

Post
Processing

**Motion
management**

- Motion retrieval
- Motion recognition

Motion editing

- Motion synthesis

Front-end

Motion acquiring

- Motion enhancement
- Motion refinement

**Intuitive
Interface**

- Sketch based motion editing interface

**Motion
reusing**

```
graph TD; MM[Motion management] --> MR((Motion reusing)); ME[Motion editing] --> MR; MA[Motion acquiring] --> MR; II[Intuitive Interface] --> MR;
```