

Illumination-invariant Robust Multiview 3D Human Motion Capture

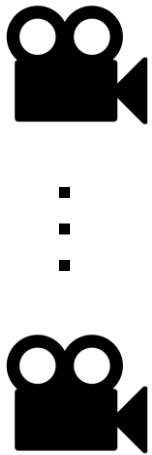
Nadia Robertini, Florian Bernard, Weipeng Xu,
Christian Theobalt

MPI for Informatics, Intel VCI, Saarbruecken, Germany

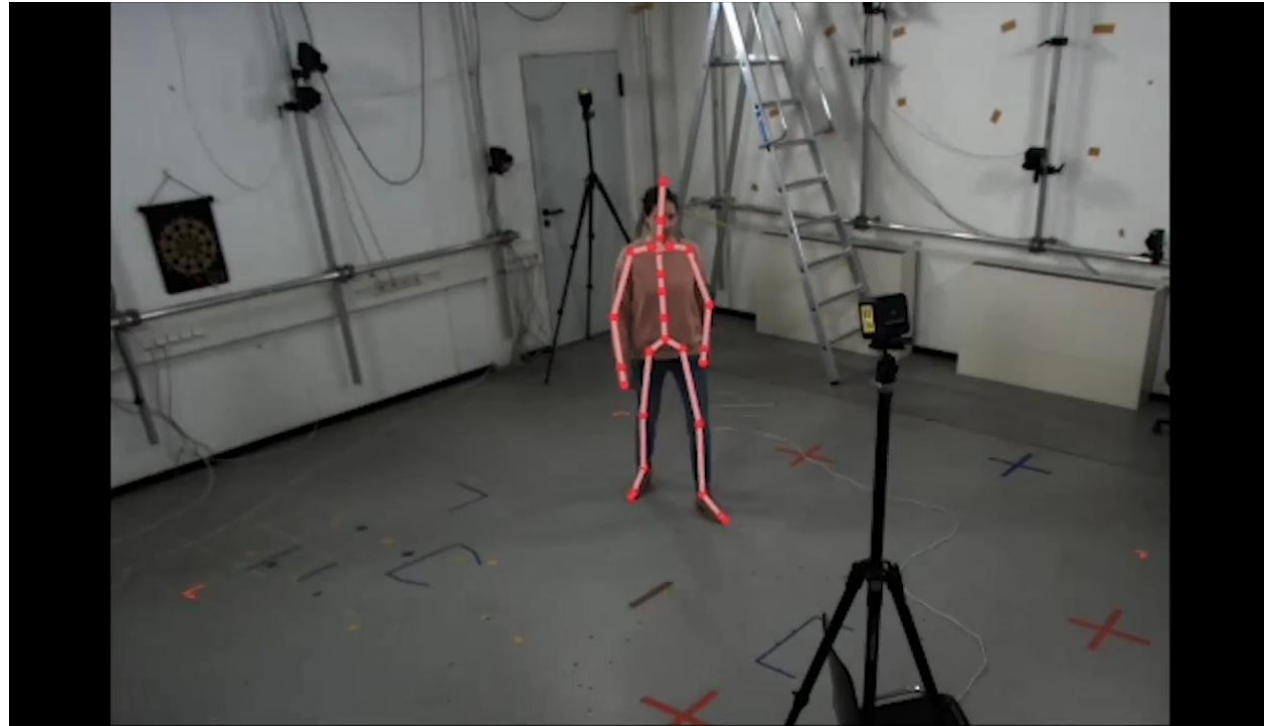
nroberti@mpi-inf.mpg.de



Goal



Input



Output

Related Work



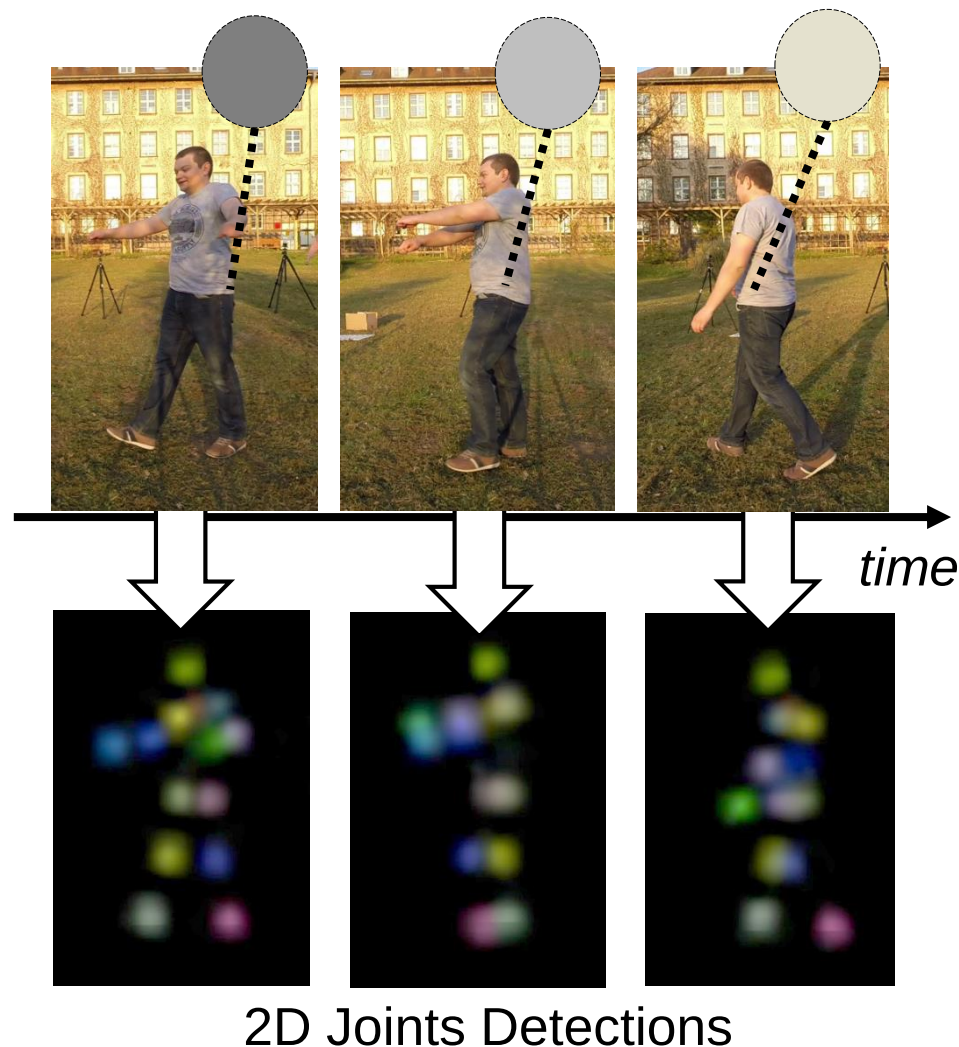
Color-based:

