

# A Quick Summary of My Short Stay in Rennes

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# Multi sensors, multi kinects topology

## Topic 1

Motion Capture Topology

Marker Based Motion  
Capture System

- We base on the depth images
- Disadvantages:
  - Calibration
  - Cross Perturbation
  - Synchroniztion
  - multi computer
- Advantages:
  - Fusion data
  - Less occlusion

# Single Kinect Topology

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### ■ Advantages:

- Simple, cheap.
- No need Calibration, calibration
- Easy for the users

### ■ Disadvantages:

- Noisy, poor raw data
- User need to face to the Kinect
- Big problem with occlusion

- For the starting period, 1 kinect topology is recommende. For further part, multi kinect topology should be considered but no more than 3 kinects topology. To deal with the disadvantages, we can:

- Problem with back side of user: For some motions (such as: turn around) we can use interpolation for enriching the depth maps based on using machine learning with our available dance database

# Process

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- Vicon system with awesome experiment room :) in Rennes.
- Main steps:
  - Capture all markers of each frame (saw the real system) and labelling (saw the real process) them.
  - Skeleton Fitting
  - 2-cycles Looping
  - Retargeting on model: Skinning, Blending.

# Challenges

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- Motion capture data clean-up (noisy, occlusion, unlabelled):
  - Raw data (C3D unlabelled, noise, occlusion) -> NN -> true label
- Calibration. (Frank discuss about some approaches for me :))

# ToDoList

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- Short presentation about the approaches to improve the building skeleton from depth images: [Motion Capture with Ellipsoidal Skeleton using Multiple Depth Cameras](#)
- [Calibration problem](#)
- [Calibration Technique](#)
- OpenPose: The first real-time multi-person system to jointly detect human body, hand, facial, and foot keypoints (in total 135 keypoints) on single images.  
[Github link](#)

# References

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Thank You

