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M(L)ove

Analyze your dance skills

The Problem

Dancing classes before the pandemic were expensive and tedious since the person would have to drive to a place and learn for a particular period of time.

Now, that possibility is completely gone. However, the dance industry is adapting and creating online studios which are hefty on cash, emphasizing the economic disparity for people who want to pursue their passion.

So, to avoid that, learners are learning choreographies for dance via other platforms such as youtube.

However, analyzing your own dance moves is a rather challenging task since people can not always see the tiniest things and are biased towards their work

The Solution

We want to help people who have the passion to learn how to dance and increase their methods.

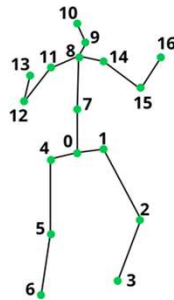
By inputting two recordings/videos: one of you [the user] dancing and the other of the actual official choreography, M(L)ove compares both of the videos to show you the similarity percentage for both the dances to let you see what and where you, as the dancer could improve on.



How it works

3D KEYPOINTS AND THEIR SPECIFICATION

- 0 — Bottom torso
- 1 — Left hip
- 2 — Left knee
- 3 — Left foot
- 4 — Right hip
- 5 — Right knee
- 6 — Right foot
- 7 — Center torso
- 8 — Upper torso

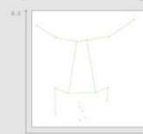
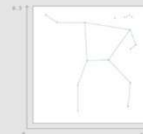
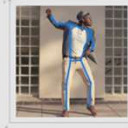
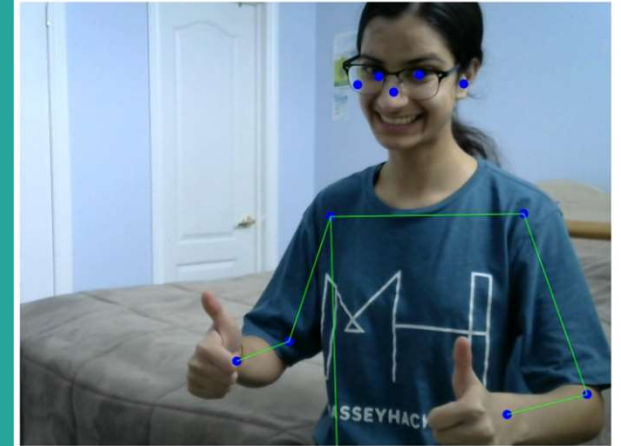


- 9 — Neck base
- 10 — Center head
- 11 — Right shoulder
- 12 — Right elbow
- 13 — Right hand
- 14 — Left shoulder
- 15 — Left elbow
- 16 — Left hand

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Welcome to demo of poseNet ML model

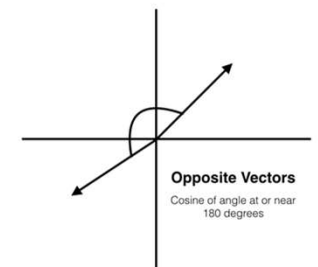
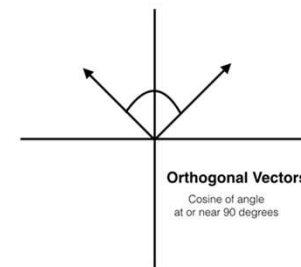
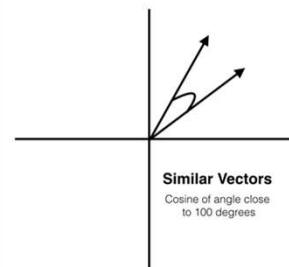
Model Loaded



Original Image

1. Images and corresponding keypoint coordinates resized and scaled

2. L2 normalization of the keypoint coordinates



The final product

