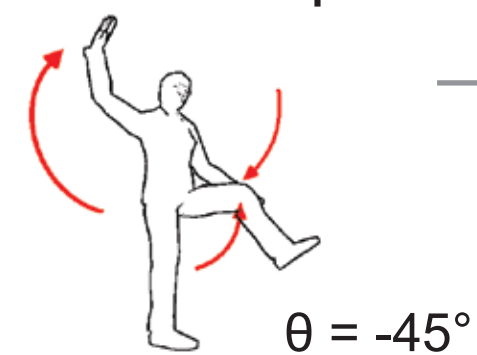


a

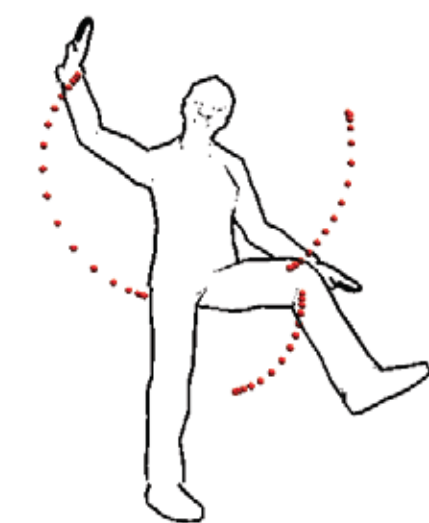
Change of
Camera Viewpoint (θ)



