

Real usage of motion reconstruction in animations

09/04/2024 Lin Cong

Real usage always includes multiple people under a moving camera

Human detection (YOLO)

Target tracking (Tracking anything based on SAM to get masks)

Camera tracking (ORB SLAM, dpvo)

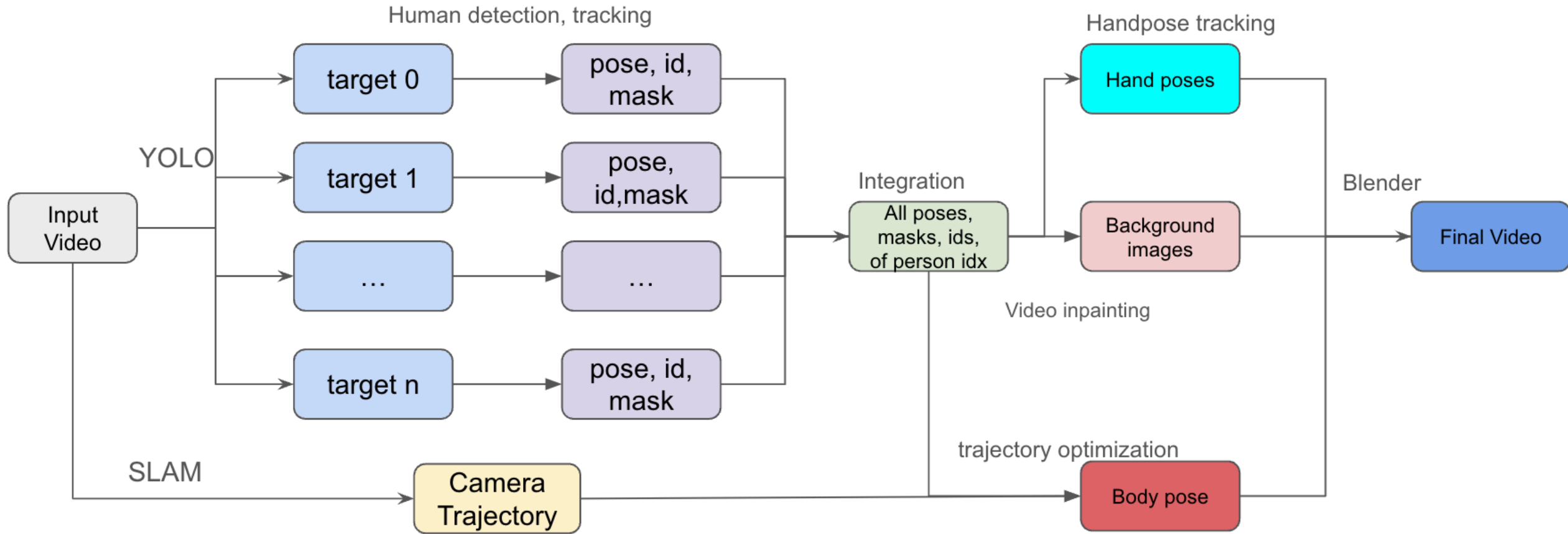
Motion Reconstruction (deep learning + trajectory optimization)

