

# NII International Internship program

# Segmented Fusion

Week2-3

20170911

Sylvia

Advisors: Prof. A.Sugimoto

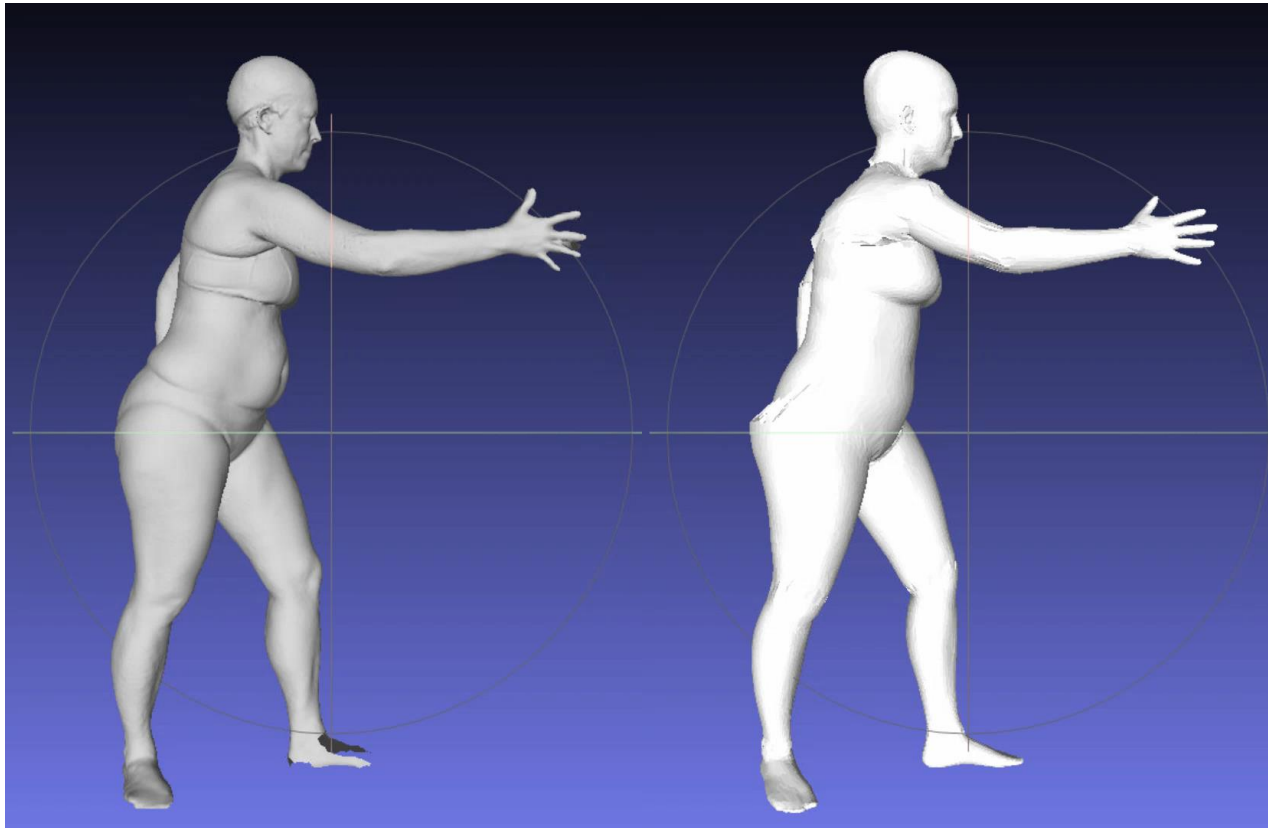
Ass.Prof. D.Thomas

# Last Meeting

- ♣ Previous discuss
  - ♣ “Stitched Puppet”
  - ♣ Pipeline
  - ♣ The concept of improvement
- ♣ Plan for this week
  - ♣ Study Inoe’s slides
  - ♣ Read codes
  - ♣ Use Kinect and get new data
  - ♣ Run the “Stitched Puppet” code