- Calibrated Light
- Controlled Studio

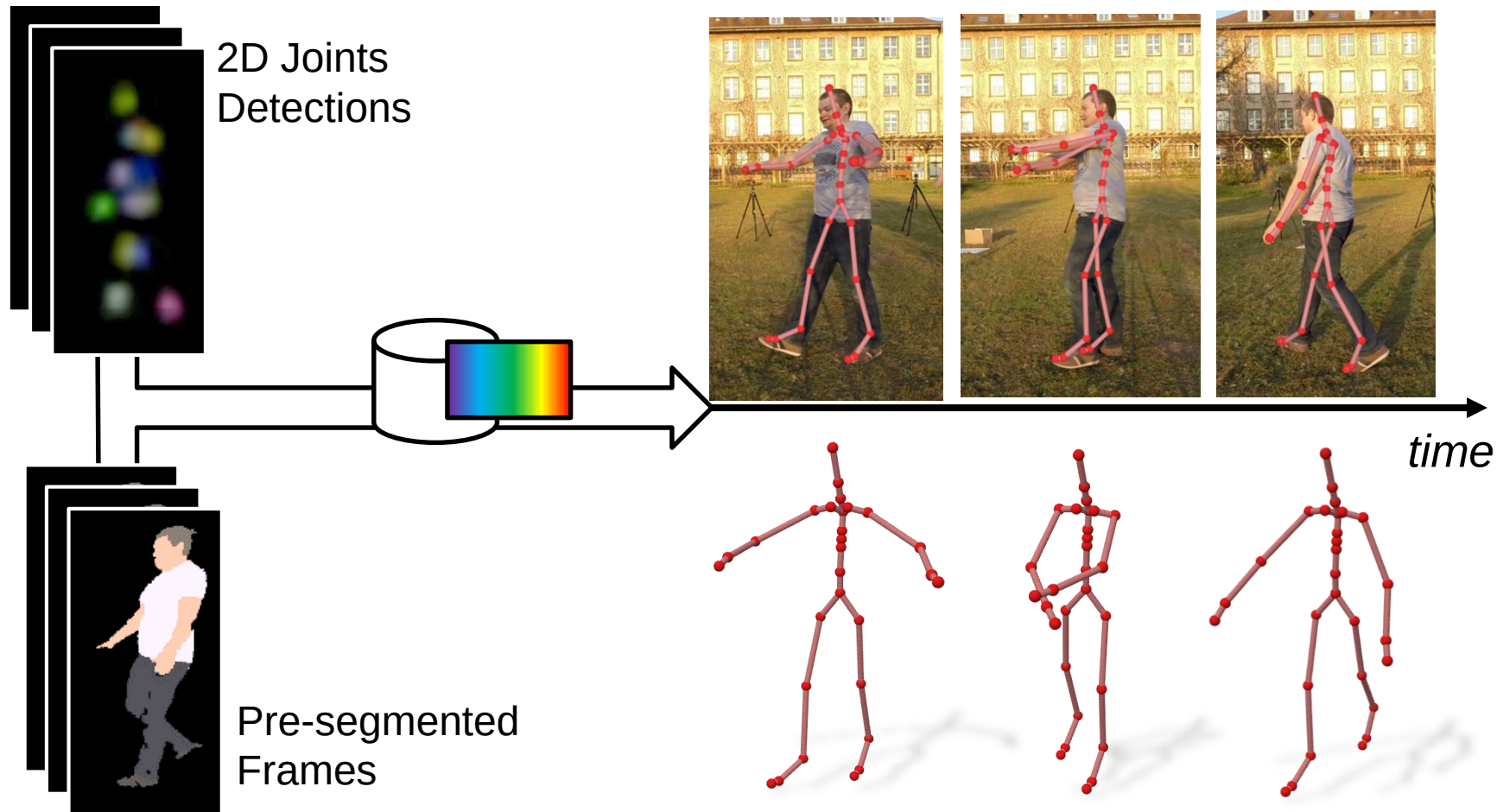


Data-driven (e.g. *CNN*)