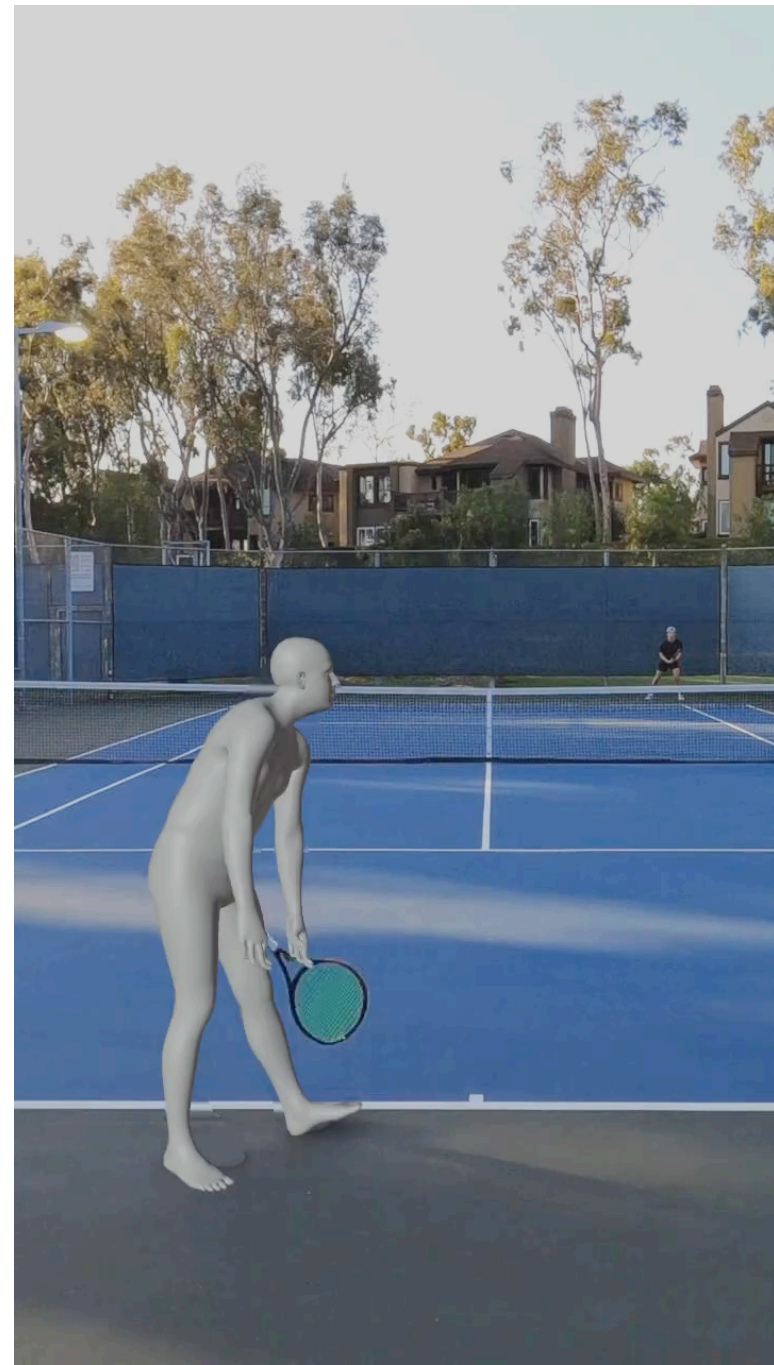
Video Inpainting (Transformer based model)

Retargeting (apply to different models)

Composing/Rendering (lighting)

Working Pipeline

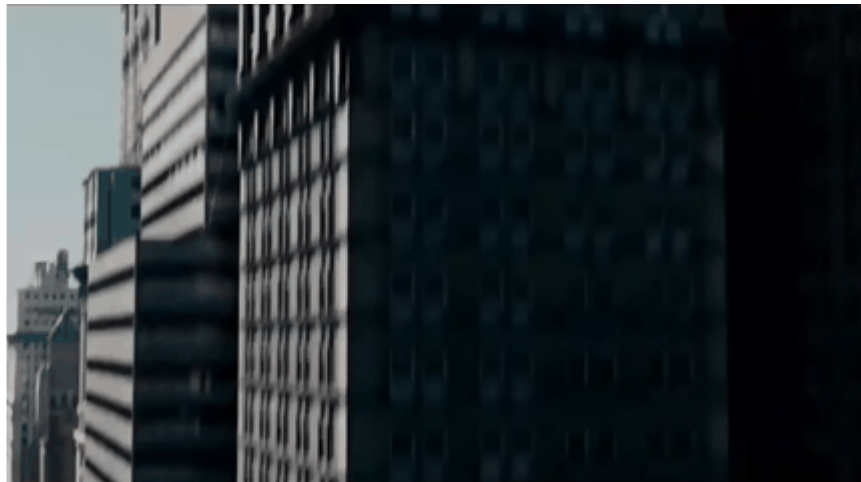
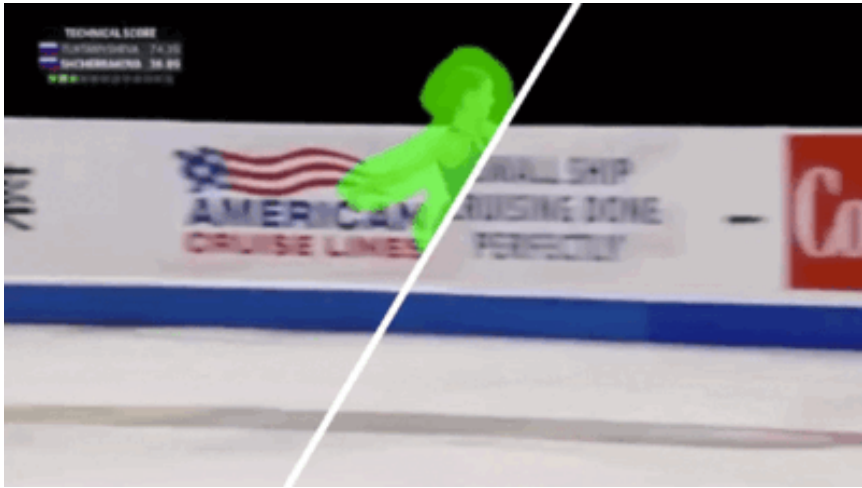






