

Human Pose Tracking IV: Concluding Remarks

David Fleet

University of Toronto

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We need to get a lot of things right ...



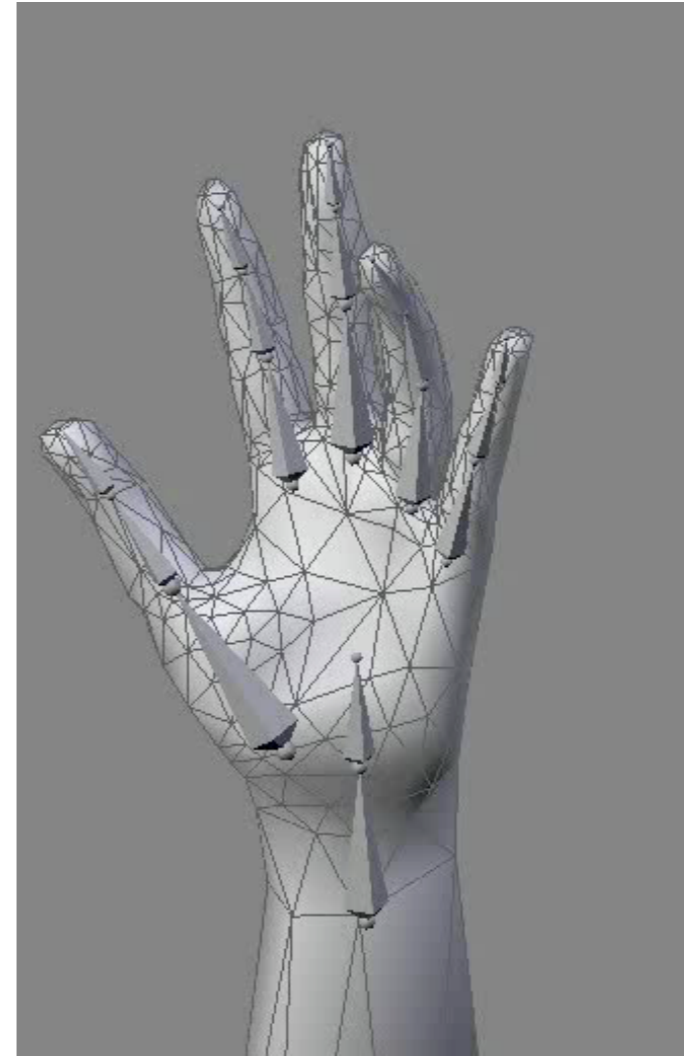
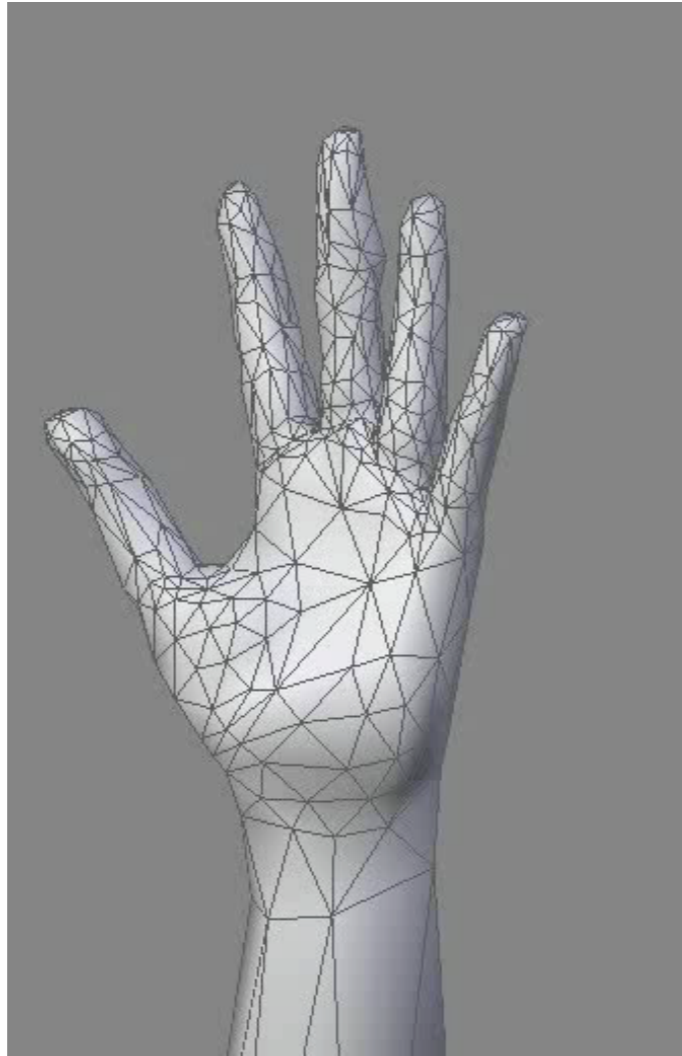
We need to get a lot of things right ...

