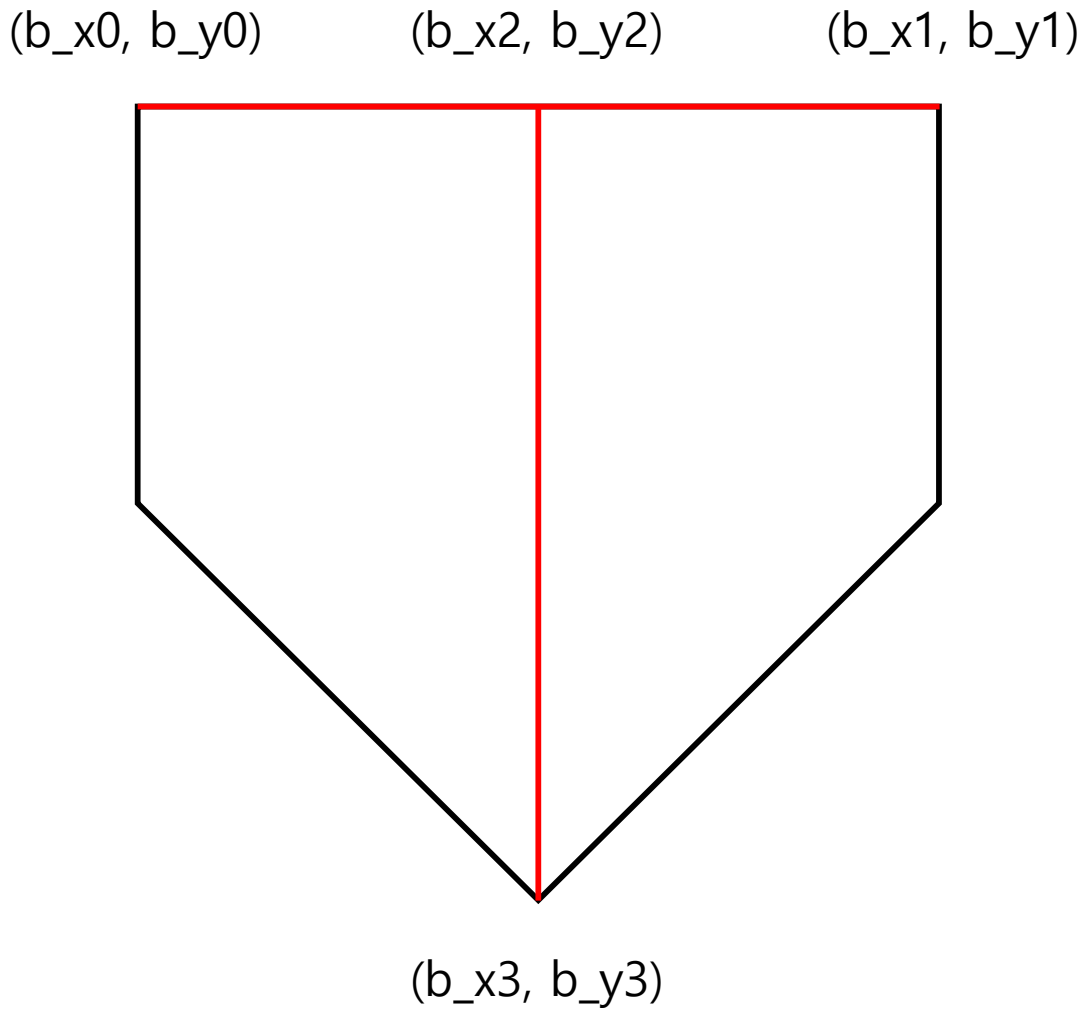
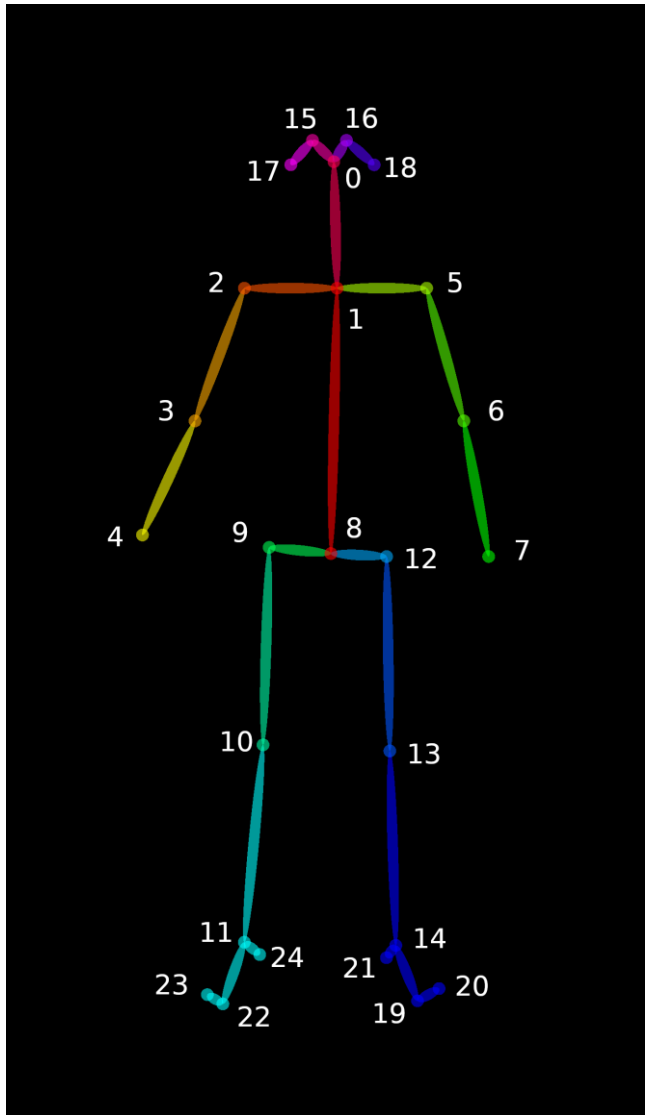
