

Hi-LASSIE: High-Fidelity Articulated Shape and Skeleton Discovery from Sparse Image Ensemble

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Ming-Hsuan Yang^{1,3,4} Varun Jampani³

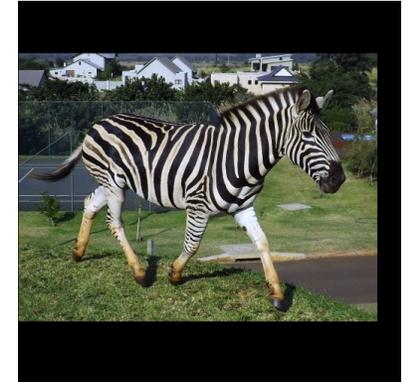
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Poster: TUE-PM-068



Estimating articulated animal bodies from sparse images

Image ensemble



3D articulated shapes
(per-instance)



Estimating articulated animal bodies from sparse images

Problem setting

- **Inputs:** 20-30 in-the-wild images of an animal class
- **Outputs:** per-instance camera viewpoint, pose, and shape
- **Without** pre-defined shape/skeleton templates



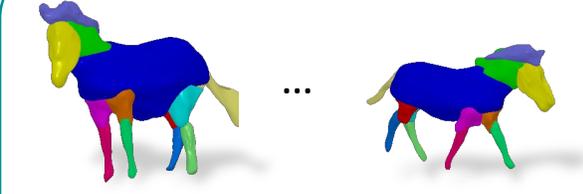
Shape template



Skeleton template



Image ensemble



Per-Instance camera, pose, shape

Hi-LASSIE: High-Fidelity Articulated Shape and Skeleton Discovery from Sparse Image Ensemble

Discovering 3D skeleton and parts

- LASSIE [1]
 - human-annotated skeleton
 - shared part shapes
- Hi-LASSIE
 - skeleton discovery
 - per-instance part shapes

Reference image



3D skeleton & parts



Per-instance 3D parts



Key advantages

- In-the-wild images
- SOTA reconstruction accuracy
- Minimal user input (select reference image)

Estimating articulated animal bodies from sparse images

Problem setting

- **Inputs:** 20-30 in-the-wild images of an animal class
- **Outputs:** per-instance camera viewpoint, pose, and shape
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Challenges:

- **In-the-wild images:** diverse background, lighting, camera, pose, and texture
- **No** image-level annotations (camera, keypoints, silhouettes)

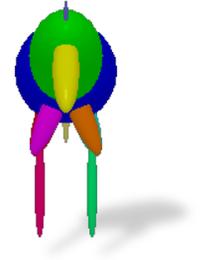


(Pascal-Part [1] horse images)

Discovering 3D skeleton and parts

3D part surfaces upon skeleton

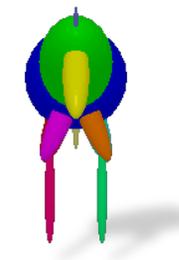
- 3D parts: simple geometry, rigid motion, semantic consistency
- 3D skeleton: constrain articulation & part connectivity



