Two-Stage Motion Editing Interface for Character Animation

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Motivation
Walking with anger, frustration
Retrieval Result:

It is unintuitive and confused using conventional UI.

Overview

Initial Pose

Global Stage Editing

Global Editing Stage

Similarity Measuring

Transition Motion

Local Stage Editing

Relative View

Local Editing Stage

Similarity Measuring

Edited Motion

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.

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

Reference Motion

One-Stage Sketching

Two-Stage Sketching (Ours)

Participant A

Participant B

Participant C