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Augmented Dressed Body System Controlled By Motion
Capture Data

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Abstract:

Abstract Augmenting deformable surfaces like cloth and body in real video is a challenging task. This paper presents a system for cloth and body augmentation in a single-view video. The system allows users to change their cloth either by changing the color, the texture, or the whole cloth. It augments the user with virtual clothes. As a result, users can enjoy changing their cloth with any other cloth they want. As a prerequisite, the user needs to wear a special suit and enters through our motion capture system that captures the movements of the user. From the captured data, an animated 3D character model is created, which will serve as the new body. The model is rendered with the new cloth but without the head. We extract the real face of the user and place it on the virtual model. This system can be used in film production and advertisement.

Keywords:

Camera registration, Cloth simulation, Color transfer, Matting, Motion capture system, Segmentation, Video editing

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