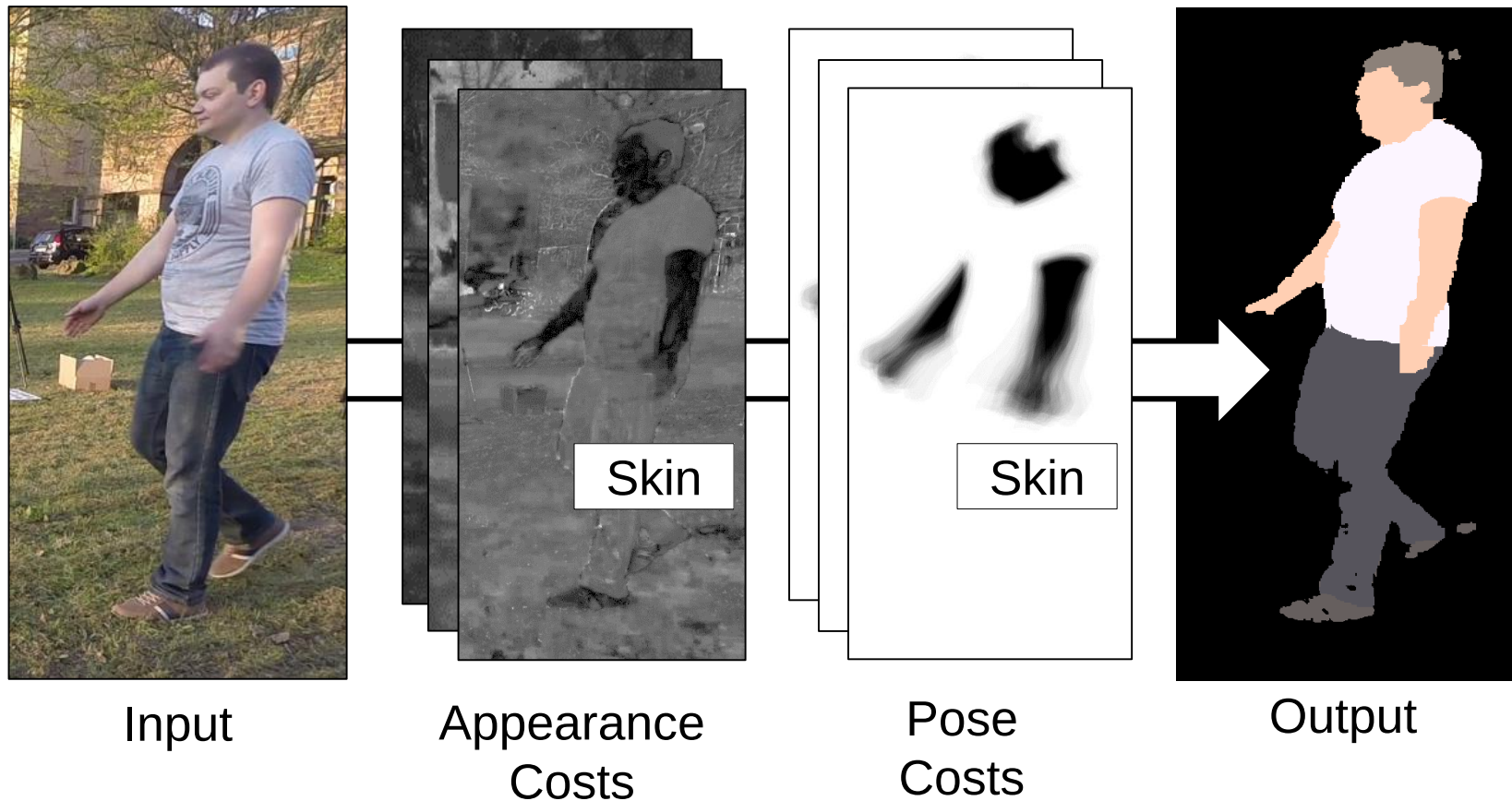
- More robust to illumination
- Sparse information
- Temporally unstable