Issues:

- modeling pose and motion
- efficient search with effective proposals
- appearance
 - shape
 - reflectance
 - lighting

Modeling shape and appearance

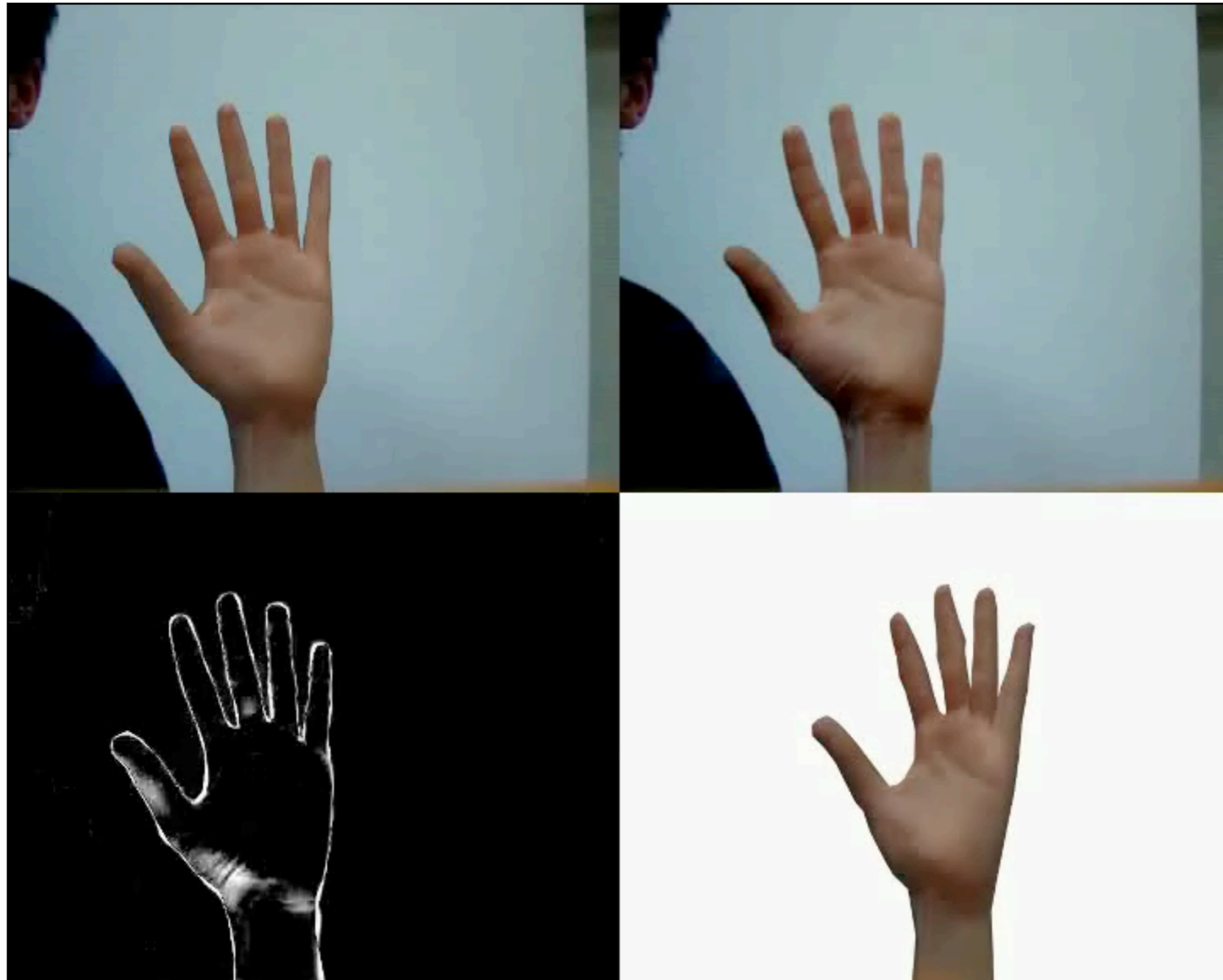
Estimation of hand pose, texture, and scene lighting, for a mesh-based model with continuous optimization



