

Two-Stage Motion Editing Interface for Character Animation

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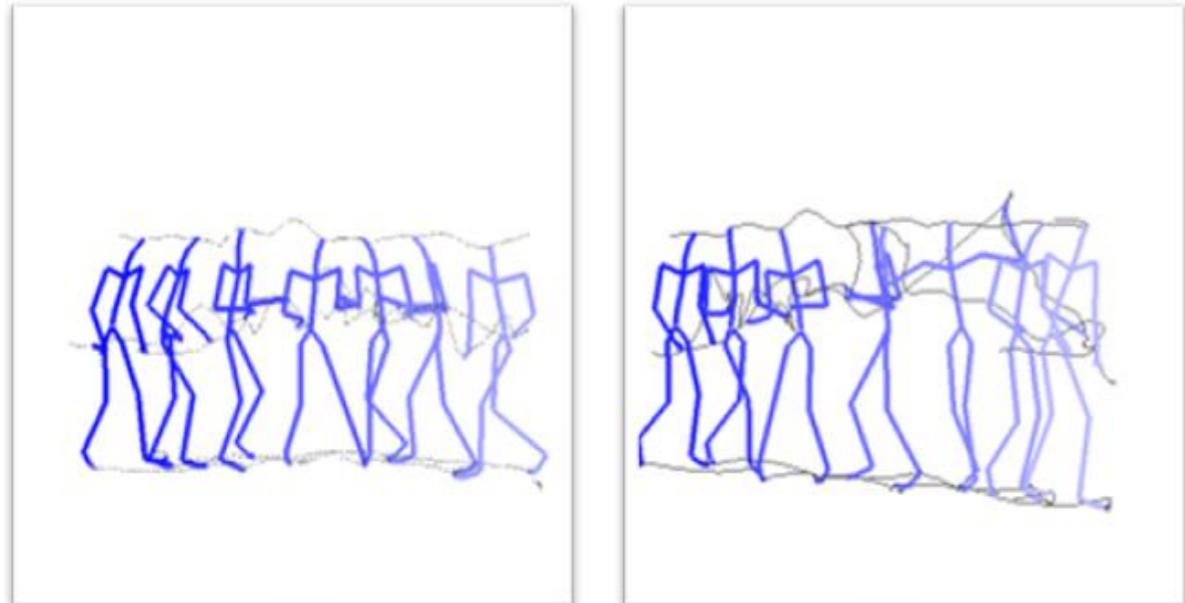
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Motivation

Walking with anger, frustration

Retrieval Result:



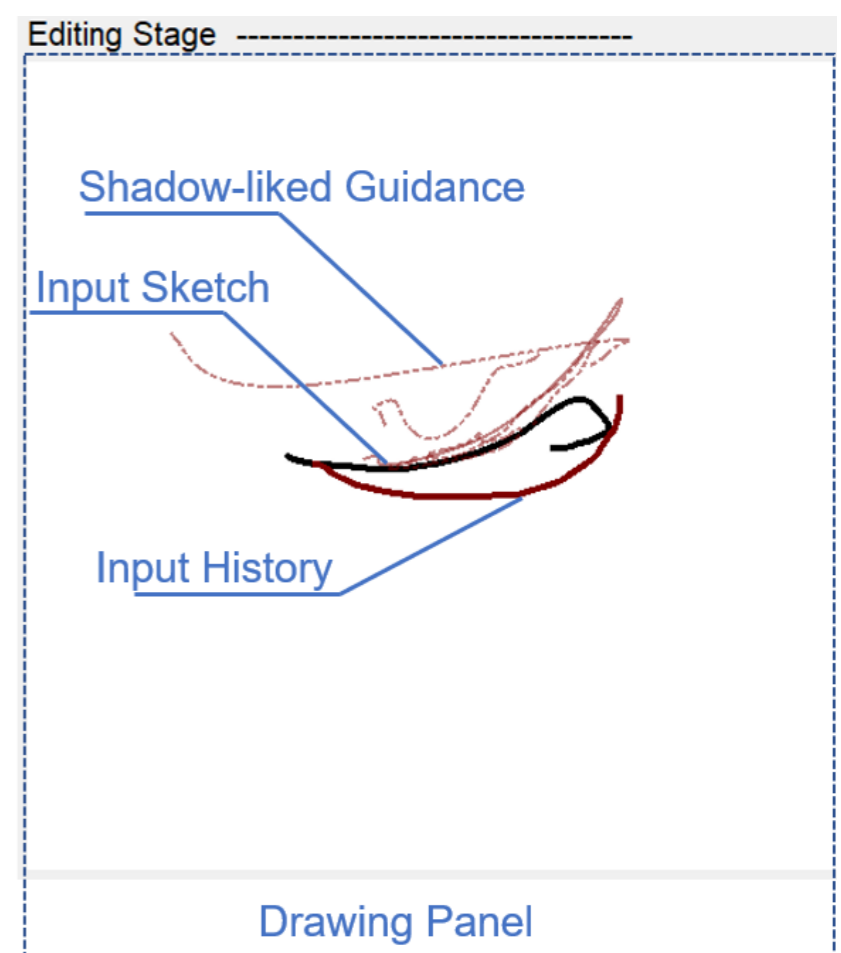
It is unintuitive and confused using conventional UI.

