

# YYDS 揚揚女團生產器

Yang Yang Dance Simulator

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余振揚 (Leader) 顔鈺蓁、江宇浩、吳出右

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# Google Developer Student Clubs National Cheng Kung University



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# Making Dance EASY!

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# I dance, therefore I am



Chen-Yang Yu
M.S. in Al Robotics, NCKU

#### **Outline**

- 1. Motivation Background
- 2. Preliminary Experiment
- 3. Related Work
- 4. Proposed Method
- 5. Results
- 6. Comparison with SOTA
- 7. Conclusion & Future Work
- 8. Feedback
- 9. Acknowledgement



### **Motivation Background**

女團好香♡

好想學跳舞

但我有點懶

而且不敢跳







#### **Preliminary Experiment**

**DeepFakes:** Replace a source face with the target face, maintaining facial expression such as eye movement and facial muscle movement.

**DeepFaceLab:** A state-of-the-art framework with clear workflow designed for photorealistic facial swapping.



## Let's Swap 🤮









#### **Ditto - NewJeans**

我對不起大家₩



# 抖音妹妹

觀感不佳⇔



# 科目三

口罩遮擋😷





What if I just want to mimic the dance pose?





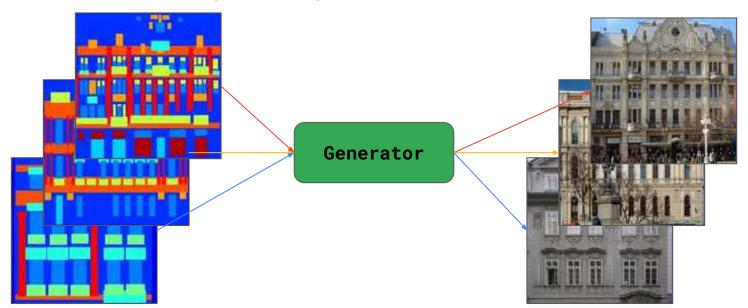




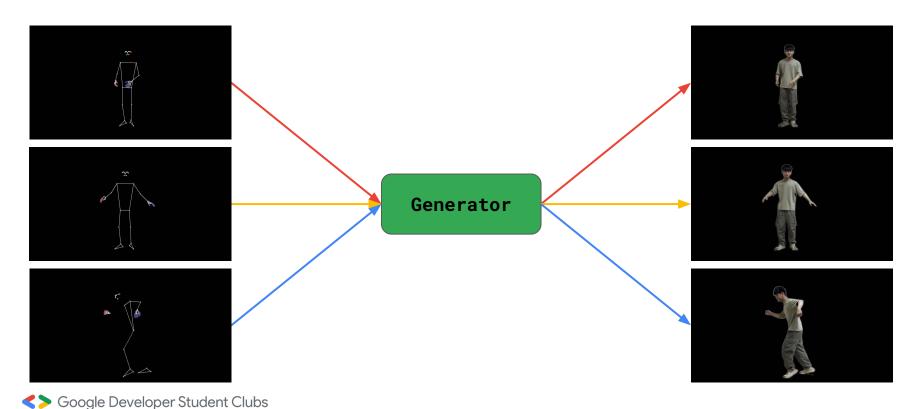


#### **Related Work - Pix2Pix**

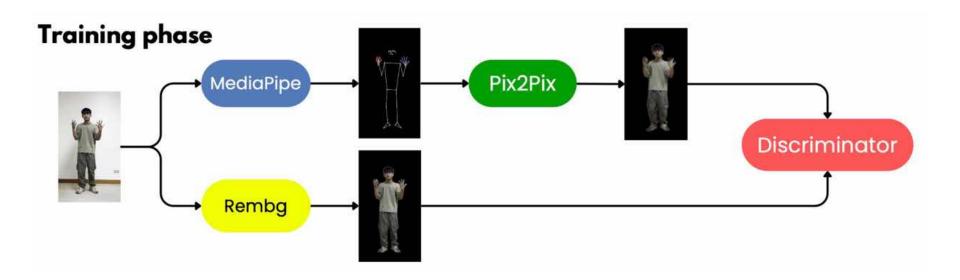
A conditional GAN for image-to-image translation



