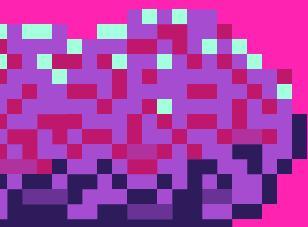


Y.M.C.A

UNITREE GO1



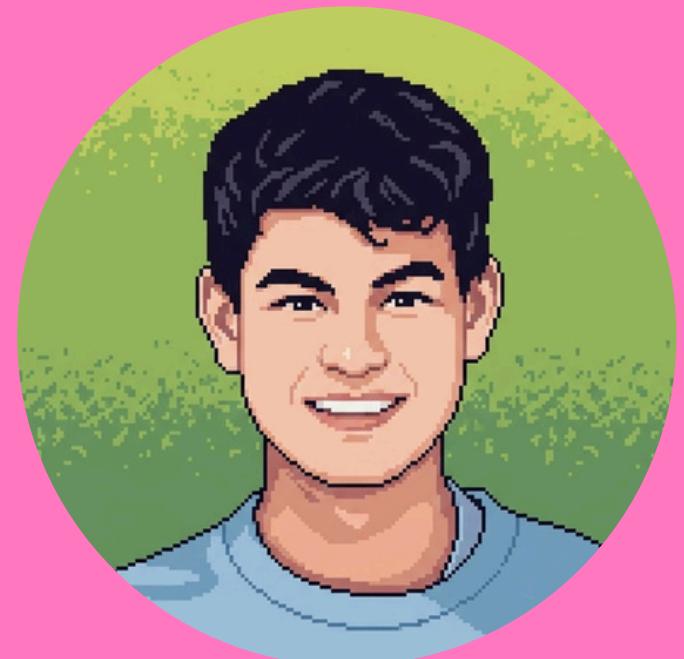


INSPIRATION



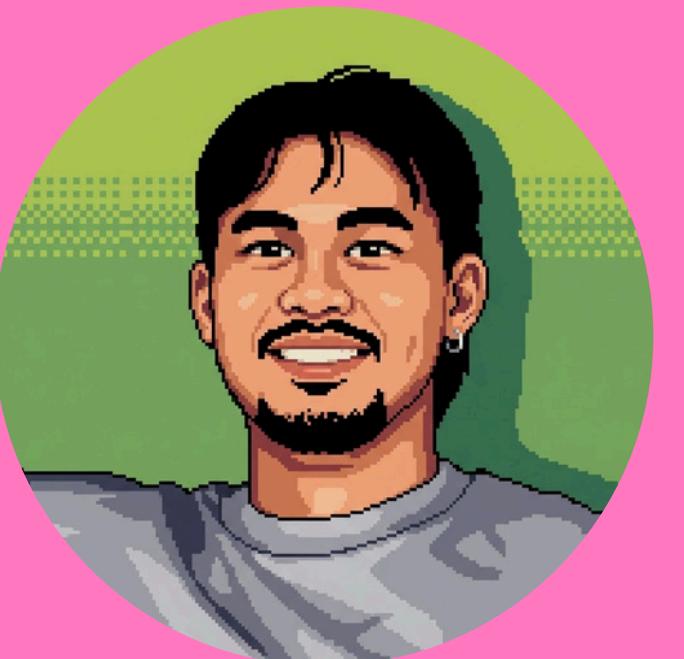
MO

Simulation and
Control



ALEX

Music
Analysis



PAWIT

Dance
Choreography



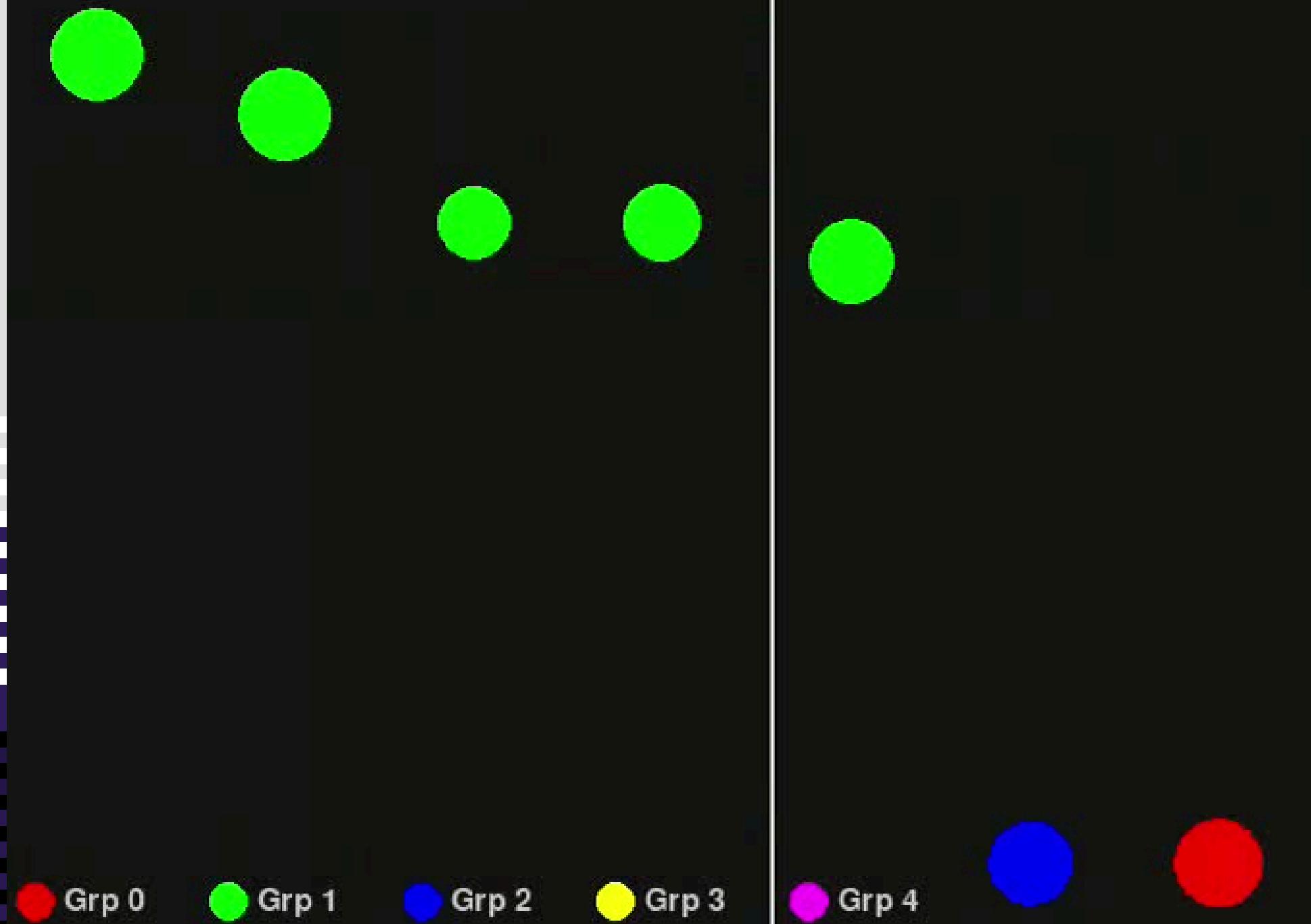
ANDREW

Computer
Vision

THE TEAM