[de la Gorce et al, CVPR '08]

Modeling shape and appearance

Synthetic
image



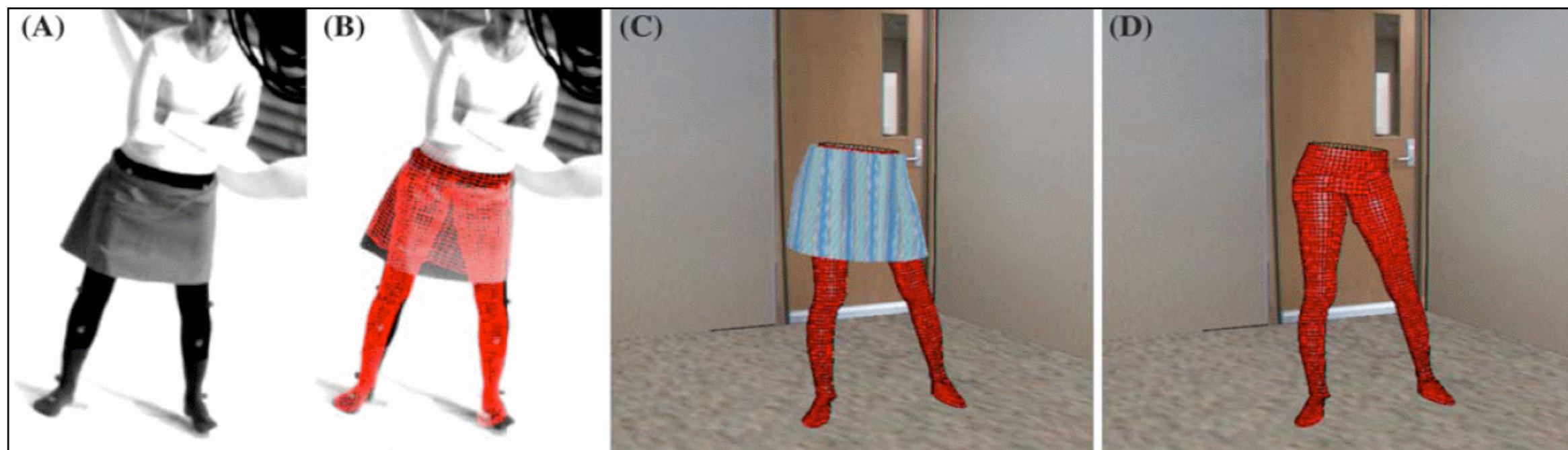
Input
image

Residual
image

Synthetic
sideview

[de la Gorce et al, CVPR '08]

Even clothes?