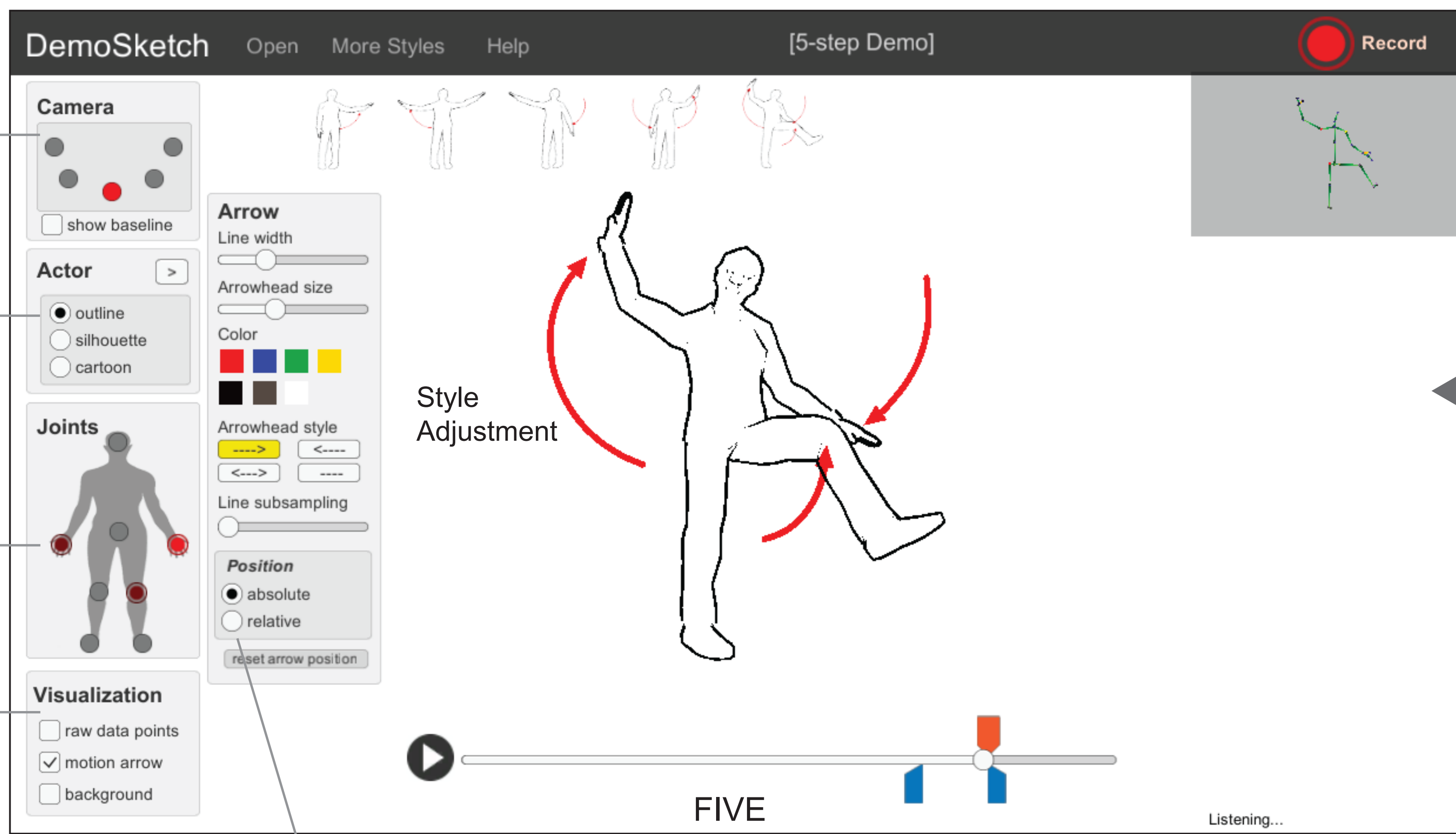
Change of
Rendering Style



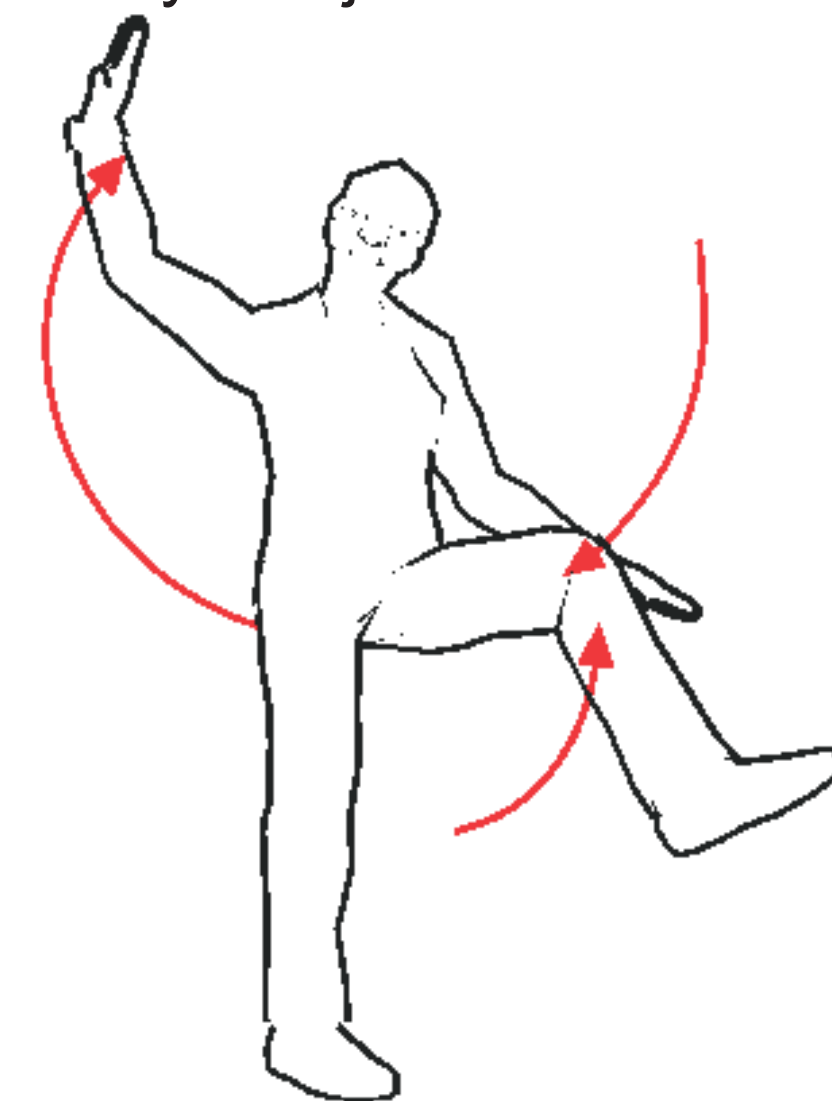
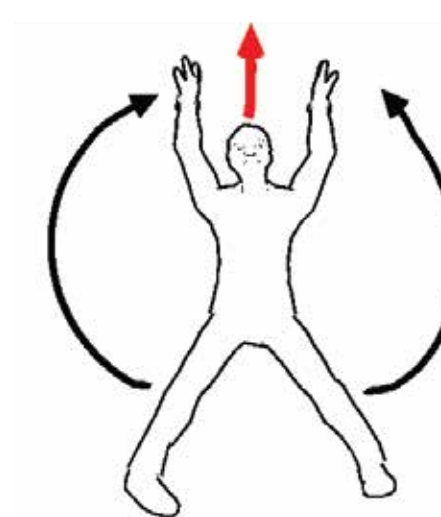
Joint Selection



