

# Zeroth-Order Optimizer Benchmarking for 3D Performance Capture

A real-world use case analysis. Supplementary material #2.

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## ABSTRACT

This document contains the 2nd part of the supplementary material of the paper: <https://doi.org/10.1145/3449639.3459354>. Visit the project's page at <https://vcl3d.github.io/nevergrad/>.

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**Figure 1:** Animated renderings of the optimization process for each optimizer illustrating its search and convergence behaviour across iterations on the Karate global experiment. The (truncated) Chamfer distance is visualized on top of the animated mesh, while the target mesh is Phong shaded with green color. (animations are only playable in recent Adobe Acrobat Reader versions – playback pauses when holding the left mouse button down on the Figure).

**Figure 2: Animated renderings of the optimization process for each optimizer illustrating its search and convergence behaviour across iterations on the Calisthenics global experiment. The (truncated) Chamfer distance is visualized on top of the animated mesh, while the target mesh is Phong shaded with green color. (animations are only playable in recent Adobe Acrobat Reader versions – playback pauses when holding the left mouse button down on the Figure).**