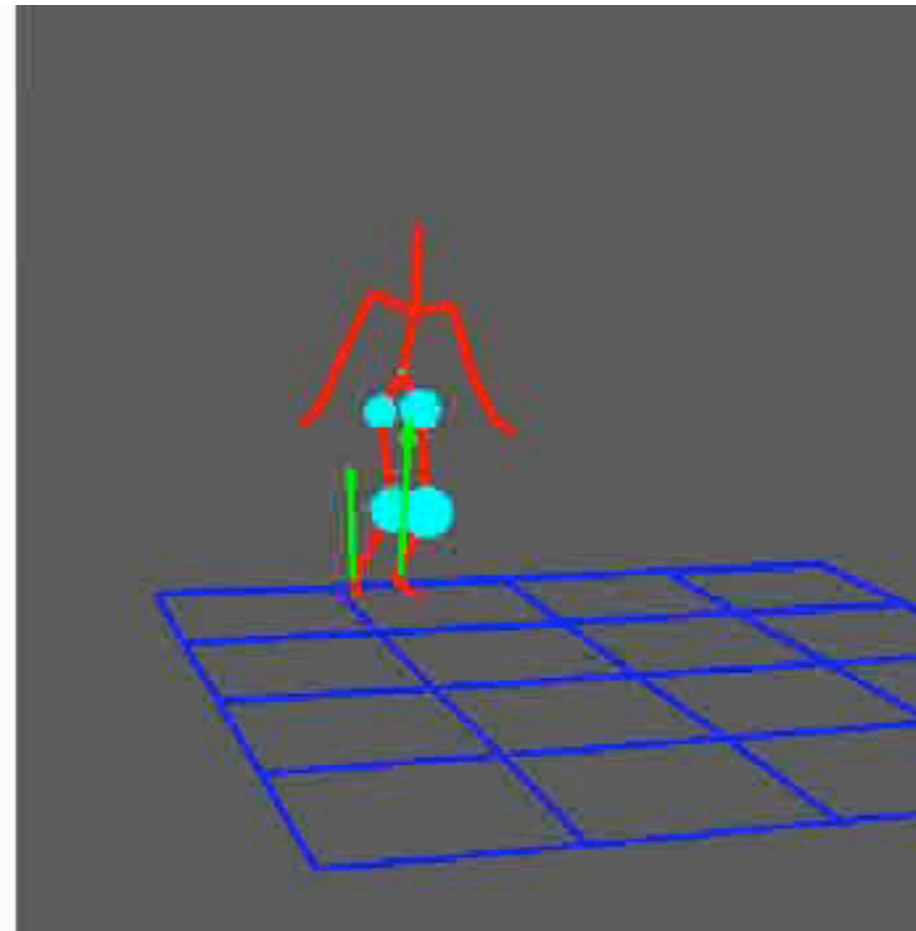
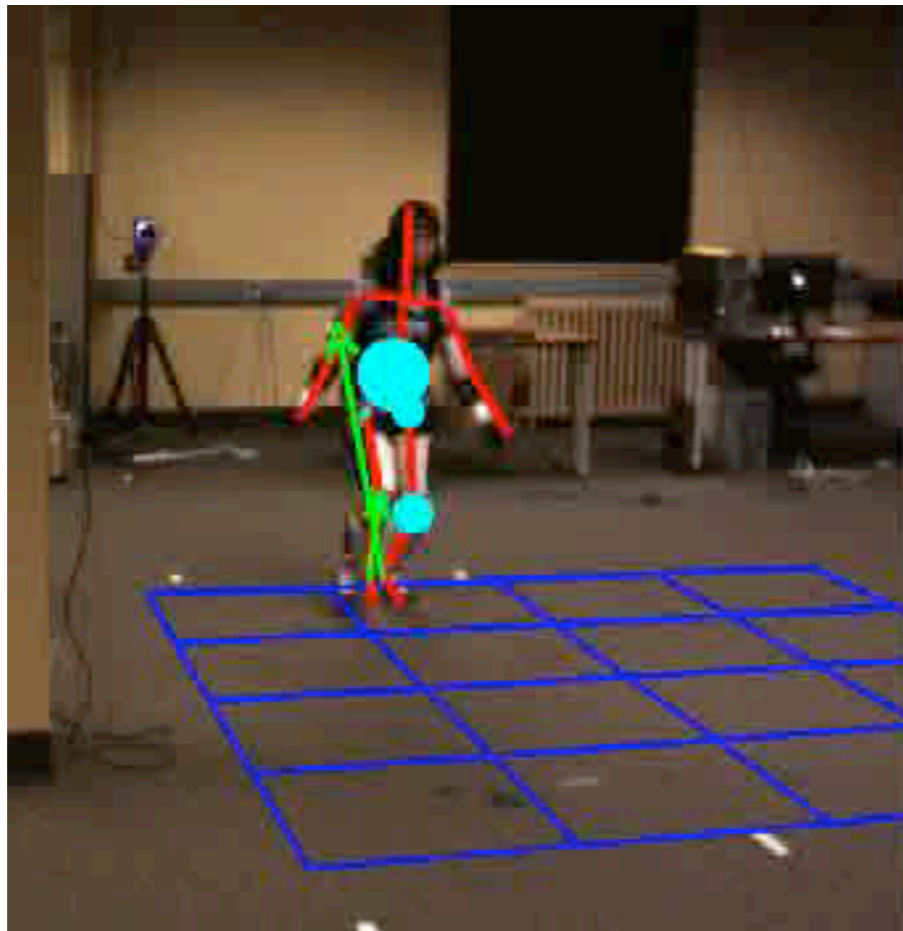
[Rosenhahn et al. '07]

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- understanding contact and interactions

Understanding interactions



[Brubaker et al. ICCV '09]

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Issues:

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- appearance
 - shape
 - reflectance
 - lighting
- understanding contact and interactions
- attribute inference
- activities ...