Abstract

The use of neural networks for evaluation of Human Pose Estimation has been around for a long time in the field of entertainment, gaming, modeling using Motion Capture systems. However, these systems require expensive hardware installations. Motion capture provides several advantages over traditional animation methods. However, the cost of hardware equipment, personnel and software makes it highly ineffective for low budget designers to obtain and process the essential data for their projects. Complex movement animations and realistic physical interactions can be easily recreated using our approach with minimal hardware investment.

In this paper, we discuss an open source library: O-Nect which can be utilized for Motion Capture using a simple RGB camera. Motion Capture based interactive applications could be potentially beneficial while designing interactive humanoid robots.

References
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Index Terms

Computer Science

Image Processing

Keywords

O-Nect