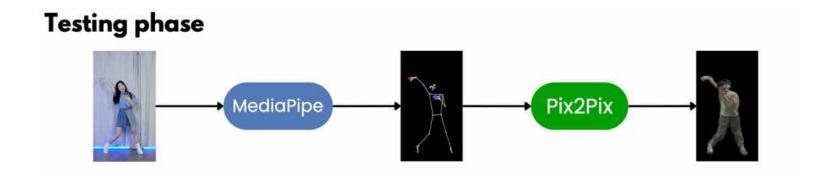
#### **Redefine Domain Dataset for Our Scenario**



### **Proposed Method - Training Phase**



## **Proposed Method - Testing Phase**



## **Training Data**

- Mediapie: Extract pose skeleton
- Rembg: Remove background

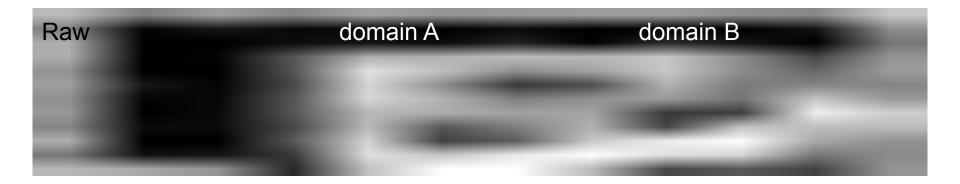




## **Testing Data**



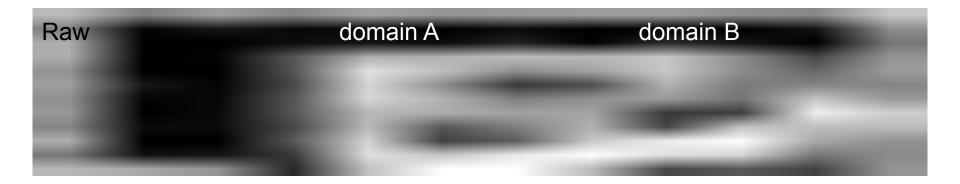
#### **Results - Pix2Pix**



#### **Results - Pix2Pix**



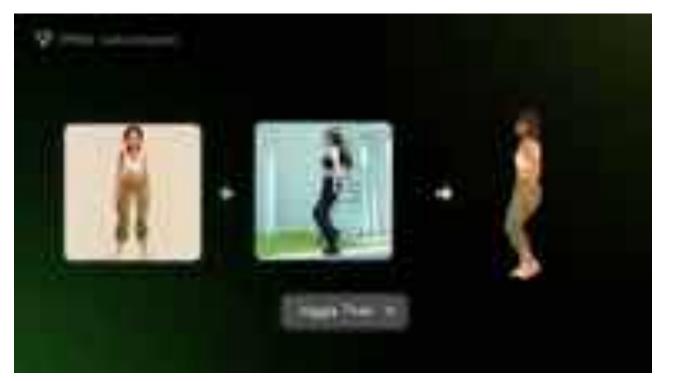
#### **Results - Pix2PixHD**



#### **Results - Pix2PixHD**



## **Comparison to SOTA - VIGGLE AI**



# ViggleAI - /mix







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## Magnetic - ILLIT (ViggleAI)



## Not always as good as expected



#### Conclusion

- 1. Our project makes dance EASY!
- 2. We extract pose skeletons using MediaPipe and remove backgrounds with Rembg, ensuring clear and focused dance frames.
- 3. We train the conditional GAN model by leveraging Pix2Pix and Pix2PixHD models, generating a realistic dance video that precisely mirror the extracted pose skeletons.

#### Conclusion

YYDS is a concept that makes dance accessible to everyone by customizing dance experience for users.

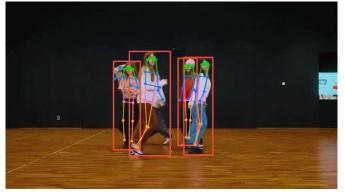
We are dedicated to refining and expanding our system to accommodate diverse users and dance styles.





