
[http://www.cc.gatech.edu/~karenliu/Performance.html](http://www.cc.gatech.edu/~karenliu/Performance.html)

I also showed this performance animation project from 2001 (which uses no physics):
[http://mrl.snu.ac.kr/research/ProjectPuppetry/puppetry.htm](http://mrl.snu.ac.kr/research/ProjectPuppetry/puppetry.htm)

.. and mentioned this mocap cleanup project:


If you are interested in more along these lines, check out the following papers from Victor Zordan's project page:


http://graphics.cs.ucr.edu/projects/humanoidMotion/humanoidMotion.html