

Introduction

- Aim: Predict 3D body shape and pose from a group of unconstrained images of a subject.
 - No constraints are imposed on the subject's pose, camera viewpoint or background and lighting conditions between images (unlike video or multi-view methods).
 - We estimate (i) a single identity-dependent body shape that is consistent across all images and (ii) a different body pose for each image.
- Current approaches provide good pose estimates but body shapes are inaccurate or inconsistent.



Input

SPIN^[1]

CMR^[2]

STRAPS^[3]

Ours

Group

We predict more accurate and consistent body shapes by aggregating the visual shape information present in multiple images of a subject.

References

- . N. Kolotouros, G. Pavlakos, M. J. Black, and K. Daniilidis. Learning to reconstruct 3D human pose and shape via model-fitting in the loop. ICCV 2019.
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- 4. M. Loper, N. Mahmood, J. Romero, G. Pons-Moll, and M. J. Black. SMPL: A Skinned Multi-Person Linear model. ACM SIGGRAPH Asia 2015.

Probabilistic 3D Human Shape and Pose Estimation from Multiple Unconstrained Images in the Wild Akash Sengupta Ignas Budvytis **Roberto Cipolla**

Method







Results

р	Method	RMSE (cm)						
		С	S	Η	В	F	Т	C = Chest
	SPIN [1]	6.9	8.0	6.6	6.9	2.5	5.3	S = Stomach
	STRAPS [3]	6.7	5.3	4.3	3.9	1.8	3.7	H = Hips
	Ours	4.9	4.7	5.5	4.2	1.8	3.9	B = Biceps
	SPIN[1] + Mean	6.5	8.1	6.4	6.7	2.4	5.1	F = Forearms
	STRAPS[3] + Mean	6.1	4.2	4.0	3.2	1.7	3.3	T = Thighs
	Ours + Mean	3.4	3.9	3.8	4.9	1.6	3.1	
	Ours + PC	3.1	3.8	2.7	5.0	1.7	2.8	