

Contents

1	Introduction	1
1.1	Main Contributions and Organization of the Book	2
1.1.1	Part I - Background and Basic Definitions	3
1.1.2	Part II - Natural Animation of Digitized Models	3
1.1.3	Part III - Towards Performance Capture Using Deformable Mesh Tracking	4
1.1.4	Part IV - Processing Mesh Animations	4
	References	5

Part I: Background and Basic Definitions

2	Preliminary Techniques	9
2.1	The Camera Model	9
2.1.1	Mathematical Model	9
2.1.2	Camera Calibration	11
2.1.3	Geometry of Stereo Cameras	11
2.2	Modeling Humans	12
2.2.1	Modeling the Shape	12
2.2.2	Modeling the Appearance	13
2.2.3	Modeling the Kinematics	13
2.3	Computer Vision Algorithms	13
2.3.1	Background Subtraction	13
2.3.2	Optical Flow	14
2.3.3	Scene Flow	16
2.3.4	Image Features	17
	References	17

3	Interactive Shape Deformation and Editing Methods	19
3.1	Related Work	20
3.2	Mesh Editing Techniques	21
3.2.1	Guided Poisson-Based Method	21
3.2.2	Guided Laplacian-Based Method	23
3.3	Iterative Volumetric Laplacian Approach	24
	References	25
4	Recording Studio: Data Acquisition and Data Processing	29
4.1	Related Acquisition Facilities	29
4.2	Recording Studio	30
4.2.1	Studio Room	30
4.2.2	Camera System	30
4.2.3	Lighting System	32
4.2.4	Full Body Laser Scanner	32
4.3	Data Acquisition	33
4.3.1	Pre-recording	33
4.3.2	Recording	35
	References	35

Part II: Natural Animation of Digitized Models

5	Problem Statement and Preliminaries	39
5.1	Related Work	40
	References	41
6	Poisson-Based Skeleton-Less Character Animation	45
6.1	Overview	45
6.2	Prototype Interface	46
6.3	Animating Human Scans Using Motion Capture Data	48
6.3.1	Mesh-Based Character Animation	48
6.3.2	Video-Driven Animation	50
6.4	Results and Discussion	51
	References	54
7	Laplacian-Based Skeleton-Less Character Animation	55
7.1	Overview	56
7.2	Animating Human Scans with Motion Capture Data	57
7.2.1	Mesh-Based Character Animation	57
7.2.2	Video-Driven Animation	59
7.3	Results and Discussion	59
	References	60

Part III: Towards Performance Capture Using Deformable Mesh Tracking

8	Problem Statement and Preliminaries	65
8.1	Related Work	66
8.1.1	Human Motion Capture	66
8.1.2	Dynamic Scene Reconstruction	67
8.1.3	3D Video	68
	References	69
9	Video-Based Tracking of Scanned Humans	75
9.1	Framework	76
9.1.1	Acquisition and Initial Alignment	76
9.1.2	Step A: Purely Flow-Driven Tracking	77
9.1.3	Automatic Marker Selection	78
9.1.4	Step B: Flow-Driven Laplacian Tracking	80
9.2	Results and Discussion	80
	References	86
10	Feature Tracking for Mesh-Based Performance Capture	87
10.1	Overview	88
10.2	Hybrid 3D Point Tracking	89
10.3	Feature-Based Laplacian Mesh Tracking	91
10.4	Results and Discussion	93
	References	99
11	Video-Based Performance Capture	101
11.1	Overview	102
11.2	Capturing the Global Model Pose	103
11.2.1	Pose Initialization from Image Features	104
11.2.2	Refining the Pose Using Silhouette Rims	106
11.2.3	Optimizing Key Handle Positions	108
11.2.4	Practical Considerations	109
11.3	Capturing Surface Detail	109
11.3.1	Adaptation along Silhouette Contours	109
11.3.2	Model-Guided Multi-view Stereo	110
11.4	Results and Discussion	111
11.4.1	Validation and Discussion	112
	References	117
12	High-Quality 3D Videos	119
12.1	Creating 3D Videos	120
12.2	Results and Discussion	122
	References	124

Part IV: Processing Mesh Animations

13	Problem Statement and Preliminaries	127
13.1	Related Work	128
13.1.1	Motion-Driven Mesh Segmentation	128
13.1.2	Skeleton Reconstruction	128
13.1.3	Character Skinning	129
13.1.4	Editing Mesh Animations	129
13.1.5	Shape Matching	130
	References	130
14	Reconstructing Fully-Rigged Characters	133
14.1	Overview	134
14.2	Motion-Driven Segmentation	135
14.3	Automatic Skeleton Extraction	137
14.4	Motion Parameters Estimation	139
14.5	Skinning Weight Computation	139
14.6	Results and Discussion	141
	References	147
15	Designing Non-photorealistic Animation Collages	149
15.1	Overview	150
15.2	Rigid Body Segmentation	150
15.3	Building Animation Cells	152
15.4	Assembling the Collage	153
15.4.1	Shape Similarity Measure	154
15.4.2	Spatio-temporal Shape Fitting	154
15.5	Animating the 3D Collage	156
15.6	Results and Discussion	159
	References	162
16	Conclusions	163
	Index	167