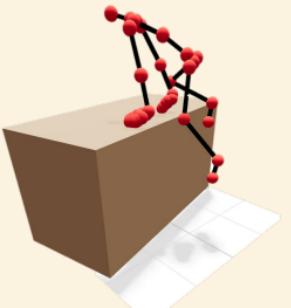


Human Motions



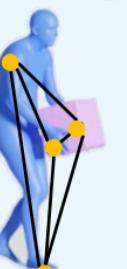
LAFAN1 & OMOMO



In-House MoCap

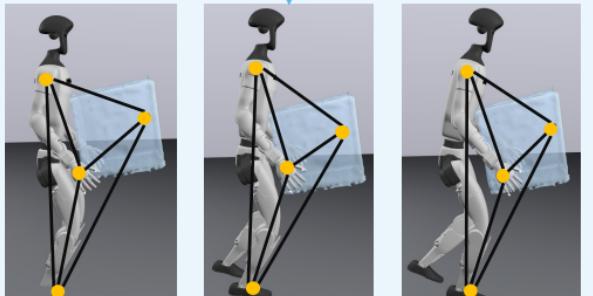
Interaction Mesh Retargeting

Source Motion
Mesh Laplacian
 L_{source}



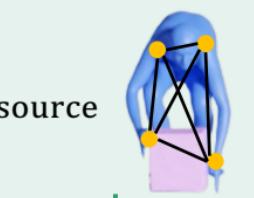
Tetrahedra Mesh Matching

$$\min_{L_{\text{target}}} \|L_{\text{source}} - L_{\text{target}}\|^2 \quad \text{s.t. Kinematic Constraints}$$



Optimization Process

Efficient Augmentation (Optional)

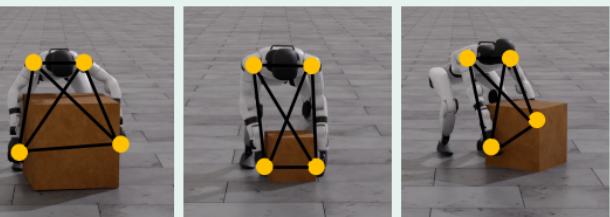


L_{source}

$$\min_{L_{\text{augm}}} \|L_{\text{source}} - L_{\text{augm}}\|^2$$

Diverse Augmentation

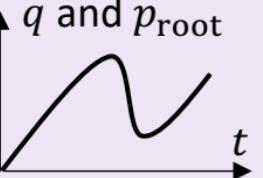
- Terrain
- Object Type
- Spatial



Example of Spatial & Obj. Augm.

RL Training

Kinematic
Motion
Reference

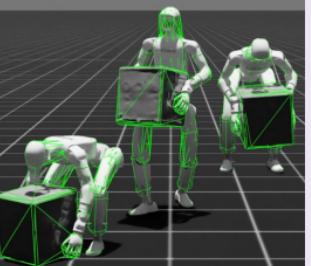


Minimal RL Tracking

- 5 Rewards
- 4 DR Terms
- Proprio. Only

Policy

π_{θ}



Zero-Shot Sim2Real