Music Time: 10.05s



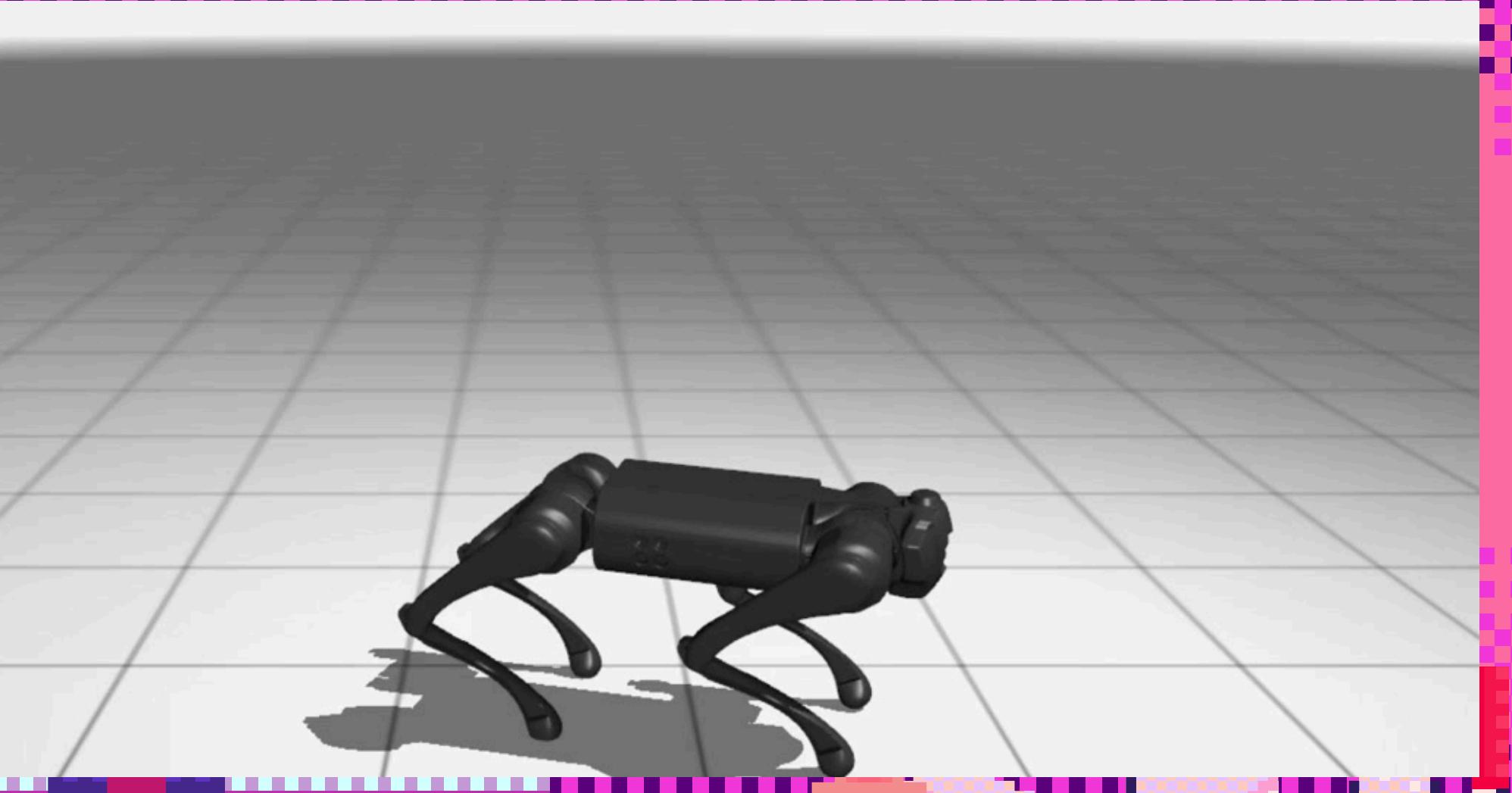
MUSIC INFORMATION RETRIEVAL



SIMULATION

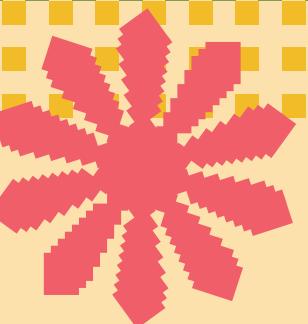
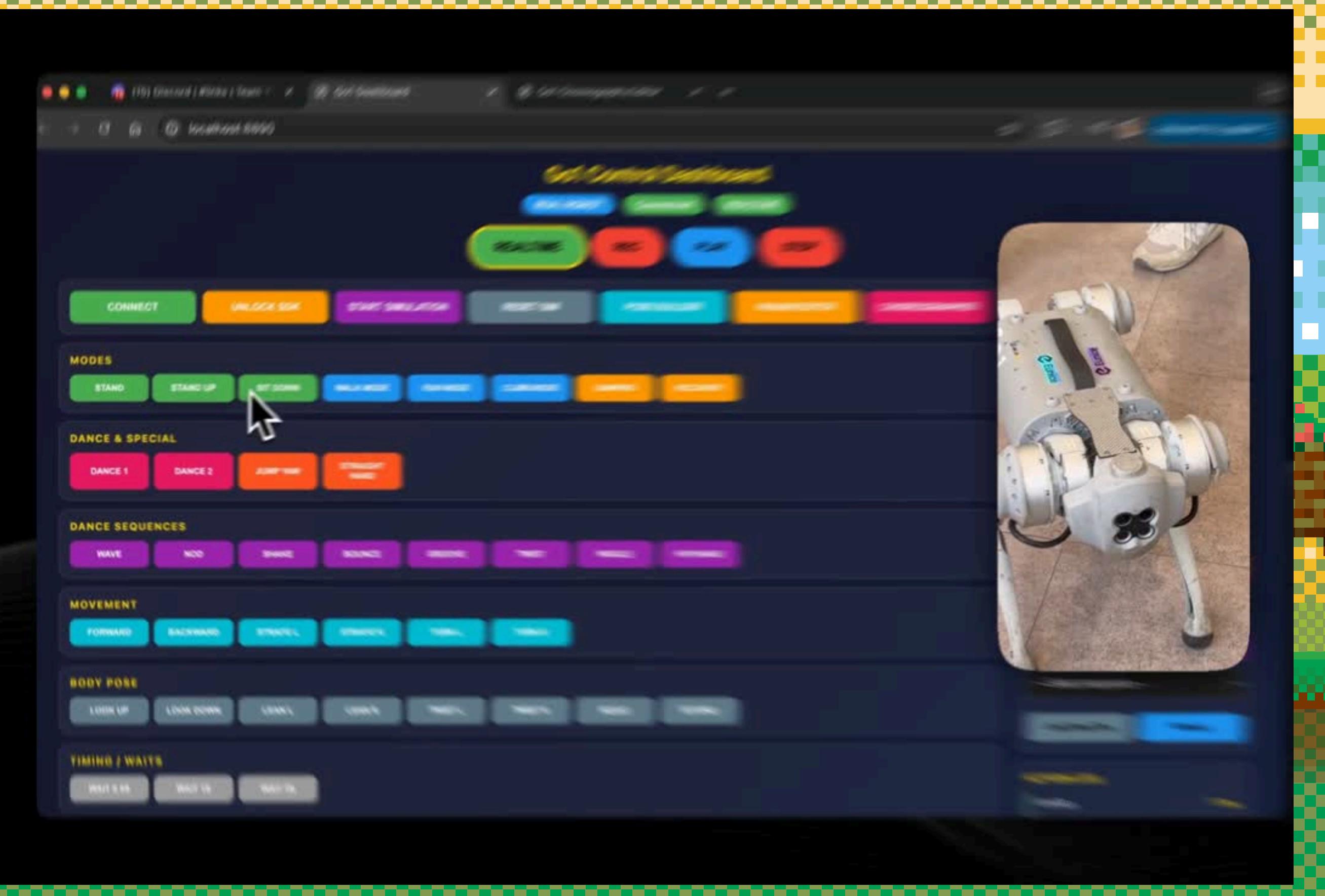


```
[14.42s] Beat 31: twistLeft  
[14.89s] Beat 32: twistRight  
[15.36s] Beat 33: twistLeft  
[15.82s] Beat 34: twistRight  
[16.28s] Beat 35: twistLeft  
[16.75s] Beat 36: twistRight  
[17.21s] Beat 37: twistLeft  
[17.68s] Beat 38: twistRight  
[18.15s] Beat 39: twistLeft  
[18.61s] Beat 40: twistRight  
[19.07s] Beat 41: twistLeft  
[19.54s] Beat 42: twistRight  
[20.00s] Beat 43: twistLeft  
[20.47s] Beat 44: twistRight  
[20.94s] Beat 45: twistLeft  
[21.40s] Beat 46: twistRight  
[21.87s] Beat 47: twistLeft  
[22.33s] Beat 48: twistRight  
[22.79s] Beat 49: twistLeft  
[23.26s] Beat 50: twistRight  
[23.72s] Beat 51: twistLeft  
[24.19s] Beat 52: twistRight  
[24.66s] Beat 53: twistLeft  
[25.12s] Beat 54: twistRight  
[25.59s] Beat 55: twistLeft
```

