Method and Apparatus for Body Modeling and Movement Analysis

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TECHNOLOGY DESCRIPTION

Inventors at UCSD have invented a system for automatic acquisition of the human body model and tracking of its parameters using input from multiple synchronized video streams. The video frames are segmented and the 3D-voxel reconstructions of the human body shape in each frame are computed from the foreground silhouettes. These reconstructions are then input to the model acquisition and tracking algorithms.

This algorithm requires no initialization and can be adapted to be used for real-time modeling.

CONTACT
University of California, San Diego
Office of Innovation and Commercialization
innovation@ucsd.edu
tel: 858.534.5815.

OTHER INFORMATION

KEYWORDS

modeling, simulation

CATEGORIZED AS

- Imaging
  - 3D/Immersive
  - Medical

RELATED CASES

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