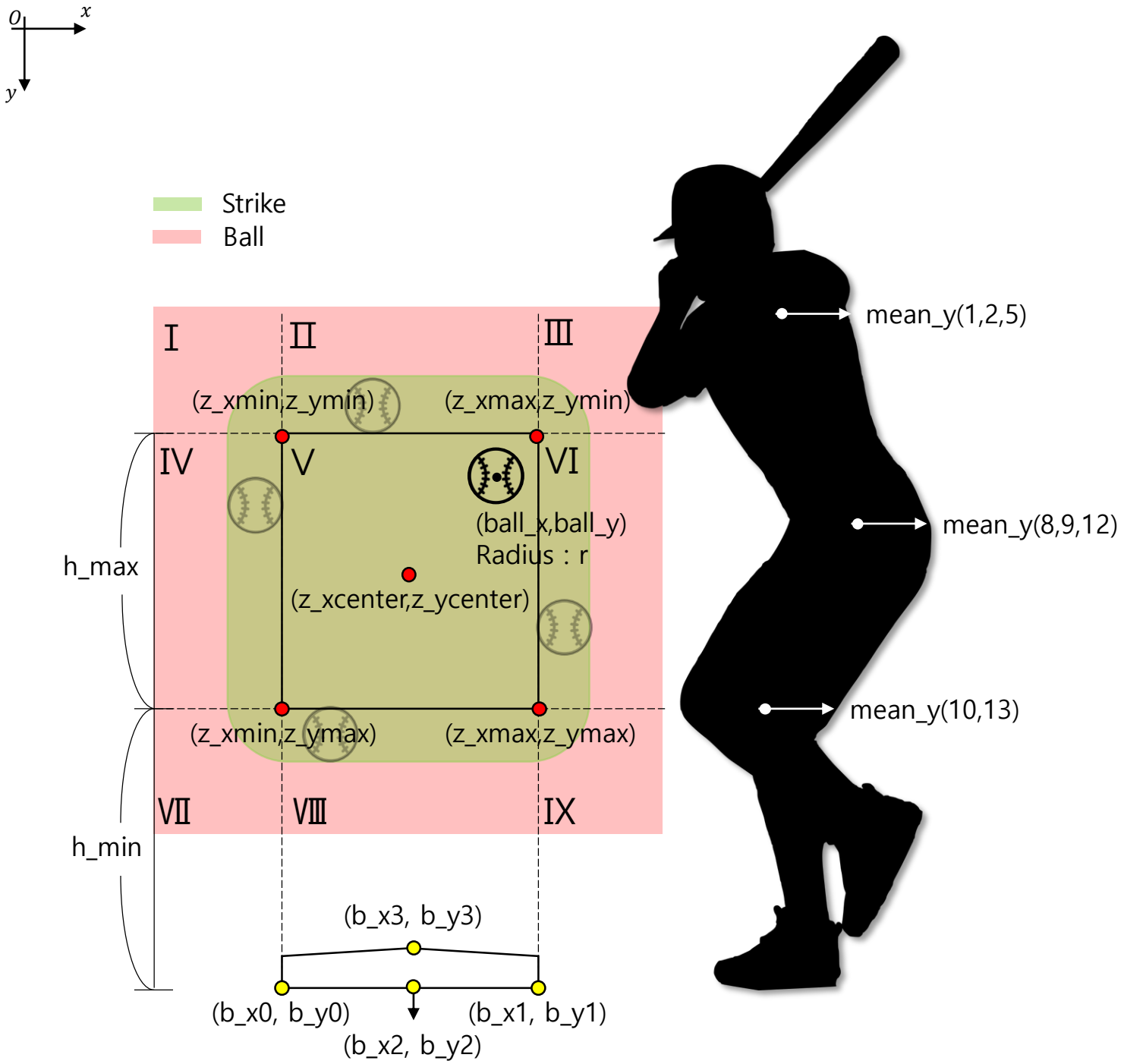

