

抬頭(+)/低頭(-) [pitch]: [28.41893911] 右轉(+)/左轉(-) [yaw] : [26.29224756] 右傾(+)/左傾(-) [roll] : [23.33889596]

2.spin.ipynb 結果

	Frame	<pre>Euler_X(Pitch)</pre>	Euler_Y(Yaw)	Euler_Z(Roll)	Direction
0	0	-26.658944	-46.491354	34.180978	Right 46.49°
1	1	-31.897862	-42.735817	42.589613	Right 42.74°
2	2	-32.469116	-41.760298	44.101586	Right 41.76°
3	3	-30.772098	-42.887138	41.519405	Right 42.89°
4	4	-30.518708	-43.675059	40.932450	Right 43.68°
298	298	-178.816020	-0.303120	103.530378	Right 0.30°
299	299	-178.737389	-0.307559	103.586775	Right 0.31°
300	300	-177.295345	-0.140811	104.176073	Right 0.14°
301	301	-176.533659	-0.080022	104.504109	Right 0.08°
302	302	-176.080227	-0.014623	104.623678	Right 0.01°

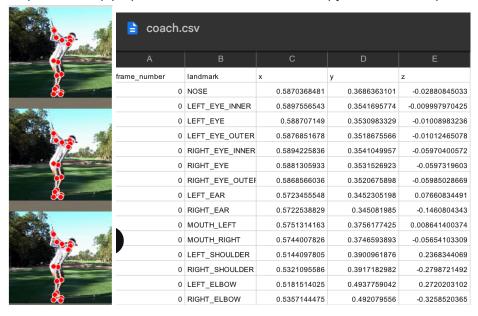
303 rows × 5 columns



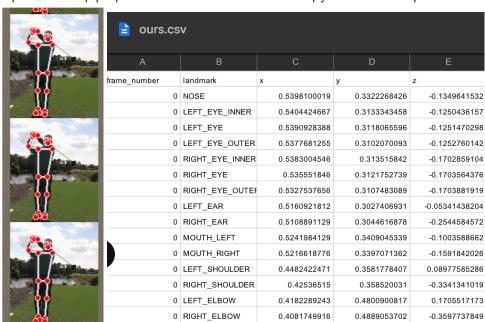




3.mp4 to mediapipe points detection and data save.ipynb => coach.mp4



mp4 to mediapipe points detection and data save.ipynb => ours.mp4



angle.ipynb => coach.csv & ours.csv

	frame_number	角度類型	角度	
0	0	(左)shoulder-elbow-wrist	9.574640	
1	0	(左)shoulder-hip-knee	19.105547	
2	0	(左)hip-knee-ankle	177.814304	
3	0	(右)shoulder-elbow-wrist	8.188391	
4	0	(右)shoulder-hip-knee	14.650039	
1939	323	(左)shoulder-hip-knee	10.908544	
1940	323	(左)hip-knee-ankle	179.780032	
1941	323	(右)shoulder-elbow-wrist	126.650858	
1942	323	(右)shoulder-hip-knee	14.922683	
1943	323	(右)hip-knee-ankle	5.645074	
1944 rows × 3 columns				

	frame_number	角度類型	角度
0	0	(左)shoulder-elbow-wrist	16.953110
1	0	(左)shoulder-hip-knee	13.154194
2	0	(左)hip-knee-ankle	174.738589
3	0	(右)shoulder-elbow-wrist	18.740438
4	0	(右)shoulder-hip-knee	14.898277
2059	343	(左)shoulder-hip-knee	178.164720
2060	343	(左)hip-knee-ankle	4.106574
2061	343	(右)shoulder-elbow-wrist	166.897964
2062	343	(右)shoulder-hip-knee	2.540056
2063	343	(右)hip-knee-ankle	178.654475
2064 rows × 3 columns			

4. dtw.ipynb 結果

兩部影片的動作比較, 根據下圖能得知, 對角線的上半部呈現筆直, 代表兩部影片在前半部的動作差異不大, 但是對角線的下半部有點抖動, 代表兩部影片在後半段的動作有點差異。

