

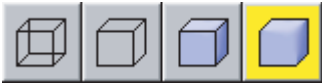
Body demo user guide



When this button is active, the mouse controls the camera. The left button rotates, the middle button pans, and the right button zooms.



When this button is active, the mouse controls the lighting direction.



These buttons control the rendering style: wireframe, hidden-backface wireframe, smooth + wireframe, and smooth.



This button saves the current mesh in obj format.

Data set:

The current dataset is shown here. You can choose the dataset as a command-line parameter.

Sliders

When in "Sliders" mode, you can edit the body shape using sliders.

Average

Click this button to return to the average body shape.

Random

Click this button to return to get a new, randomly generated body shape.

Slider sets:

Height/Weight
Circumferences
Lengths

This widget lets you choose the set of body parameters that you would like to edit.

☒ Imperial ☐ Metric

Choose your favorite unit system!

Height (")

70.5

Weight (lbs)

185.3

Drag the sliders to edit the body shape. Note that each slider within a slider set is as independent as possible. Therefore, if you increase the height slider while leaving the weight slider in place, the person will become taller and thinner.

Points

When in "Points" mode, you can edit the body shape by dragging points.

Clear points

Click this button to remove all constraints and return to the average body shape.

Conformity:

0.010

This slider lets you trade off matching the constraints (slide left) versus keeping the body shape reasonable (slide right).



Alt-click on the body to add a constraint. You can then drag the orange dot with the mouse. If you drag the arrow, the point will move along the surface normal direction.

Body likelihood:

The "likelihood" of the current body shape is scored on a 0-10 scale, where the average body shape is rated 10. (Technically, it is the 10 + the scaled log-likelihood, clamped to be 0 or higher.)

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