doc28

Computer animation generation is an essential tool for entertainment industries such as animation studios or video games developers. The class hierarchy as the outcome of such abstraction gives a clear understanding of differences in functionality among various classes as well as what they have in common. In general, point clouds are obtained by digitizing real objects with vision measuring equipment. Our key observation is that the motion (moving clouds) and appearance, time-varying colors in the sky) in natural scenes have different time scales. We assume that all character poses can be generated by warping the deformable template, and thus develop a deformation network that encodes an image and decodes deformation parameters of the template.