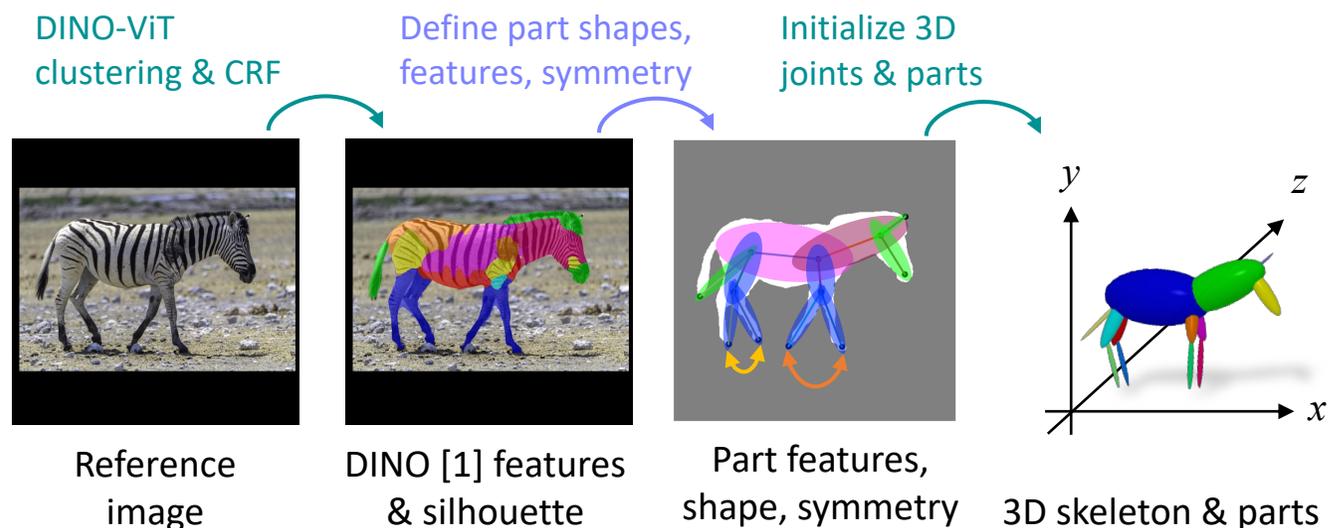
Discovering 3D skeleton and parts

3D part surfaces upon skeleton

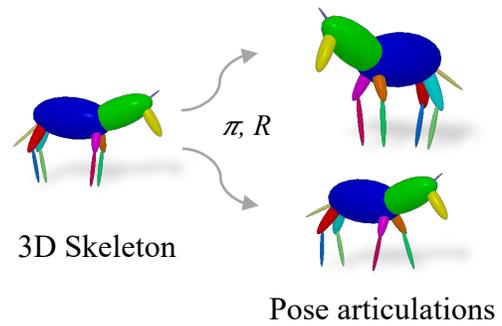
- 3D parts: simple geometry, rigid motion, semantic consistency
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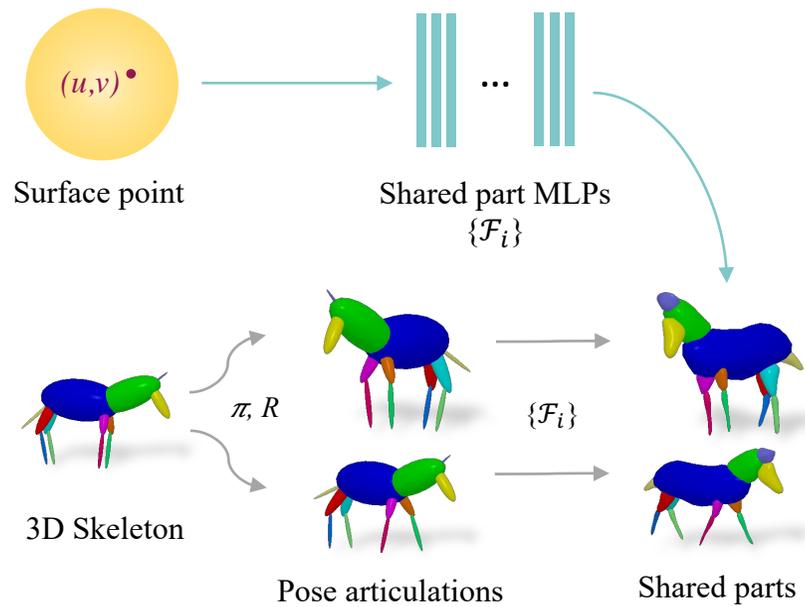
3D skeleton discovery from reference image



