ChatGPT

Skeletics-152 Dataset Access and Download

Official Hosting and Access

Skeletics-152 is **hosted on the "Skeleton-based Human Action Understanding" portal** maintained by IIIT Hyderabad's CVIT. The authors of *Quo Vadis, Skeleton Action Recognition?* have made the dataset available through this portal [1]. The official project page (skeleton.iiit.ac.in) provides an interactive dashboard, code, pre-trained models, and links to the new skeleton action datasets including **Skeletics-152** [1].

To download Skeletics-152, you should navigate to the **"Datasets & Models"** section on the portal. In most cases, no special permission is required – the dataset is freely available for research use (there is no indication of a restrictive license beyond standard academic usage). You may be prompted to **register or agree to terms** on the site, but there is no formal request form reported. Simply locate the Skeletics-152 dataset on the portal and follow the download link provided. The project's GitHub repository also references this dataset and directs users to the portal for access [2].

Dataset Description and Format

Skeletics-152 is a large-scale 3D skeleton-based action recognition dataset derived from the Kinetics-700 video collection. It contains **125,621 skeleton action sequences spanning 152 action categories** [3]. Each sequence consists of 3D human pose data (25 body joints with X, Y, Z coordinates per frame) extracted from the original videos. Notably, the creators used the **VIBE** model to obtain high-quality 3D poses from in-the-wild videos, making Skeletics-152 more accurate than earlier "Kinetics-skeleton" data that relied on 2D OpenPose (those provided only pseudo-3D pose) [4]. The result is a curated set of skeletal motion data suitable for benchmarking *in the wild* action recognition.

The **data is distributed in convenient machine-readable formats**. The skeleton time-series are typically provided as NumPy arrays or similar structures. In practice, the authors supply the skeleton data in a form that can be loaded as **.npz or .pkl files** (containing joint coordinates over time with labels). Accompanying the dataset, the authors provide **conversion scripts** to reformat the raw pose sequences for different frameworks [5]. For example, there are scripts to convert the VIBE-extracted skeletons into the input format expected by GCN-based models or CNN-based pipelines [5]. This means you can download the raw Skeletics-152 pose data (e.g. as a set of NumPy arrays for each sequence or a consolidated file) and then use the provided scripts to generate whatever format you need – whether it's a single pickled dataset, JSON annotations, or numpy matrices ready for model training.

Usage and Documentation

After downloading, you will have access to the 3D joint coordinates for all actions in Skeletics-152. The **official GitHub repository** for the paper (under user `skelemoa/quovadis`) contains README files with details on dataset structure and usage [2]. It also lists the new datasets and provides code examples. Be sure to consult the Skeletics-152 README and documentation on that repo for guidance on loading the data and understanding the directory layout. The repository's **"Scripts"** directory includes tools to parse and prepare the skeleton data [5], which is helpful for ensuring compatibility with common evaluation protocols.

In summary, to obtain Skeletics-152 you should visit the IIIT Hyderabad skeleton action understanding site and download the dataset from there [1]. No special license beyond academic/research use is noted, given that it draws on the publicly-available Kinetics videos. The data come in a numeric form (e.g. joint coordinates in .npz/.pkl files) along with documentation. Official links and resources for Skeletics-152 include the project portal and the authors' GitHub repository, which together guide you through accessing and using this dataset in your action recognition research.

Sources:

- Gupta *et al.*, *"Quo Vadis, Skeleton Action Recognition?"* IJCV 2021 – Dataset announcement (project page and data availability) [1] [6].
- Official project GitHub – Dataset listings and format conversion scripts [2] [5].
- Dataset description in paper – size, scope and pose extraction method (VIBE vs. OpenPose) [3] [4].

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[1] [3] [4] cvit.iiit.ac.in
http://cvit.iiit.ac.in/images/JournalPublications/2021/Quo-Vadis-ijcv.pdf

[2] [5] GitHub - skelemoa/quovadis: Repository for the 'Quo Vadis, Skeleton Action Recognition ?' paper
https://github.com/skelemoa/quovadis

[6] [2007.02072] Quo Vadis, Skeleton Action Recognition ?
https://arxiv.org/abs/2007.02072