Input Recognition and Preconditioning

Raw User Input X

Recognition Model
$$Q(X) = q(z|X)$$

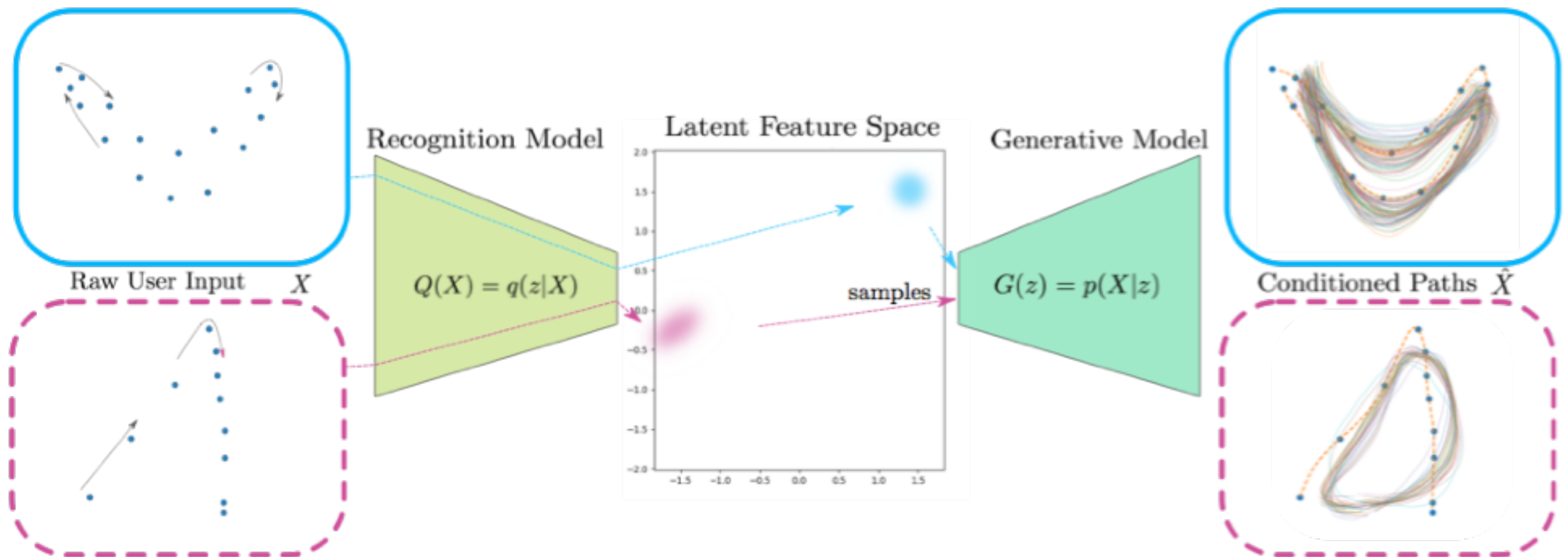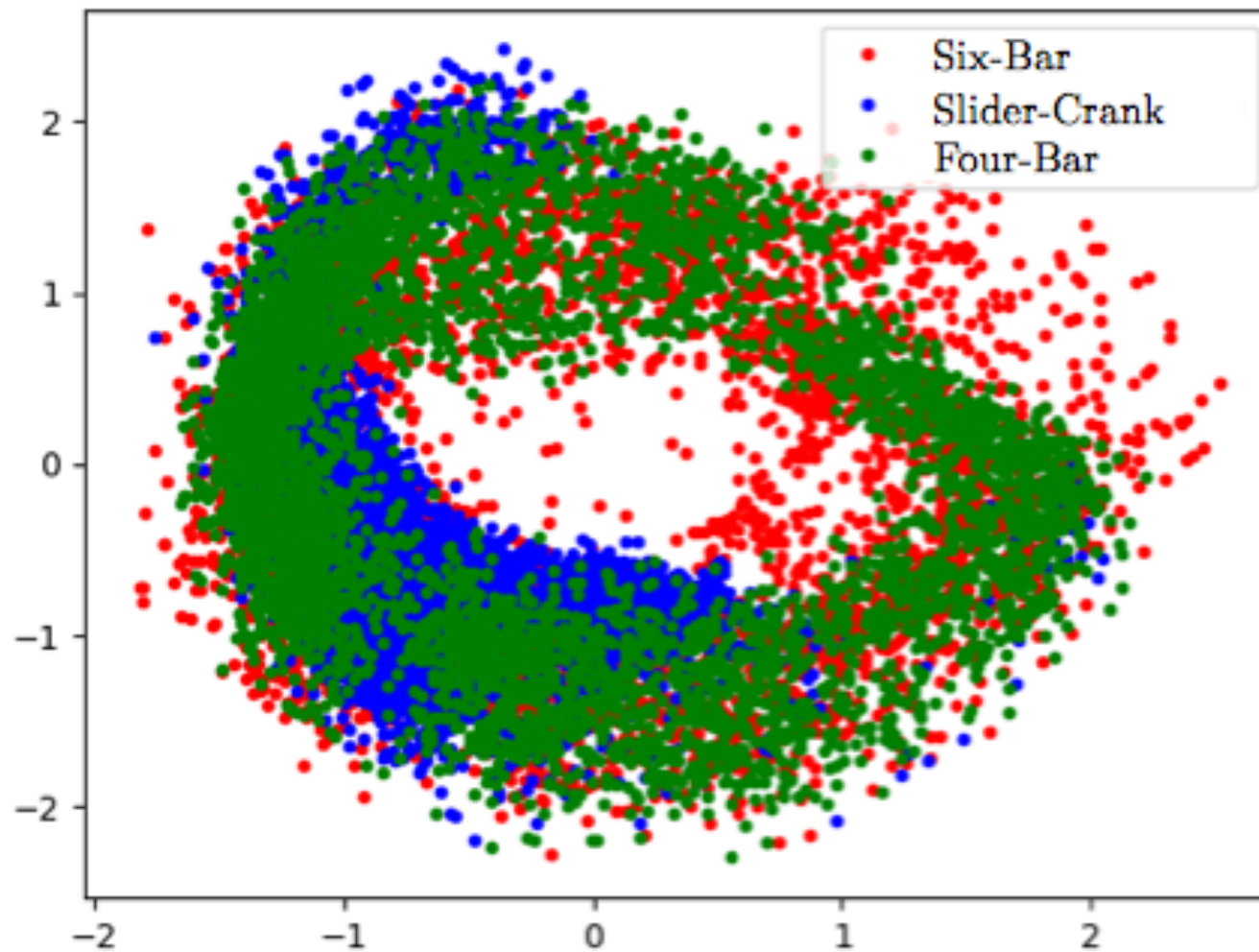Latent Feature Space

samples

Generative Model
$$G(z) = p(X|z)$$

Conditioned Paths $\hat{X}$

Motion Characterization in Latent Feature Space : Type Synthesis

Latent Embeddings of coupler motions sampled from random Fourbar, Sixbar and Slider Crank linkages