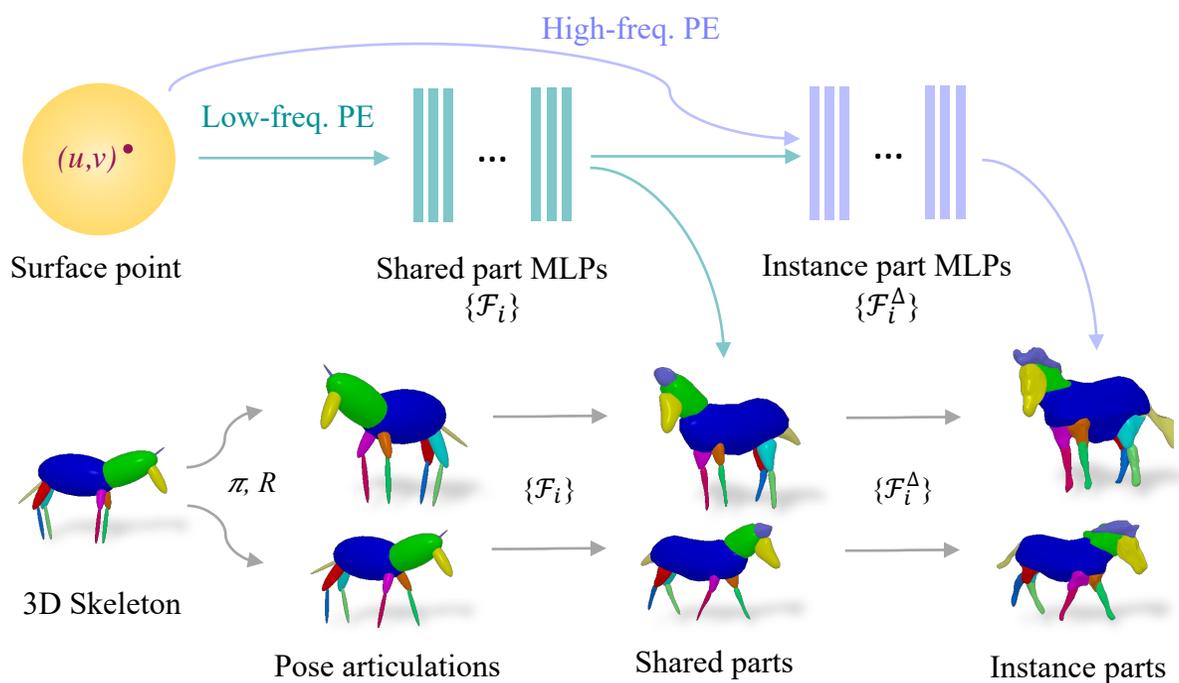
Hi-LASSIE optimization framework



Hi-LASSIE optimization framework

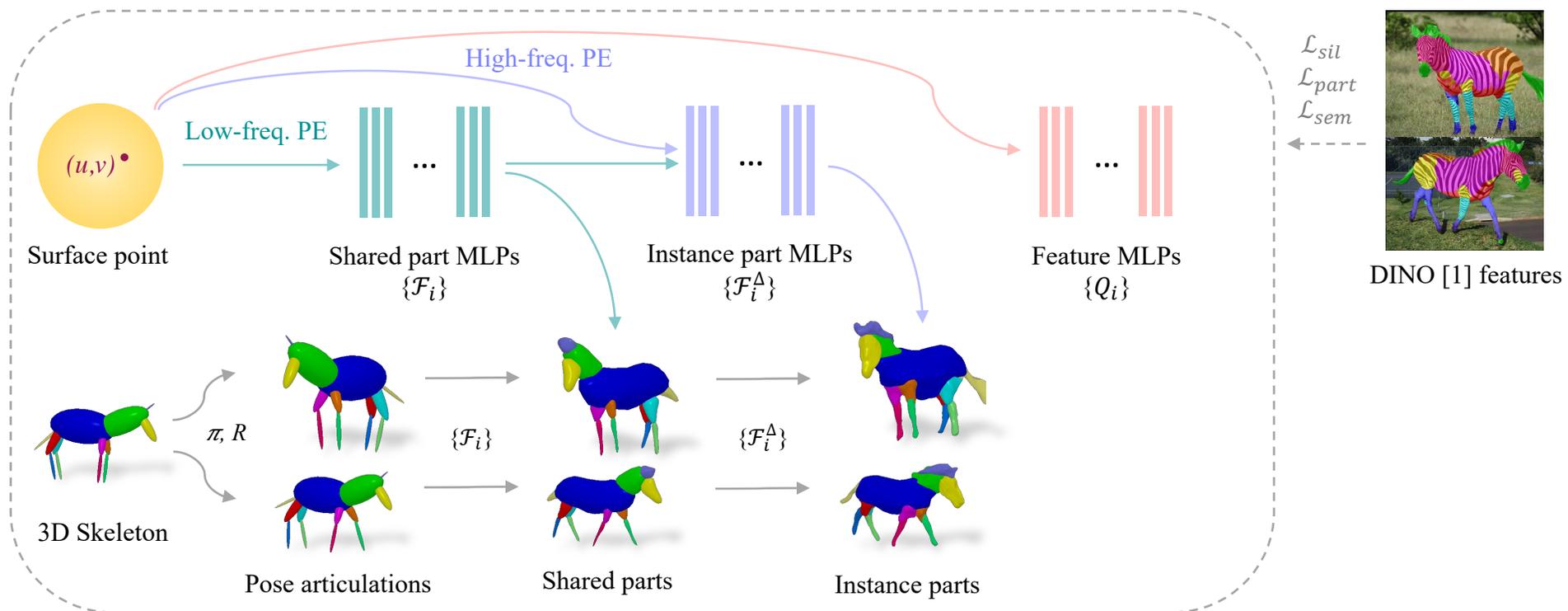


Hi-LASSIE optimization framework

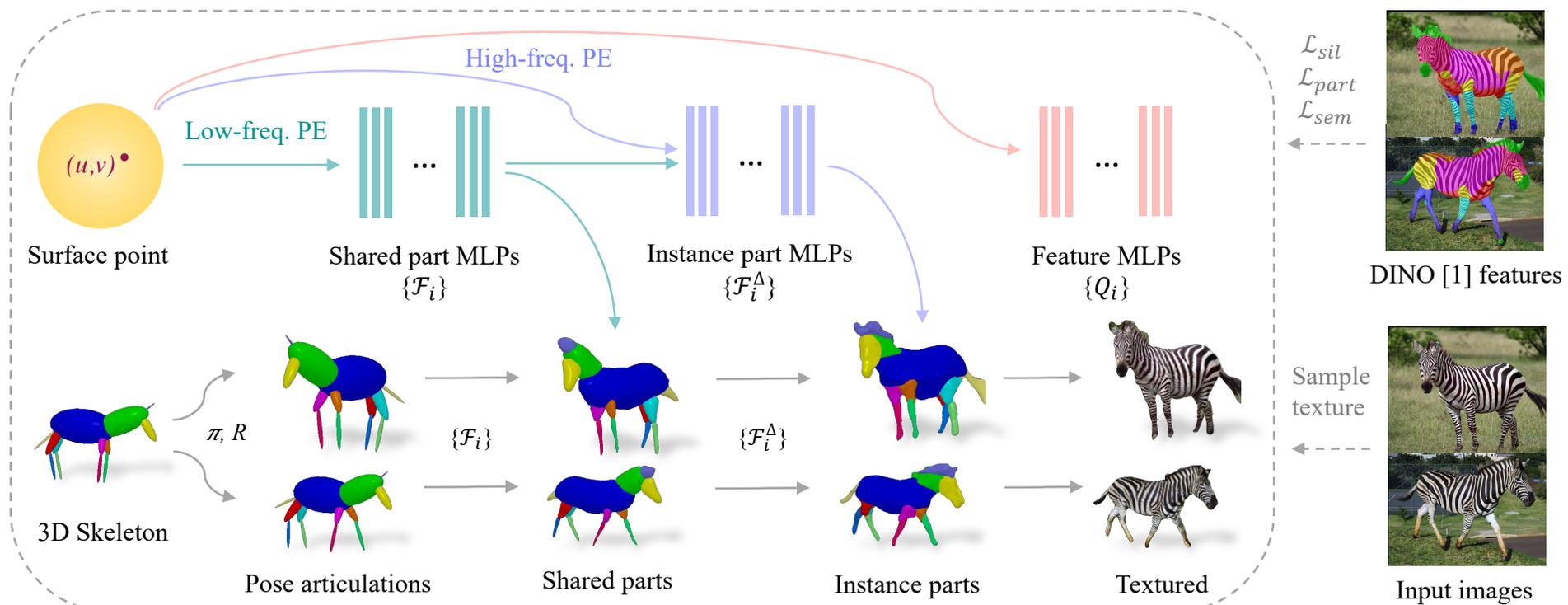


Frequency decomposition
(low-to-high frequency)