Interface

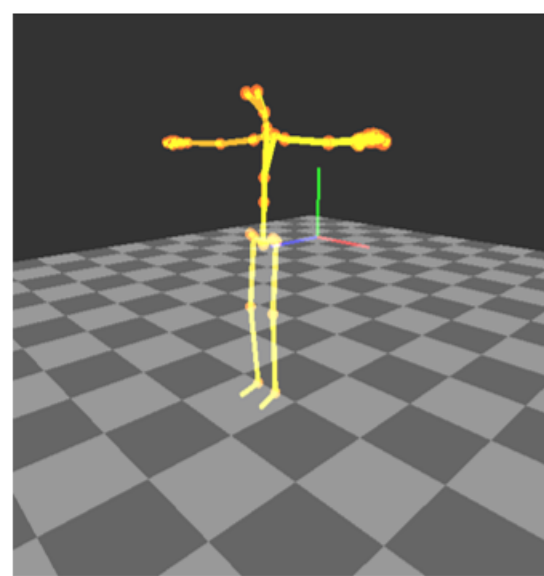
Users edit the motion by drawing the **trace** of desired movement.

The system measures the **Frechet-distance** between the input strokes and the motion traces in the database.

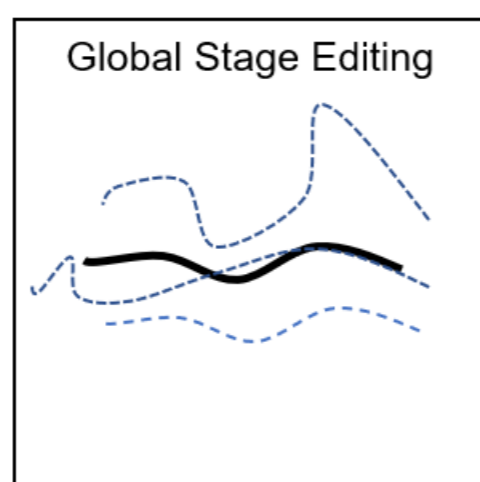
The **shadow-liked** polylines displays the most relevant traces.