(b_x0, b_y0)
(b_x2, b_y2)
(b_x1, b_y1)
(b_x3, b_y3)




```
// Result for BODY_25 (25 body parts consisting of COCO + foot)
// const std::map<unsigned int, std::string> POSE_BODY_25_BODY_PARTS {
//     {0,  "Nose"},
//     {1,  "Neck"},
//     {2,  "RShoulder"},
//     {3,  "RElbow"},
//     {4,  "RWrist"},
//     {5,  "LShoulder"},
//     {6,  "LElbow"},
//     {7,  "LWrist"},
//     {8,  "MidHip"},
//     {9,  "RHip"},
//     {10, "RKnee"},
//     {11, "RAnkle"},
//     {12, "LHip"},
//     {13, "LKnee"},
//     {14, "LAnkle"},
//     {15, "REye"},
//     {16, "LEye"},
//     {17, "REar"},
//     {18, "LEar"},
//     {19, "LBigToe"},
//     {20, "LSmallToe"},
//     {21, "LHeel"},
//     {22, "RBigToe"},
//     {23, "RSmallToe"},
//     {24, "RHeel"},
//     {25, "Background"}
// };
```



베이스 길이 : 43cm = b_x1 – b_x0
공 반지름(r) : 3.6cm = $\frac{18}{215}$(b-x1 – b_x0)
=> r = int($\frac{18}{215}$(b-x1 – b_x0))

h_min = mean(b_y0,b_y1) – mean_y(10,13)
h_max = mean_y(10,13) - $\frac{1}{2}$(mean_y(8,9,12)+mean_y(1,2,5))

z_xmin = b_x0
z_xmax = b_x1
z_ymin = b_y0 – h_min – h_max
z_ymax = b_y1 – h_min

z_xcenter = $\frac{1}{2}$(z_xmin + z_xmax)
z_ycenter = $\frac{1}{2}$(z_ymin + z+ymax)