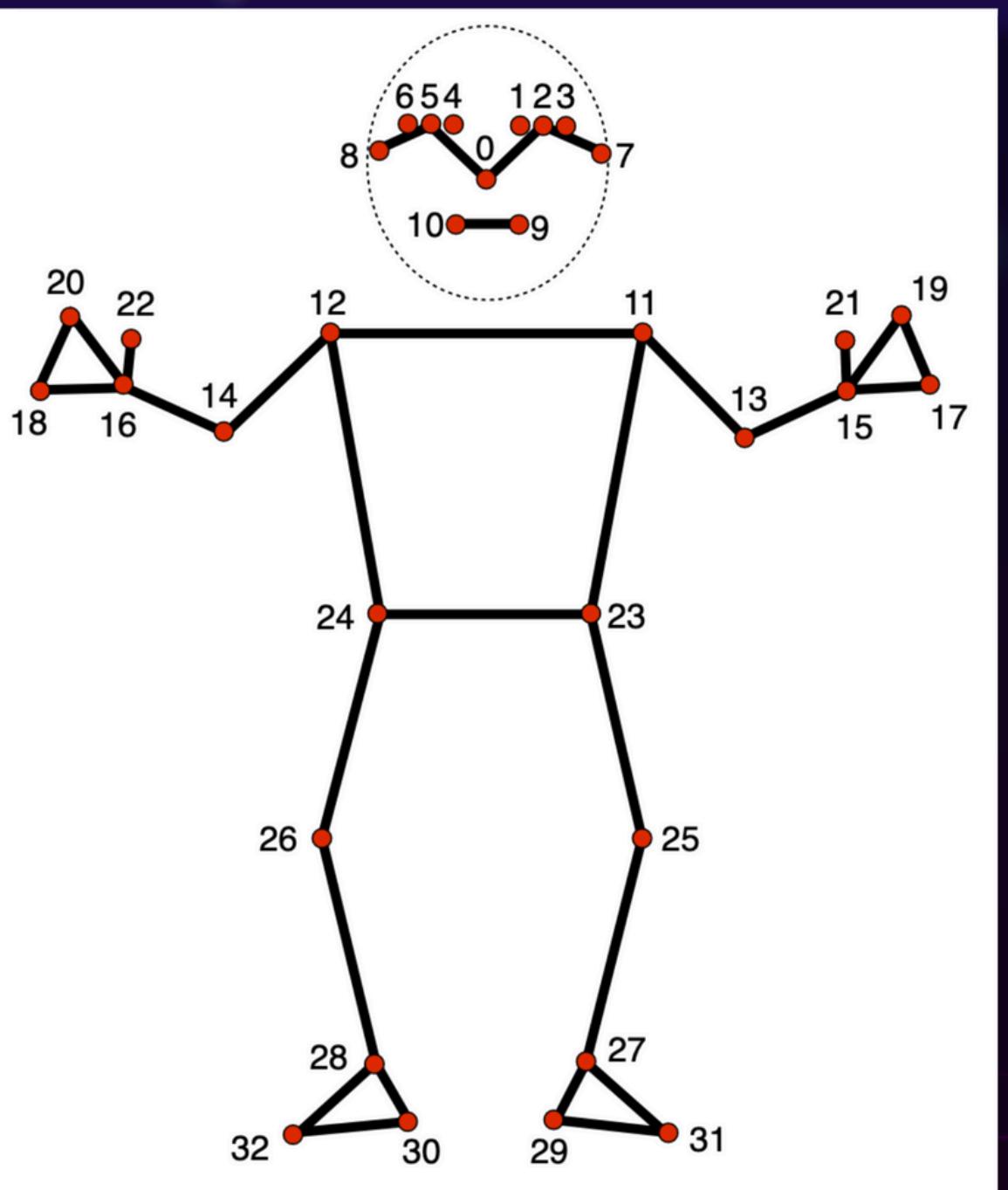


# Tiklos: Folkdance Score Predictor Model

Computer Vision Final Project





with 33 Keypoints

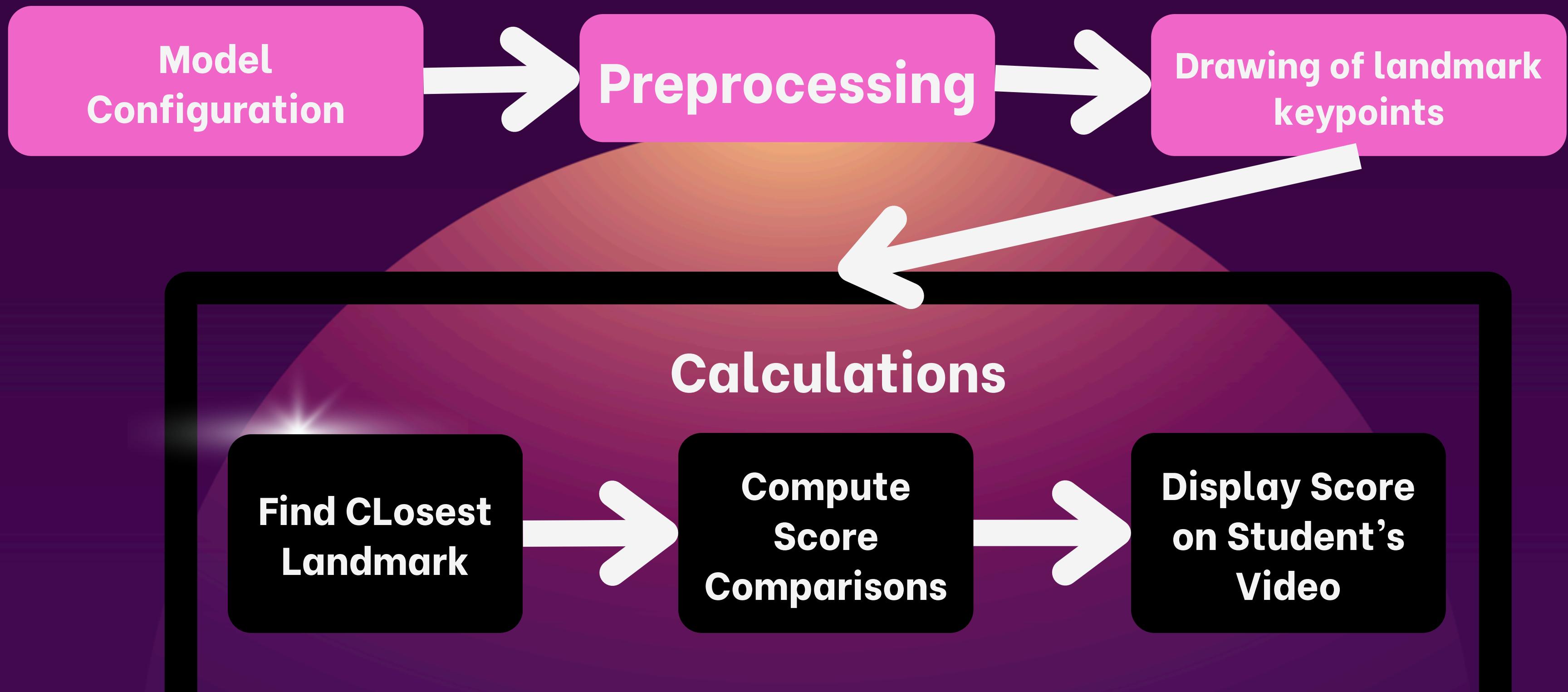
USES:

**GHUM**

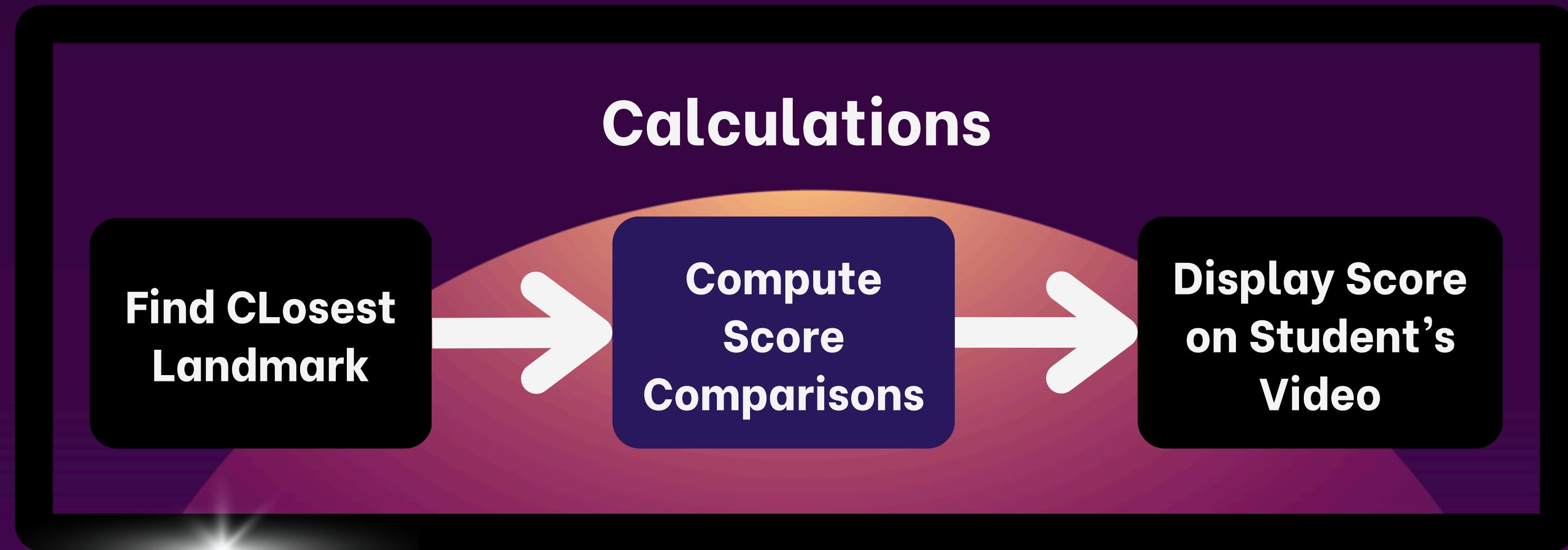
Generative Holistic Understanding Model for Three  
Dimensional Modeling Pipeline

Objective of this project:  
**Calculate the differences between the  
distance key points of reference  
landmarks of an instructor's input video  
and the current landmark of a student's  
input video to determine the predicted  
score.**

# Procedures



# Procedures



```
# Normalize the score (e.g., assuming a max possible distance)
max_distance = num_points * (3** 0.5) # example normalization factor
score = 1 - (total_distance / max_distance) # simple inverse distance score
return score
```

# Source:

[https://storage.googleapis.com/mediapipe-  
assets/Model%20Card%20BlazePose%20GHUM%203D.pdf](https://storage.googleapis.com/mediapipe-assets/Model%20Card%20BlazePose%20GHUM%203D.pdf)