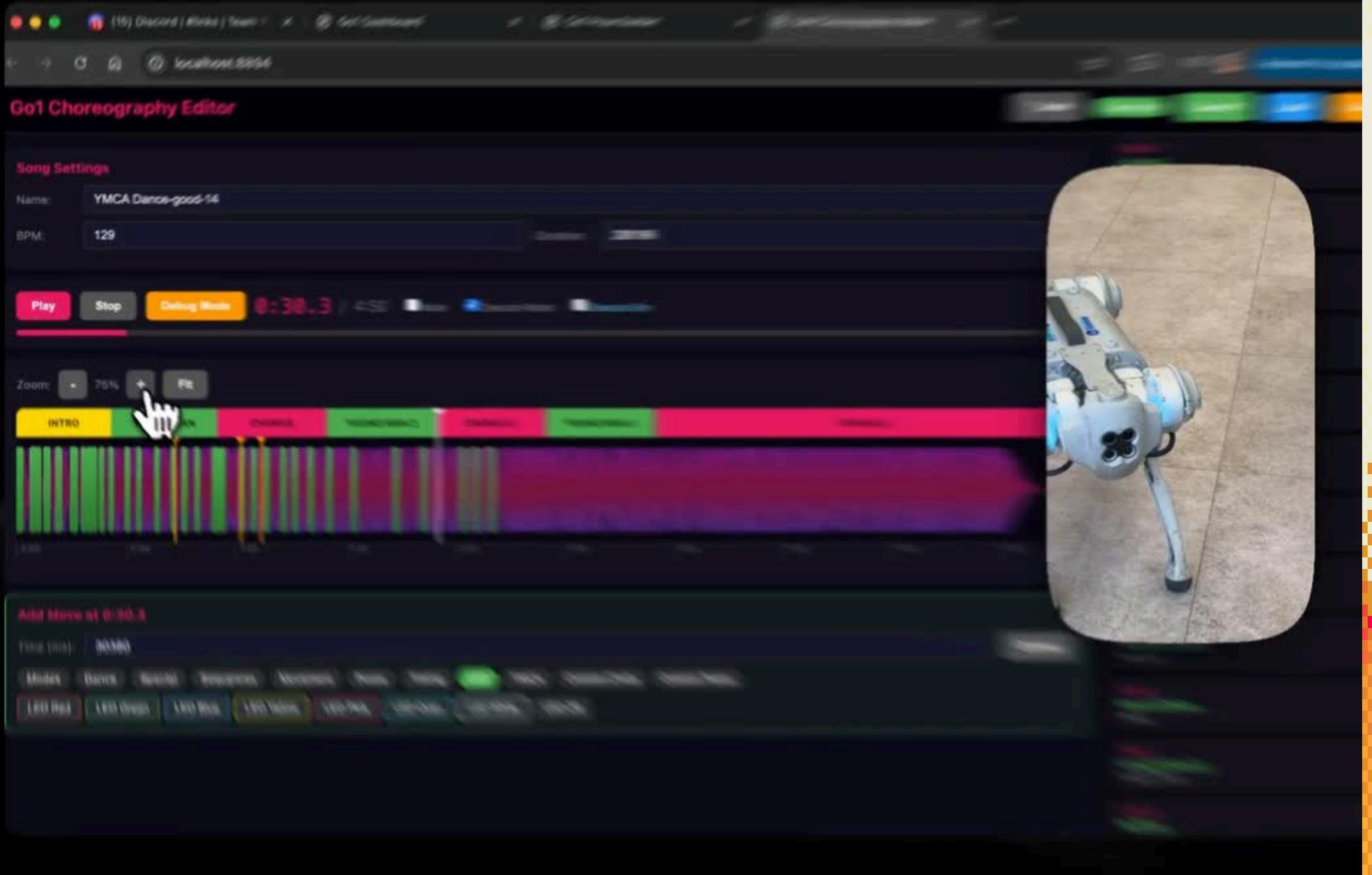


WHAT WE DID

- 01** Curate movement primitives
- 02** Extract beat, tempo, etc
- 03** Plan dance in a **choreography dashboard**



MOVEMENT PRIMITIVES



DANCE CHOREOGRAPHER



JOY



★ THANK YOU! ★