Path-VAE Preliminary Results

Denoising + Inpainting
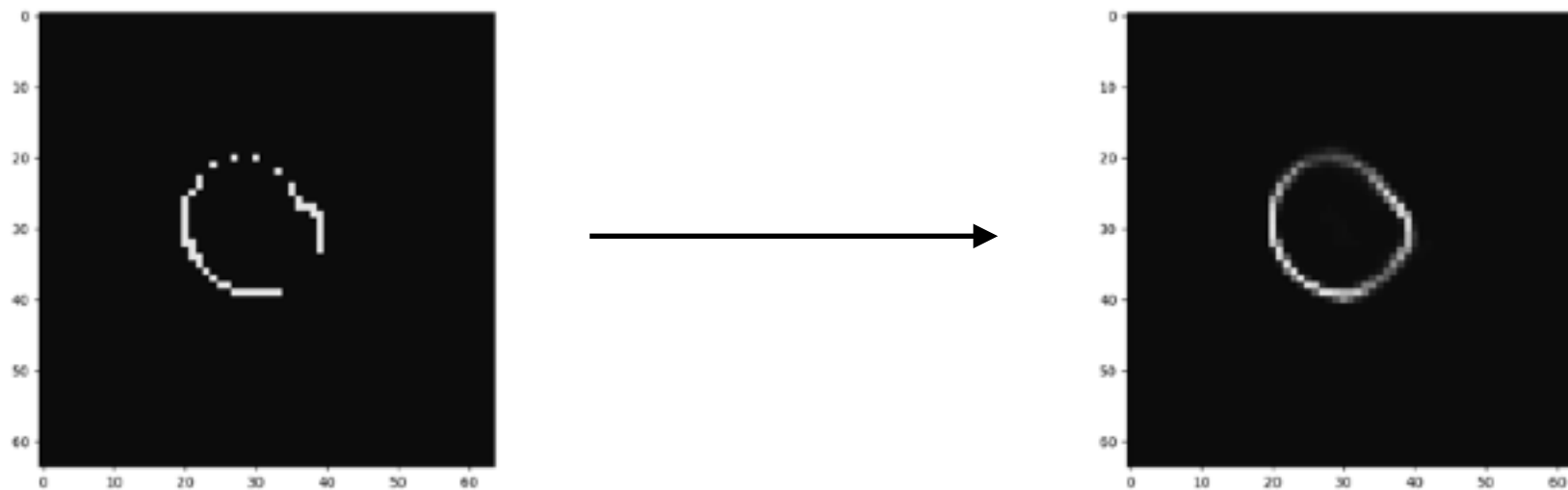
Shape Transformation

$$z_1 \longrightarrow z = (t)z_1 + (1 - t)z_2 \longrightarrow z_2$$
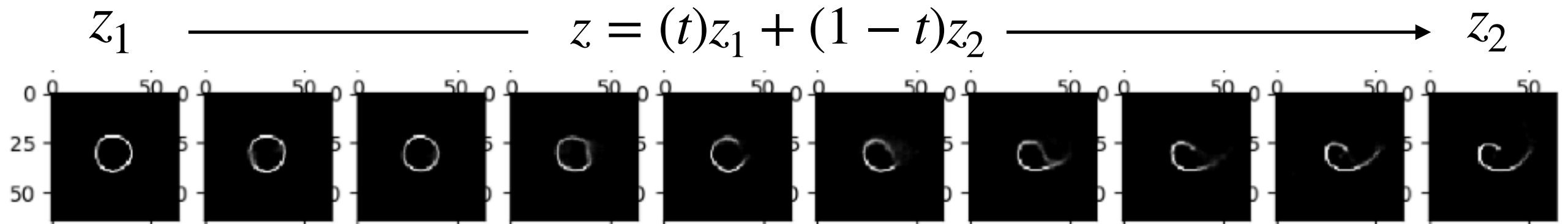
3D Images

- Images can be stacked during entire simulation to form a 3D image containing rich information about mechanism

- Interesting spatial and temporal patterns can be obtained

  - Timing related patterns (ex. Quick Return) for higher order linkages