real-life images and videos. In addition, this domain carries a large variability in styles. Using mappings defined by computer vision algorithms may fail on animated content because they were trained on natural images. In a recent paper [1] we presented a method to refine a semantic representation to be suitable for specific animated content. This representation allows building dictionaries of the cast of characters in an animation videos, and defining specialized classifiers for specific stylistic content, that are then used to automatically label all characters in an animation videos. Furthermore, as we demonstrate in this poster, it also allows to visualize both local and global aspects of the animation in a manner that was not possible without CAST.