InterMotion: Human Motion Generation Interacted with Target Objects and Users in 3D Scenes
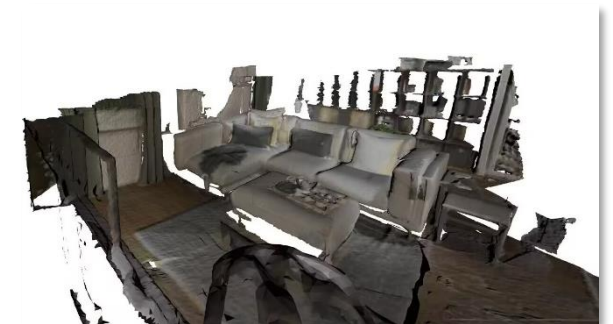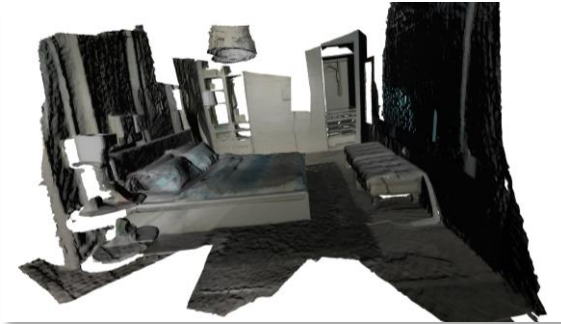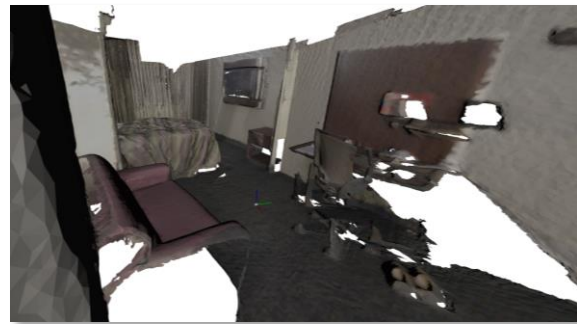

INTERACT — text with target objects — WITH SCENES

"sit on the couch"   "lie on the bed"   "walk to the sofa chair"   "sit on the coffee table"

INTERACT — WITH USERS

+ "sit on the couch" / "sit with legs crossed"   + "lie on the bed" / "do ups and downs"   + "walk to the sofa chair" / "walk unsteadily"   + "sit on the coffee table" / "place hands on knees"