

# Virtual Viewpoint Reality:

## Tracking Articulated Body Models

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### Approach:

- Define Articulated Body Model
- Compute Silhouette
- Fit Model to Image Sequence
- Texture Map Body Models

### Advantages:

- Stronger Model of People
- Better appearance
- We can build complex models
  - For particular players
  - Of particular actions

### Disadvantages:

- Computationally Difficult (Currently)
- Body model must match observation

### Progress:

- Models Constructed
- Models fit to data
- Texture mapped models

### Next Steps:

- Faster fitting algorithms
- Better Statistical Models for Body Pose
- Dynamical models
- Multiple Cameras
- Matching intensities
- Better Body Models
  - Learn Models

