St. Pölten University of Applied Sciences

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A Machine-Learning Based Approach for 2D Character Animation

<Subtitle>

Bachelor Thesis

Bachelor Course on Creative Computing
at St. Pölten University of Applied Sciences

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<Place>, <DD>.<MM>.<YYYY>

Declaration

I assure that

- I have written this work independently, have not used other sources and aids than those indicated and have not made use of any other unauthorized assistance.

- I have not yet submitted this topic to an assessor in Austria or abroad for assessment or in any form as an examination paper.

- this work corresponds to the work assessed by the assessor.

Date: _____ Signature: _____

Abstract

Introduction: Warum behandeln wir das Thema

Purpose: Welches Problem soll gelöst werden

Method: Wie wurde die Problemlösung gemacht

Product: Was war das Ergebnis

Conclusion: Was sind die Folgerungen / Schlussfolgerungen aus den gewonnen Erkenntnissen

keine Referenzen und Zitate

Contents

1 Introduction

2 Method

Literature review

I reviewed previous work, focusing on two areas. I explored already available methods for creating animations from sketches by performing skeleton classification and reviewed previous work dealing with the classification of sketched objects.

Related work

Eitz et al. (2012) collected a dataset of 20,000 sketches and divided them into 250 categories of 80 images each. Humans recognized on average 73.1% of these sketches correctly. This dataset is used in my work to train and validate the classifier to choose which animation is the most appropriate to show.

Huang et al. (2022) proposes a pipeline to create rigged and animated characters from a single image. Their solution aims for a holistic approach, requiring no user intervention, to assist non-professional users in creating animated characters. The proposed pipeline performs contour extraction with salient object detection and extrudes a 3D mesh from geometry generated by applying constrained Delaunay to the contours. Afterwards, a skeleton is estimated using a mean curve method and an animation is transferred onto the skeleton ==DESCRIBE HOW HERE MAYBE==. In my work, I want to follow a similar philosophy of no user interaction and hope to improve the believability of the animated results by not only classifying the skeleton type but also the subject class of the input sketch.

Training classification models

I used a subset of the dataset provided by Eitz et al. (2012) to train my classification models. Only the classes "cat" and "dog" were taken as training data for my models. To train and evaluate my models I used the scikit-learn library introduced by Pedregosa et al. (2011).

3 Results / Ergebnisse

Presenting found literature in a useful way

3.1 First Section

Ich bin Text, Text, Text[1]

3.1.1 First Subsection

[1] http://mfg.fhstp.ac.at

4 Discussion / Diskussion

Comparison of presented technologies/methods/projects

Kritische Diskussion / Vergleich der Ansätze

Welche Methoden werden zumeist genutzt, warum?

Überblick / Zusammenfassung der gefundenen Literatur in einer sinnvollen Kategorisierung / Charakterisierung

5 Conclusion / Fazit

Was kann man daraus lernen?

Was fehlt?

Ideen für zukünftige Forschung

Bibliography

Eitz, M., Hays, J., & Alexa, M. (2012). How do humans sketch objects? *ACM Trans. Graph. (Proc. SIGGRAPH)*, *31*(4), 44:1–44:10.

Huang, Z., Han, R., Huang, J., Yin, H., Qin, Z., & Wang, Z. (2022). Automatically generate rigged character from single image. *ACM Multimedia Asia*. https://doi.org/10.1145/3469877.3490565

Pedregosa, F., Varoquaux, G., Gramfort, A., Michel, V., Thirion, B., Grisel, O., Blondel, M., Prettenhofer, P., Weiss, R., Dubourg, V., Vanderplas, J., Passos, A., Cournapeau, D., Brucher, M., Perrot, M., & Duchesnay, E. (2011). Scikit-learn: Machine learning in Python. *Journal of Machine Learning Research*, *12*, 2825–2830.

List of Figures

List of Tables

Listings

Appendices

A Appendix

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B Appendix

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