Hi-LASSIE optimization framework



Hi-LASSIE optimization framework



Datasets

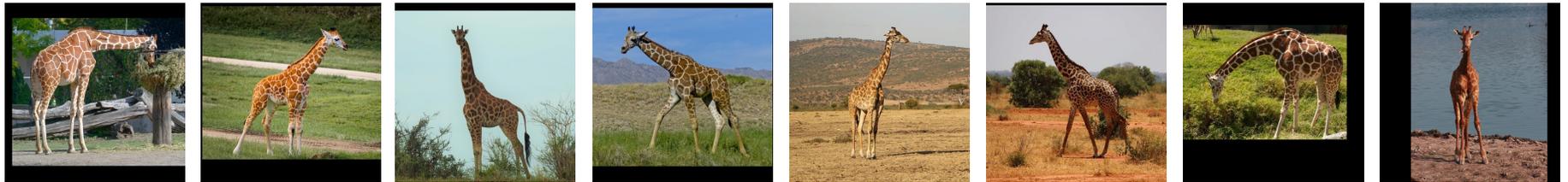
Pascal-Part [1]: horse, cow, sheep

Horse images



LASSIE [2]: zebra, tiger, giraffe, elephant, kangaroo, penguin

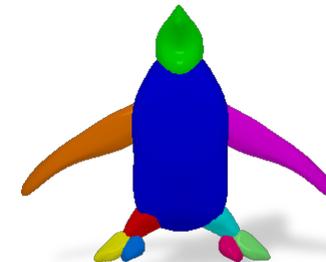