Video Inpainting

[ProPainter: Improving Propagation and Transformer for Video Inpainting](#)





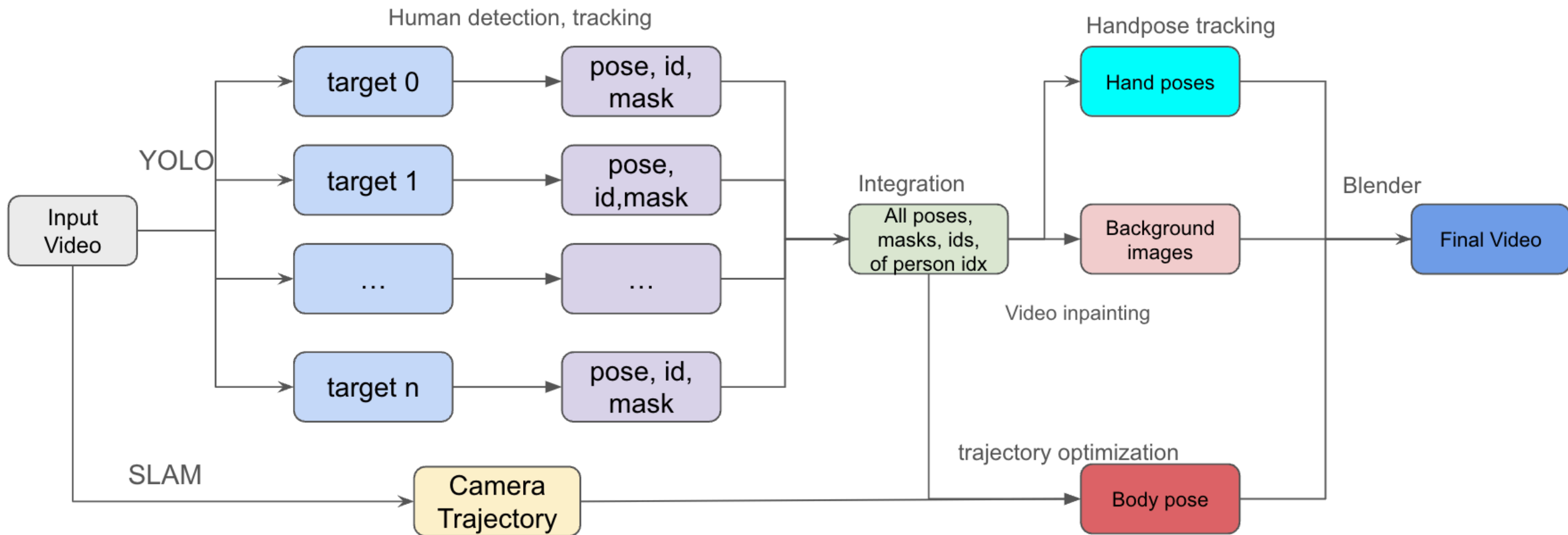
Which touch is best?



Which touch is best?



Move the camera tracking afterwards get better tracking results



Some extra results



The first penalty of The Big Game



The Marathoner





*Big
Dawg*

