Bodies in motion

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The Biomotion Lab is involved with developing tools that allow researchers and game developers to exploit motion capture data to not only derive the motion of an actor, but also the person's body shape. Working with Unity3D/C# you will develop a tool that makes the pipeline from raw motion capture data to realistic renderings of bodies in motion easier. At the same time, you will learn about a new, cool technology to generate individualized avatars that match motion and body shape of their owners.

Applicants for this project would ideally have at least some experience with 3D computer graphics, character animation, Unity3D and with coding in C#. An understanding of Bayes'ian inferential methods would be a great bonus as it will help them to grasp essential features of the body model that underlies the optimizations on which this new method is based.