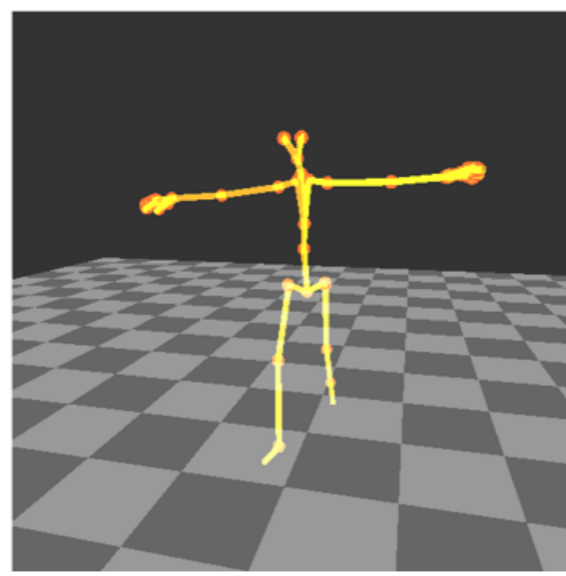
Overview



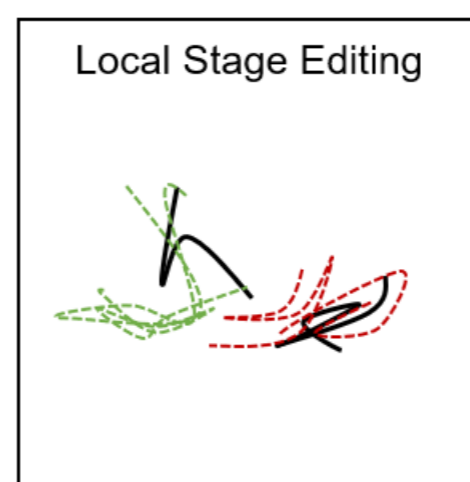
Initial Pose



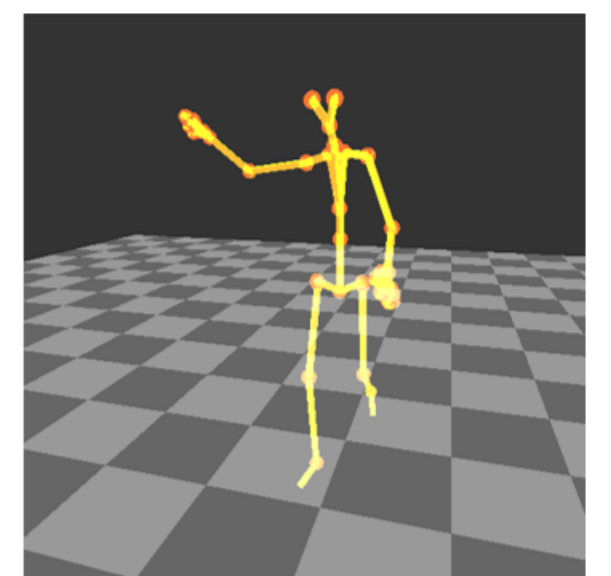
Similarity Measuring



Transition Motion



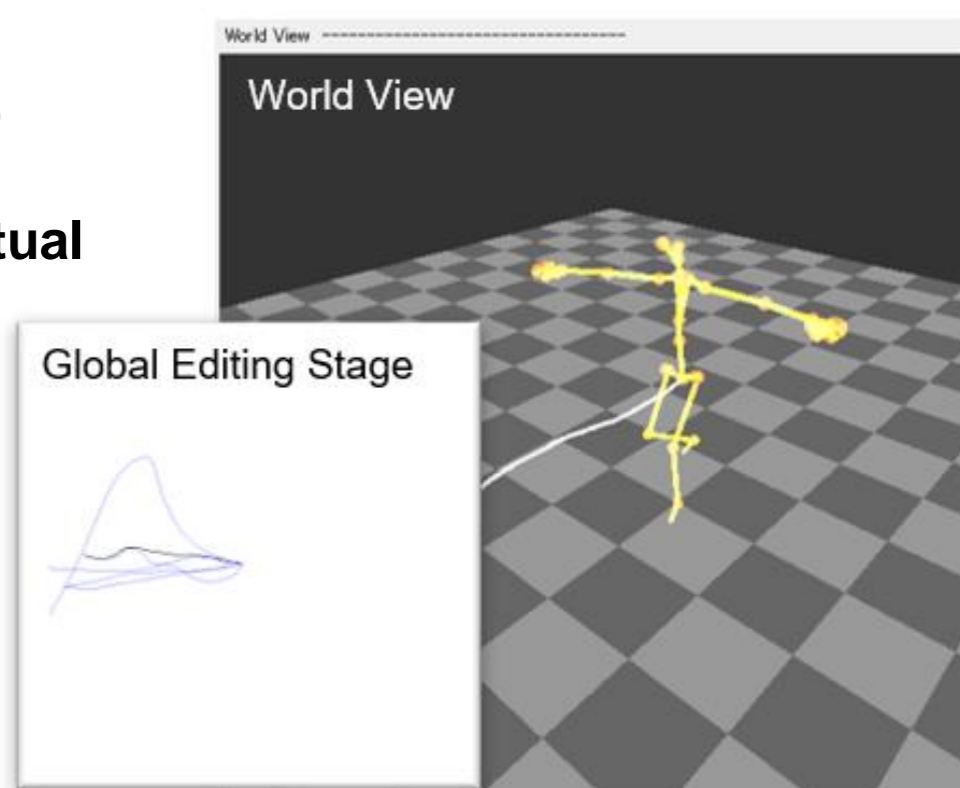
