

HULC: 3D HUman Motion Capture with Pose Manifold SampLing and Dense Contact Guidance

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aleo

Procruste

89.3

85.6

86.4

global absolute

0.242

 $0.244 \\ 0.244$ 0.097

1.033

 $0.528 \\ 0.545$

ranslation bone length

0.104

 $0.160 \\ 0.136$

error [m] ↓ error [m]↓

Global Translation Estimation

On GPA dataset

72.6

73.173.6

74.1 73.9 74.5 73.7 73.6

81.5

83.9 84.7 84.6

85.5

83.0

Ours (+1m)

aseline (+3m

PROX

217.2 237.3

245.2549.1

548.7

 $550.9 \\ 570.5$



Overview

We propose a new approach for 3D human MoCap which is aware of the scene geometry.

- simultaneously estimate global 3D human pose and body scale guided by estimated contacts
- The first method that regresses the dense body and environment contact labels
- A novel pose manifold sampling yielding better results by imposing constraints on hard incorrect body-environment interactions
- Large-scale body contact annotations on the GTA-IM dataset





 Environment collisions appear due to the convergence at a bad local minima even with collision penalty loss term in the gradient-based optimization

Our novel pose sampling optimization handles the collisions in a hard manner



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