15-869 – References from 1/26

Nguyen, N., Wheatland, N., Brown, D., Parise, B., Liu, C. K., Zordan, V., Performance capture with physical interaction, ACM SIGGRAPH/Eurographics Symposium on Computer Animation (SCA) 2010.
http://graphics.cs.ucr.edu/projects/perform/index.html

Performance-Based Control Interface for Character Animation, Satoru Ishigaki,, Timothy White, Victor Zordan, and C. Karen Liu, in ACM Transactions on Graphics (Presented at SIGGRAPH) 2009
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

.. and mentioned this mocap cleanup project:

Zordan, V. B., Horst, N. C., Mapping optical motion capture data to skeletal motion using a physical modelACM SIGGRAPH/Eurographics Symposium on Computer Animation, 2003
http://graphics.cs.ucr.edu/projects/mocapMap/mocapMap.html

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

Zordan V.B., Macchietto, A., Medina, J., Soriano, M., Wu, C.C., Metoyer, R., Rose, R., Anticipation From Example, ACM Virtual Reality Software and Technology (VRST) 2007.
http://graphics.cs.ucr.edu/projects/anticipation/anticipation.html

Zordan, V. B., Majkowska, A., Chiu, B., Fast, M., Dynamic Response for Motion Capture Animation , ACM SIGGRAPH 2005.
http://graphics.cs.ucr.edu/projects/dynResp/mocsim2.html

Zordan, V. B., Hodgins, J. K., Motion capture-driven simulations that hit and react, ACM SIGGRAPH/Eurographics Symposium on Computer Animation, 2002, pp. 89-96. http://graphics.cs.ucr.edu/projects/humanoidMotion/humanoidMotion.html