# Stitched Puppet

## ♣ 3D reconstruction



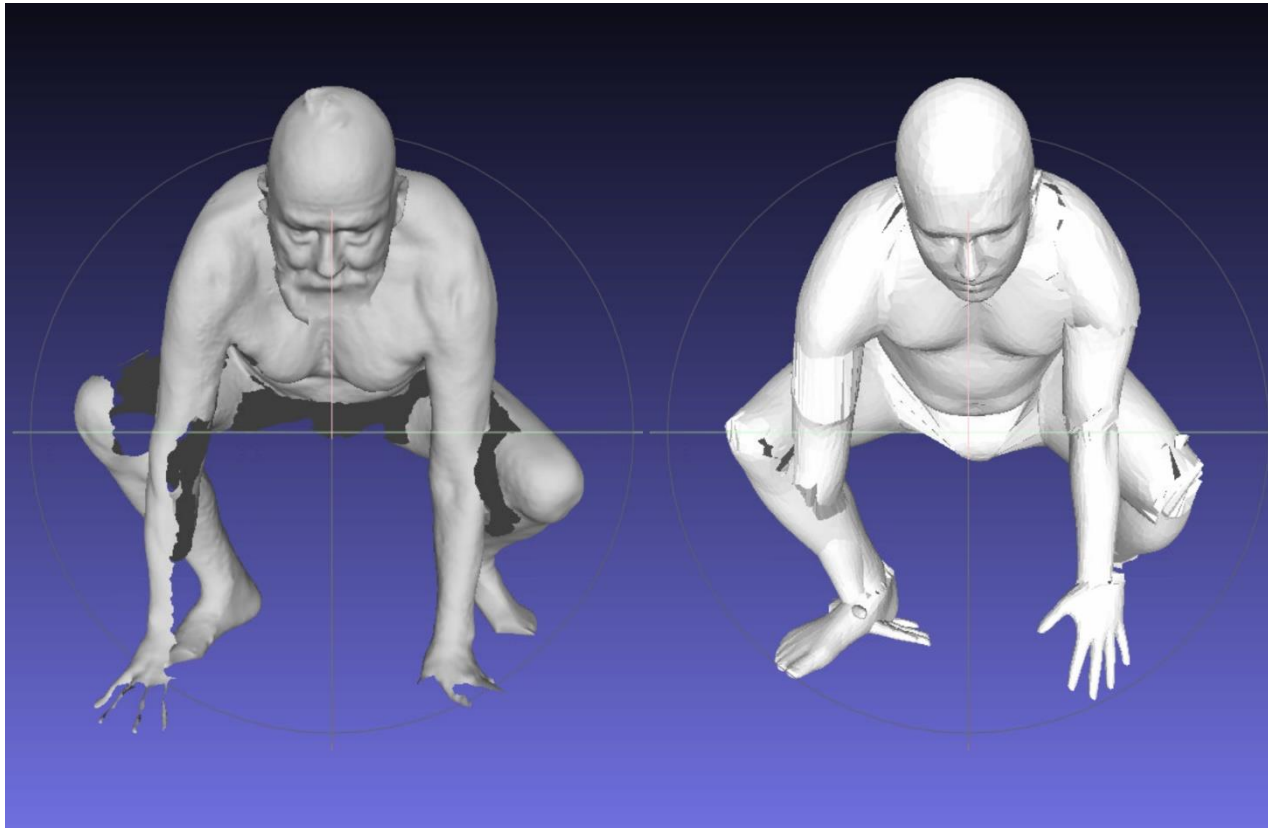
S. Zuffi and M. J. Black. The stitched puppet: A graphical model of 3D human shape and pose. In CVPR, 2015

