

Computer Vision and Computer Graphics Techniques for Post-production Applications

A plan of a talk (1 hour)

1. What is 3D rotoscopy and its role in post-production applications.
2. The computer vision/computer graphics strategy used to perform this task.
3. The case of rigid objects where the strategy appears clearly.
4. The case of articulated objects and especially to the case of a full human body tracking (when garments are rather tight).
5. Some results related to the tracking of professional golfers.
6. Some results of face tracking which is a case of deformable objects.
7. A presentation of other possible applications of the research done at the MIRAGES laboratory at INRIA Rocquencourt.