

Use of computer vision/computer graphics collaboration for 3D rotoscopy

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Abstract

This talk introduces 3D rotoscopy and its role in post-production applications, and the computer vision/computer graphics strategies used. The case of rigid objects is presented first, for which well-established approaches can be used. The case of articulated objects is considered next, with special attention to the case of a full human body tracking (ignoring significant shape deformations introduced by baggy clothes). Results related to the tracking of professional golfers and face tracking, a challenging case of deformable objects, will be presented. The talk will be concluded by a presentation of further, possible applications of research done at the MIRAGES laboratory at INRIA Rocquencourt.