Presenter: Sylvia

Advisors: Prof. A.Sugimoto, Ass.Prof. D.Thomas

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## ♣ 3D reconstruction



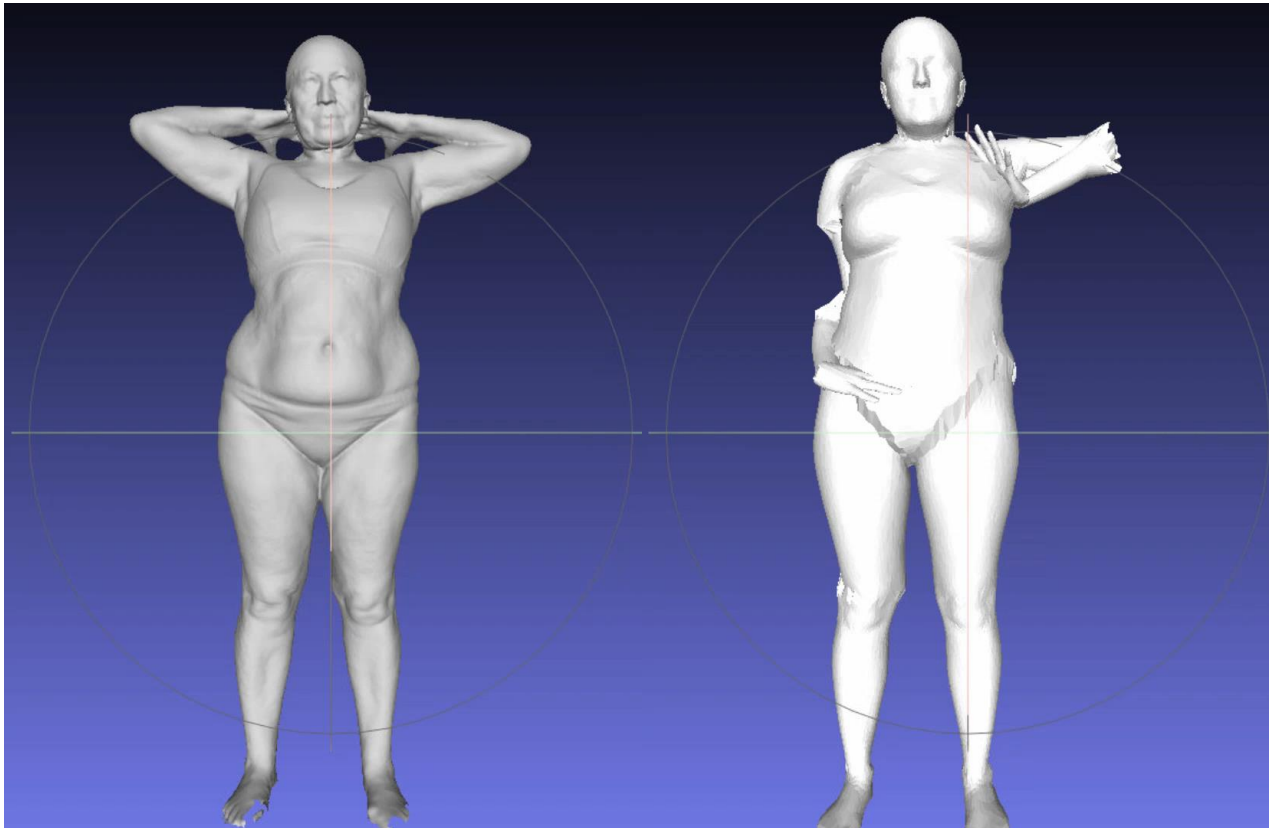
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# Stitched Puppet