Similarity Measuring



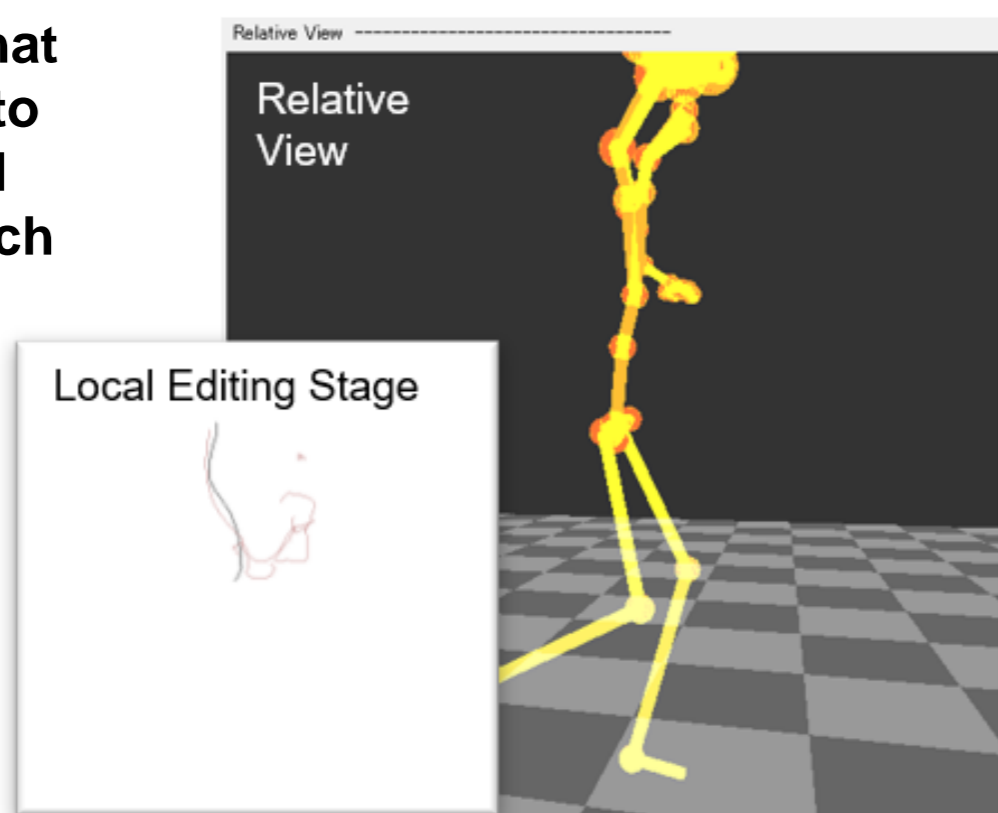
Edited Motion

Two-Stage Motion Editing

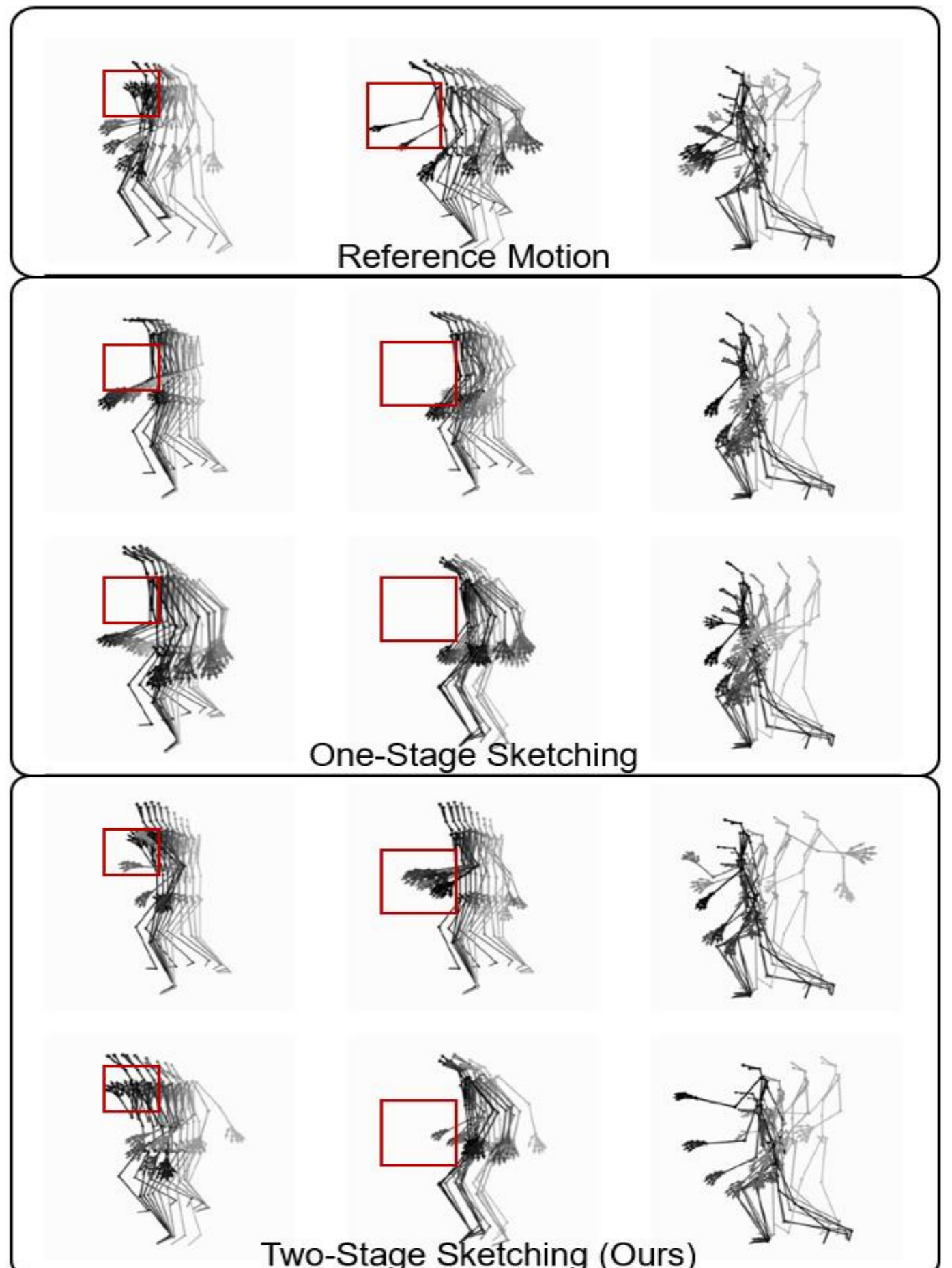
A **global stage** enables users to design the **body movement** in virtual space roughly by drawing the **movement of root joint trajectory**.



A **local stage** that enables users to design detailed movements such as **limbs movement**.



Result



Participant A

Participant B

Participant C