Review
Motion Data



Original rendering
without arrow
and style adjustment

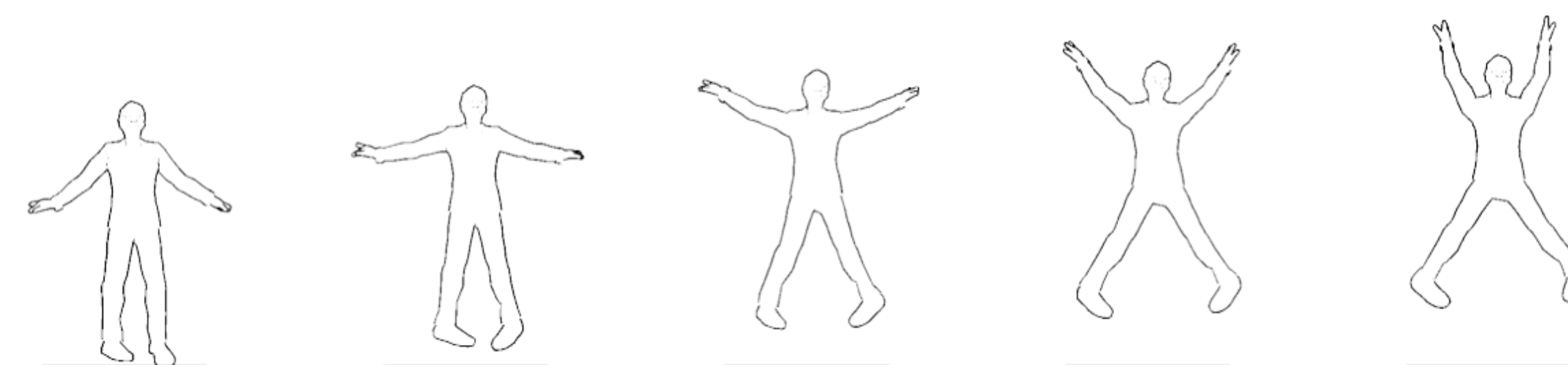
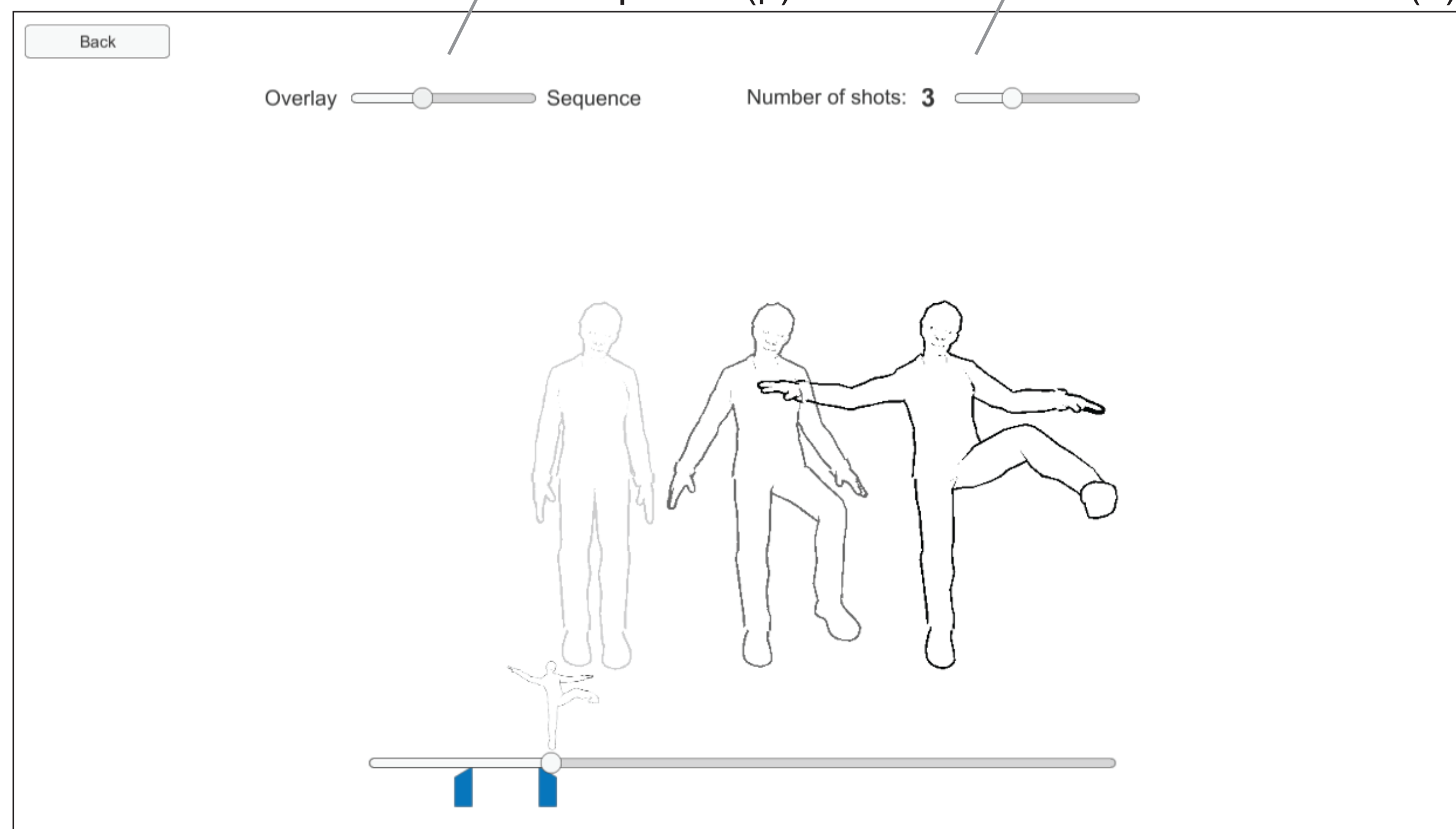
**c**

Change to Show Relative Full-Body Motion

b

Change of
overlap ratio (ρ)

Change of numbers of
intermediate frames (n)



$\theta = 0^\circ, \rho = 0\%, n = 5$