## ♣ 3D reconstruction

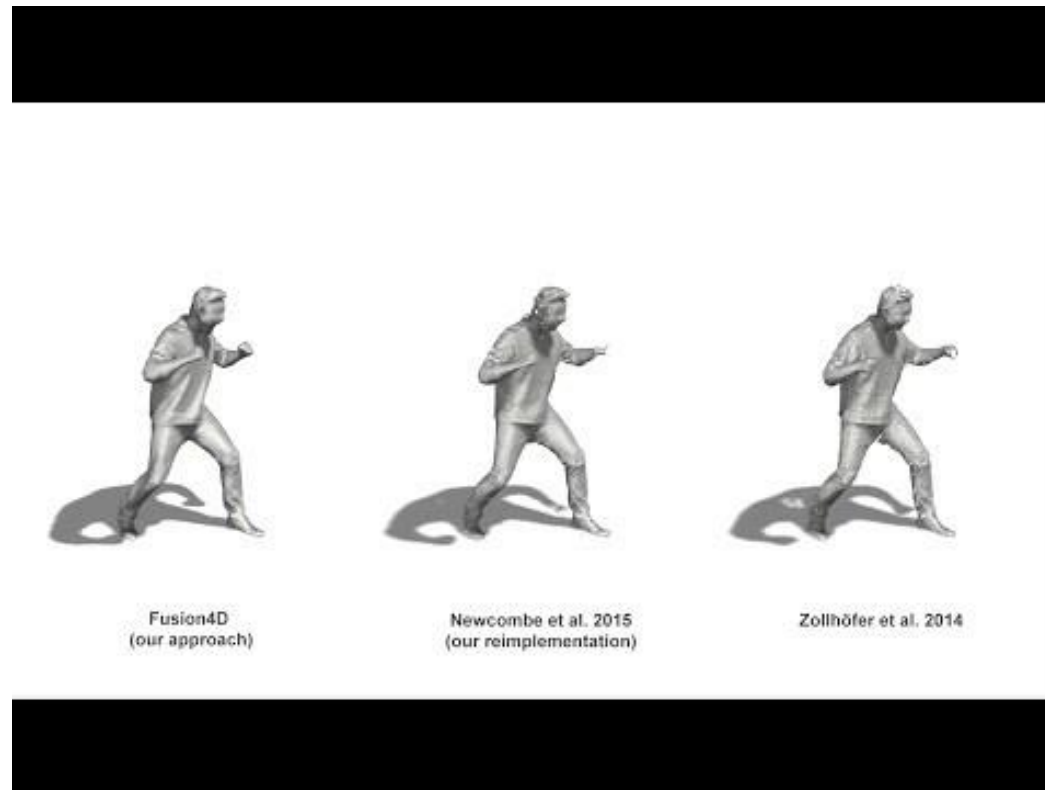


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# Progress 4DFusion



Dou, Mingsong, et al. "Fusion4d: Real-time performance capture of challenging scenes." *ACM Transactions on Graphics (TOG)* 35.4 (2016): 114.

Presenter: Sylvia

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- ♣ The cropped depth image should include pre-processing(like BF).
- ♣ The means of *side* in different functions are conflicting.

segmentation.py armSeg()

```
# create the upperarm polygon out the five point defini
if side != 0 :
    ptA = np.stack((intersection_elbow[0],intersection_
    self.upperArmPtsR = ptA
else:
    ptA = np.stack((intersection_elbow[1],intersection_
    self.upperArmPtsL = ptA
bw_upper = (A*self.polygonOutline(ptA)>0)
```

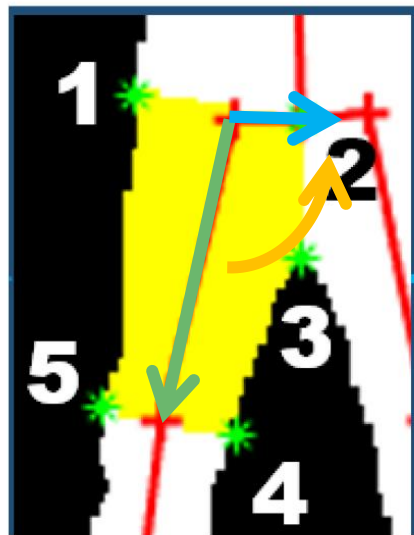
segmentation.py legSeg()

```
if side == 0 :
    self.calfPtsR = ptA
else:
    self.calfPtsL = ptA
```

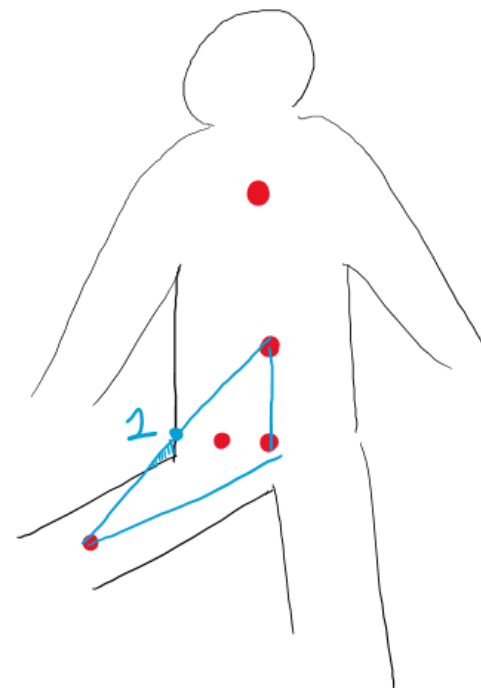
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- ♣ In the function **GetBody()** and **GetHand()**, the indexes of junction should minus 1.
- ♣ The angle condition in the function **legSeg()**.



(b) Upper leg



- ♣ In the kernel function **FuseTSDF()**, what is the *convVal* doing?

```
TSDF[idx] = (short int)(round(((prev_tsdf*prev_weight+dist)/(prev_weight+1.0f))*convVal));
```

- ♣ Volume should be initialized in the local coordination.

```
# Compute the dimension of the body part to create the volume
Xraw = int(round(LA.norm(self.RGBD.coordsGbl[bp][3] - self.RGBD.coordsGbl[bp][0]) / self.VoxSize)) + 1
Yraw = int(round(LA.norm(self.RGBD.coordsGbl[bp][1] - self.RGBD.coordsGbl[bp][0]) / self.VoxSize)) + 1
Zraw = int(round(LA.norm(self.RGBD.coordsGbl[bp][4] - self.RGBD.coordsGbl[bp][0]) / self.VoxSize)) + 1
```

- ♣ What does the **RegisterRGBMesh\_optimize()** do in the tracking.py?

# Next step

- ♣ Modify the code
- ♣ Create new data