Skeleton Templates

Canonical Skeleton

🔥 Learnable
❄️ Frozen
∗ Same

S_k

Pre Frame Angles ∗ & Bone Scale 🔥

GLC Loss (Sec.3.2)

Reference Object in Time t

⊕ Forward Kinematics

Canonical Shape of Reference Object

w/ Skeleton Templates

Global − Local Transformation

Optional

Skeletonization Module

❄️

Skinning Module

w/o Skeleton Templates

Skinning Weights

❄️

Target Object

Target Object in Time t

⊕

Skeletonization & Skinning

S_k

Global − Local Transformation

Skinning Weights Skeleton

⊕

Pre Frame Angles ∗ & Bone Scale 🔥

(a) Model Articulation in Second Phase

(b) Motion Transfer