#### **Future work**

1. 現有方法僅能針對單一舞者進行動作轉移
既然是女團, 就必需要學會所有妹妹們的動作啊!
Potential Solution: Apply Identification Tracking on Pose Estimation



- 2. 目前的成果有大量的雜訊,為frame跟frame之間的temporal smoothing問題現有可行辦法: <u>Everybody Dance Now</u>
- 3. GAN的訓練過程太耗時,未來可使用Diffusion搭配LLM進行少樣本訓練

### Paper Research - Everybody Dance Now

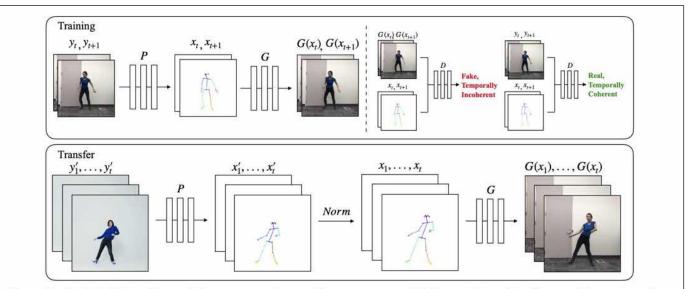


Figure 3: (Top) **Training**: Our model uses a pose detector P to create pose stick figures from video frames of the target subject. We learn the mapping G alongside an adversarial discriminator D which attempts to distinguish between the "real" correspondences  $(x_t, x_{t+1}), (y_t, y_{t+1})$  and the "fake" sequence  $(x_t, x_{t+1}), (G(x_t), G(x_{t+1}))$ . (Bottom) **Transfer**: We use a pose detector P to obtain pose joints for the source person that are transformed by our normalization process Norm into joints for the target person for which pose stick figures are created. Then we apply the trained mapping G.

#### **Feedback**

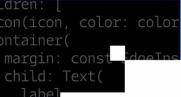
We are future Google Developer.

Of course, we want to do something BIG!

Generative AI requires significant hardware resources.

As students, we don't have the funds to rent or buy GPUs.

However, making the most of limited resources to achieve limited goals is also a valuable and meaningful learning experience.





**Solution** Student Clubs

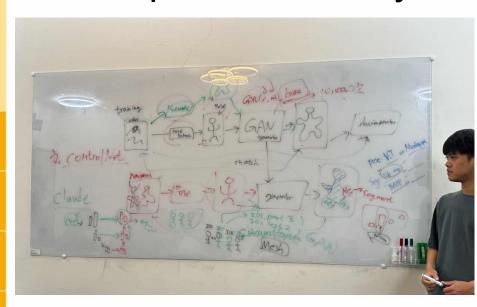
## yyds-dance-generator

https://github.com/LittleFish-Coder/yyds-dance-generator





# **Development Journey**



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YYDS
```

## Acknowledgement



余振揚、顏鈺蓁、吳出右、江宇浩







蘇奕幃 GDSC Lead

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## **EASY - LE SSERAFIM (Viggle AI)**



## Drama - aespa (Viggle AI)

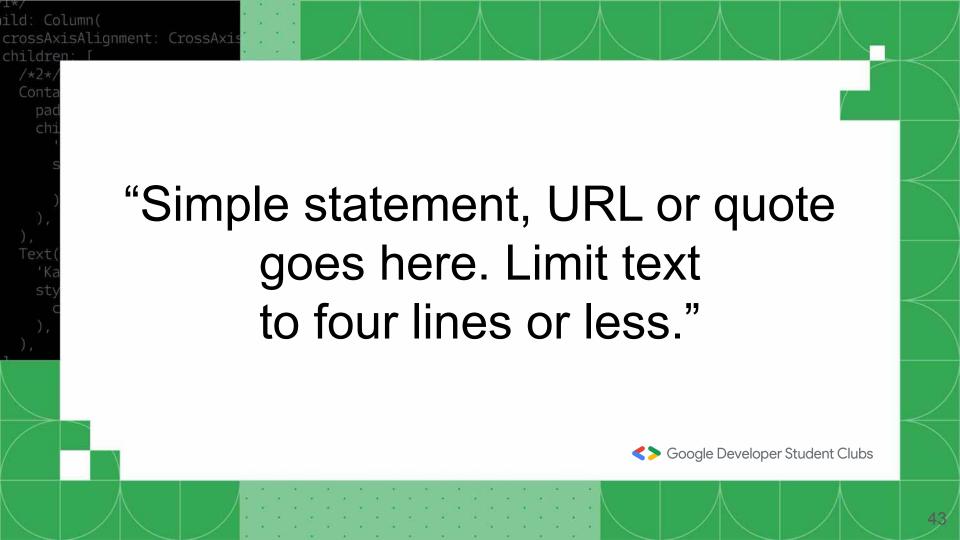


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## I AM - IVE (Viggle AI)







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