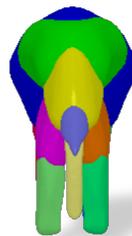
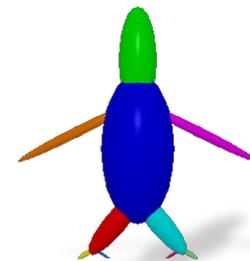
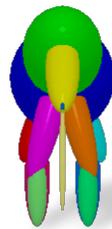
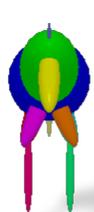
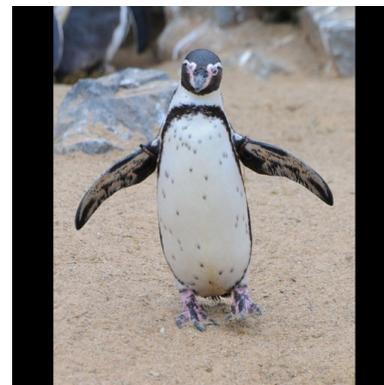
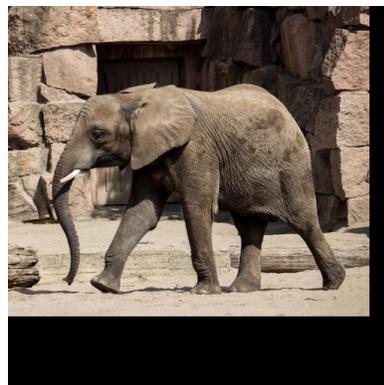
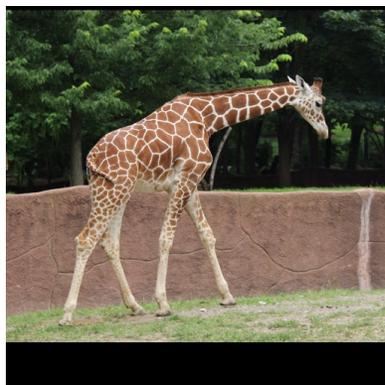
Giraffe images