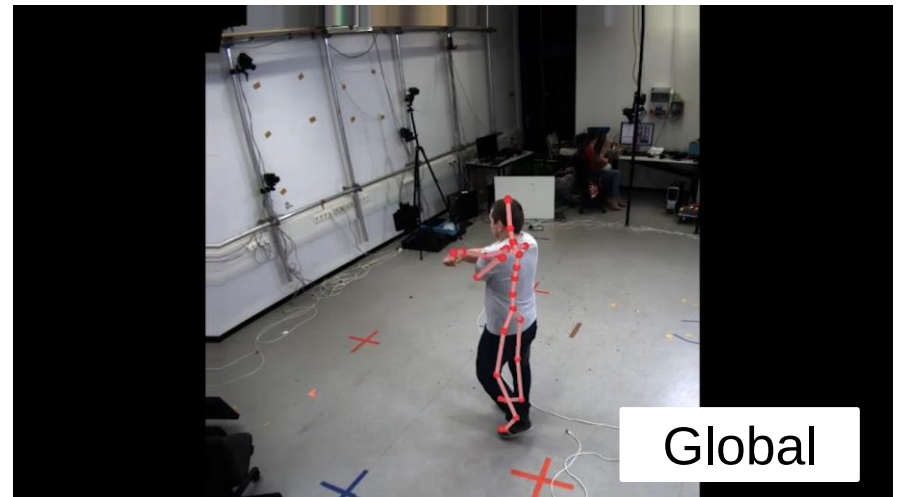
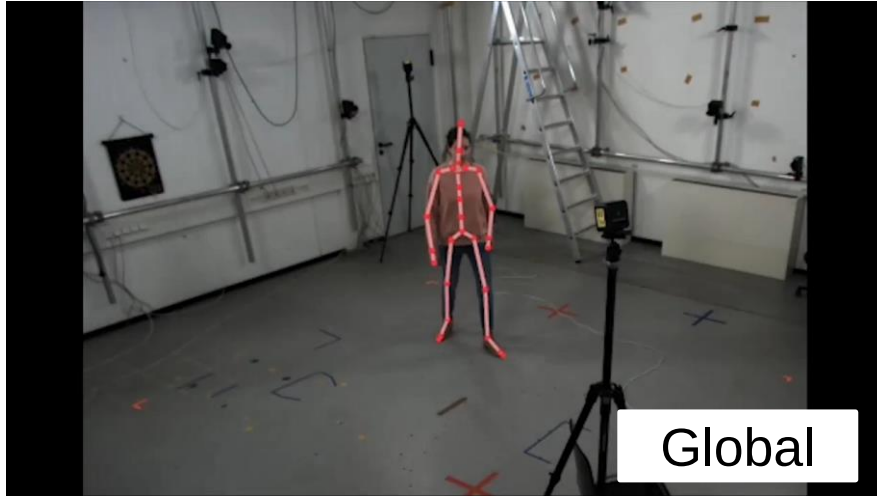
Our Approach



