On Self-Contact and Human Pose

Lea Müller¹, Ahmed A. A. Osman¹, Siyu Tang², Chun-Hao P. Huang¹, Michael J. Black¹ ¹Max Planck Institute for Intelligent Systems ²ETH Zürich



CONTRIBUTION

- Three new datasets: 3DCP, MTP, and DSC
- "Mimic The Pose" & SMPLify-XMC (images in-the-wild & 3D reference poses)
- TUCH: the first HPS regressor for self-contact poses trained end-to-end
- Code and data available

REFERENCES

[1] Hasler et al., A statistical model of human pose and body shape, CGF 2009 [2] Ahmed et al., A survey on deep learning advances on different 3d data representations, **CoRR 2018**

[3] Anguelov et al., SCAPE: Shape Completion and Animation of PEople, TOG 2005

[4] Bogo et al., FAUST: Dataset and evaluation for 3D mesh registration, CVPR 2014

[5] Mahmood et al., AMASS: Archive of motion capture as surface shapes, ICCV 2019 [6] Pavlakos et al., Expressive body capture: 3d hands, face, and body from a single image, **CVPR 2019**

[7] Kolotouros et al., Learning to Reconstruct 3D Human Pose and Shape via Model-fitting in the Loop, ICCV 2019



MTP - images in the wild with 3D reference pose

- e) apply **SMPLify-XMC**



DSC - discrete self-contact annotations





Recently: discrete contact annotations (rare & no 3D mesh) FAUST [4] 500

PERCEIVING SYSTEMS MAX PLANCK INSTITUTE FOR INTELLIGENT SYSTEMS



Table 2. Quantitative results on 3DPW.