



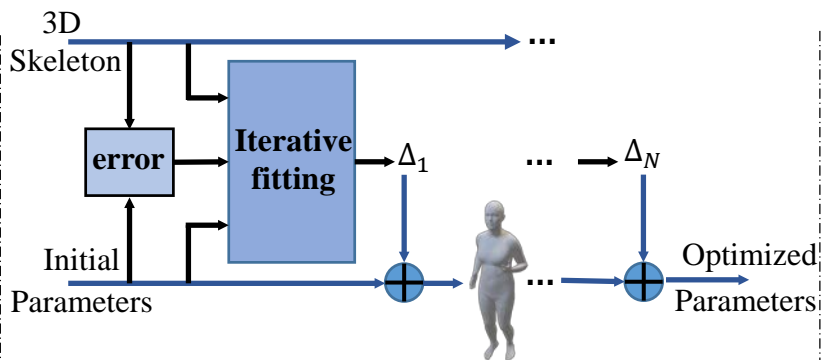
Shape and Pose  
Parameters



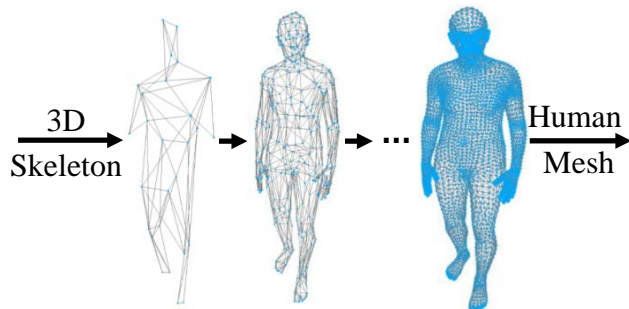
3D Skeleton

Human Mesh

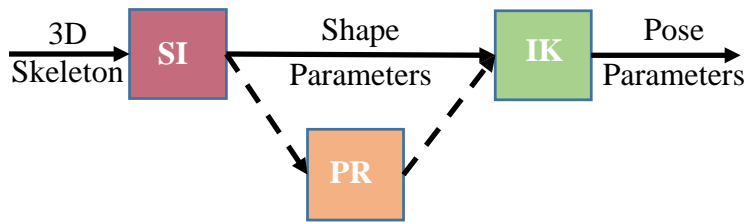
(a) Closing the Loop



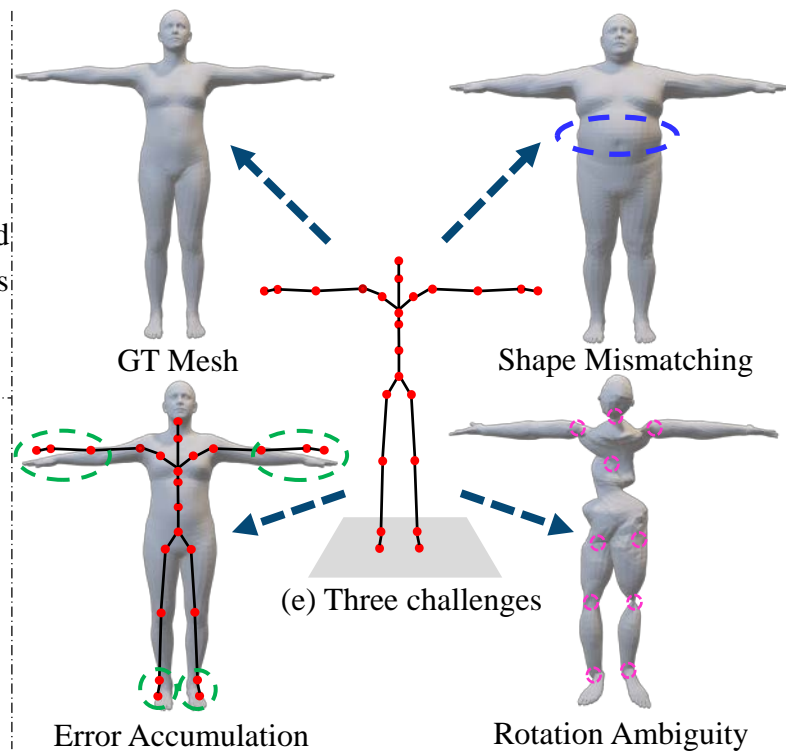
(b) Optimization-based



(c) Mesh-generation



(d) Our SMPL-IKS



(e) Three challenges