Our Approach: Material Segmentation



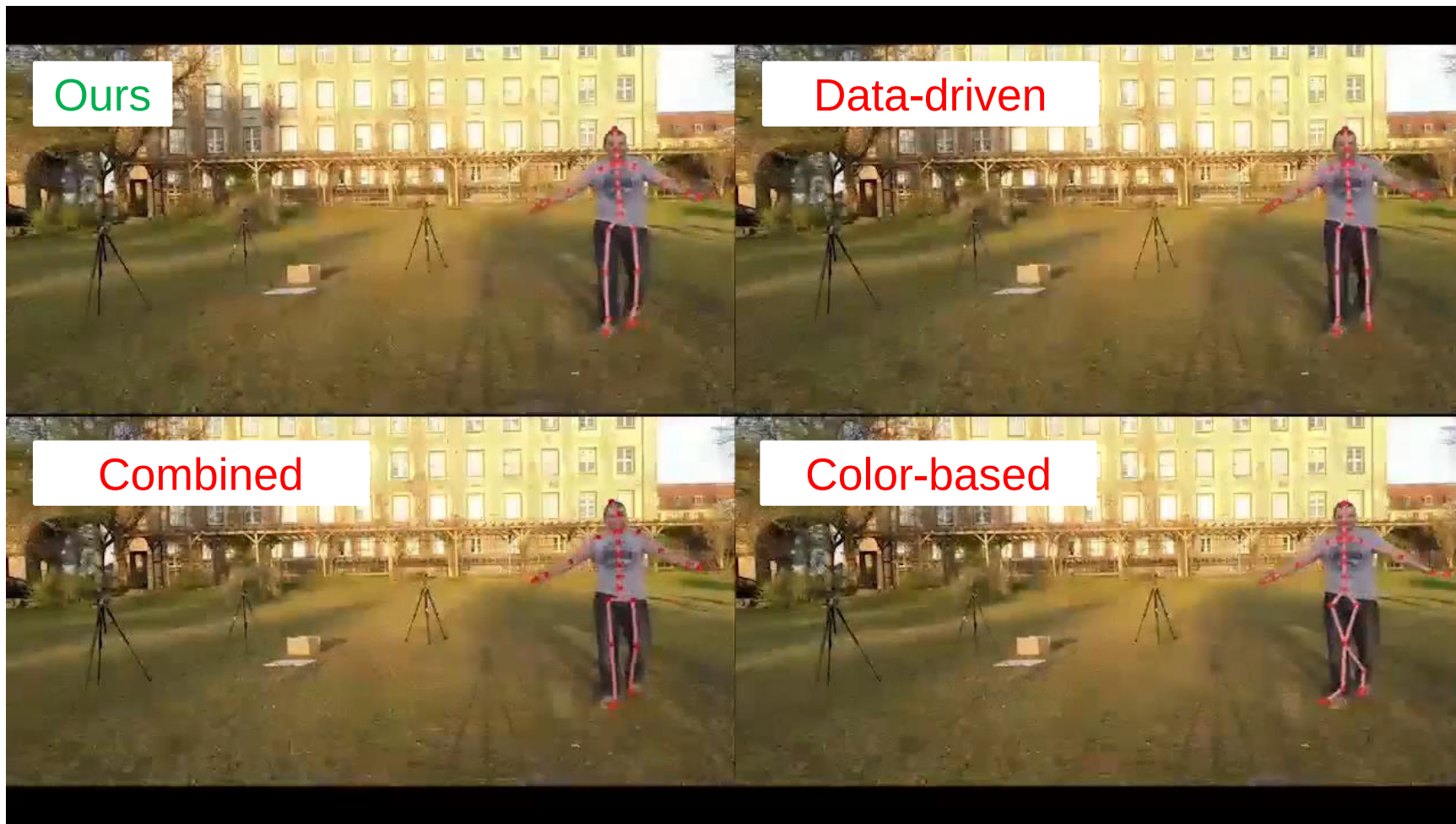
Results: Illumination Robustness



Results: Initialization Robustness



Comparisons



Thank you!

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Data Available!

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[http://gvv.mpi-inf.mpg.de/projects/**IntrinsicMoCap**/](http://gvv.mpi-inf.mpg.de/projects/IntrinsicMoCap/)