

ACCURATE CAPTURE OF 3D FULL-BODY MOTION  
USING A SINGLE CAMERA

A Dissertation

by

XIAOLIN WEI

Submitted to the Office of Graduate Studies of  
Texas A&M University  
in partial fulfillment of the requirements for the degree of

DOCTOR OF PHILOSOPHY

December 2011

Major Subject: Computer Science

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Approved by:

Chair of Committee,	Jinxiang Chai
Committee Members,	John Keyser
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	Jianhua Huang
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## ABSTRACT

Accurate Capture of 3D Full-body Motion  
Using A Single Camera. (December 2011)

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Chair of Advisory Committee: Dr. Jinxiang Chai

In the past decade, motion capture technologies have enabled tremendous advancement in creating realistic human characters for virtual worlds, performing biomechanical studies of human movement, and providing natural user interfaces for interacting with computers, robots, and machines. However, current motion capture technologies are often limited to high-end applications because they are restrictive, expensive, and require special skills to set up and operate. This dissertation explores a new generation of motion capture technologies that address such challenges.

We focus our study on two important and challenging motion capture problems: high-fidelity motion capture using a single video camera and online motion capture using a single depth camera. We first introduce a new video-based motion capture technique for reconstructing physically realistic full-body motion from single-camera video streams such as Internet videos. During reconstruction, we leverage Newtonian physics, contact constraints, and 2D image measurements to simultaneously reconstruct full-body poses, joint torques, and contact forces. across an entire sequence. For online applications, we develop a motion capture system that accurately captures 3D full-body movements in real time using a single depth camera. Both systems are appealing for home use because they are low-cost, easy to set up, and allow for accurate motion capture even with significant occlusions.

For both systems, we assess the quality of the reconstruction results by comparing against those created by a commercial optical motion capture system. We demonstrate the quality of the reconstructed motions created by our systems is comparable to commercial motion capture systems, but our systems are far less expensive, restrictive, and cumbersome.

More information about this dissertation can be found in digital repository at Texas A&M University: <http://hdl.handle.net/1969.1/ETD-TAMU-2011-12-10566>.

## ACKNOWLEDGMENTS

First and foremost, I would like to express my deepest gratitude to my advisor, Dr. Jinxiang Chai. I have been so fortunate to have an advisor who is very encouraging and inspiring and always willing to provide advice on my research. Before knowing him four years ago, I didn't know anything about academic research. During my graduate studies, he has taught me innumerable lessons and insights on the workings of academic research in general. He has also provided detailed and valuable technical guidance on my work. It is his support and guidance that made this dissertation possible.

Many thanks also go to the members of my committee, Dr. John Keyser, Dr. Scott Schaefer and Dr. Jianhua Huang for reading my drafts of this dissertation and providing many valuable comments and insights.

I am also grateful to my colleagues, Hui Lou, Yen-Lin Chen, and Peizhao Zhang, for their generous help on the second project of this dissertation. Their help has been extremely valuable to the completion of this dissertation.

Finally, and most importantly, I would like to thank my wife Casey. She has always stood by me with her support, patience and unwavering love during the past few years. She has taken the load off my shoulder and helped me concentrate on completing this dissertation. Without all her support and encouragement, this dissertation would not have been possible.

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