## Dynamic Interpolation

We interpolate between two different dynamic representations by taking a weighted average of the two and generating a new video accordingly.

$$z_{d_{new}} = (1 - \lambda)z_{d_1} + \lambda z_{d_2}$$

 $\lambda = 0.0$ 

 $\lambda = 0.3$ 

 $\lambda = 0.5$ 

 $\lambda = 0.7$ 

 $\lambda = 1.0$ 



The distance between the legs gradually increases as we interpolate between the dynamic representation of A (large distance) and B (small distance)



The movement of the right leg
decreases gradually as we interpolate
between the dynamic representation of A
(large step) and B
(small step)

$$\lambda = 0.0$$

$$\lambda = 0.3$$

$$\lambda = 0.5$$

$$\lambda = 0.7$$

$$\lambda = 1.0$$











The raise of the right arm gradually decreases as we interpolate between the dynamic representation of A (arm raise) and B (no arm raise)





 $\lambda = 0.5$ 

 $\lambda = 0.7$ 

 $\lambda = 1.0$ 











The rotation of the right legs gradually decreases as we interpolate between the dynamic representation of A (large rotation) and B (no rotaion)



$$\lambda = 0.3$$

 $\lambda = 0.5$ 

$$\lambda = 0.7$$

 $\lambda = 1.0$ 



The distance between the legs and raise of right arm gradually change as we interpolate between the dynamic representation of A and B