[1] Chen, Xianjie, et al. "Detect what you can: Detecting and representing objects using holistic models and body parts." *CVPR*. 2014.

[2] Yao, Chun-Han, et al. "Lassie: Learning articulated shapes from sparse image ensemble via 3d part discovery." *NeurIPS*. 2022.

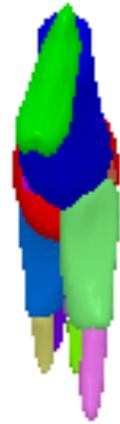
Class-level results: reference image, 3D skeleton, shared parts



Per-instance results: LASSIE v.s. Hi-LASSIE



Input



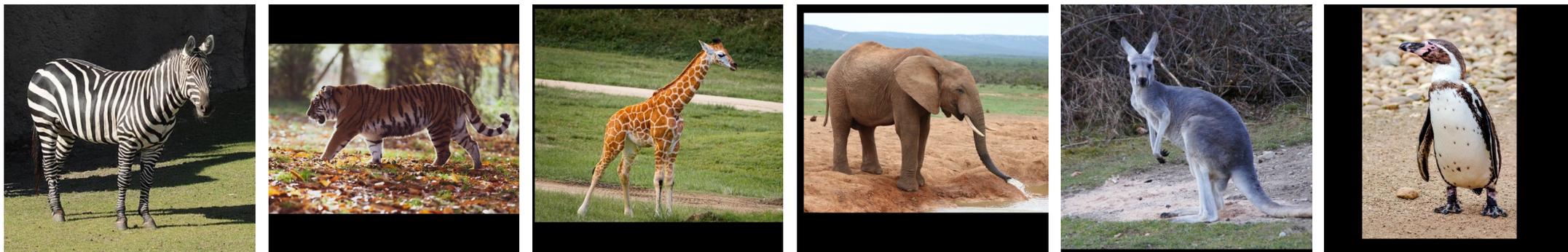
LASSIE [1]



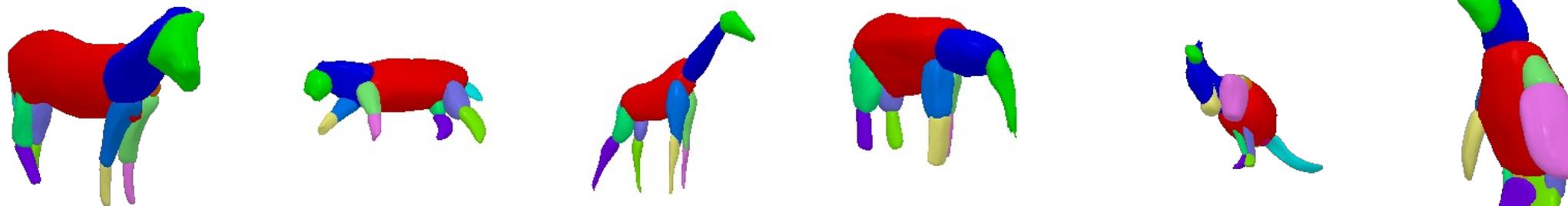
Hi-LASSIE

Per-instance results (3D parts): LASSIE v.s. Hi-LASSIE

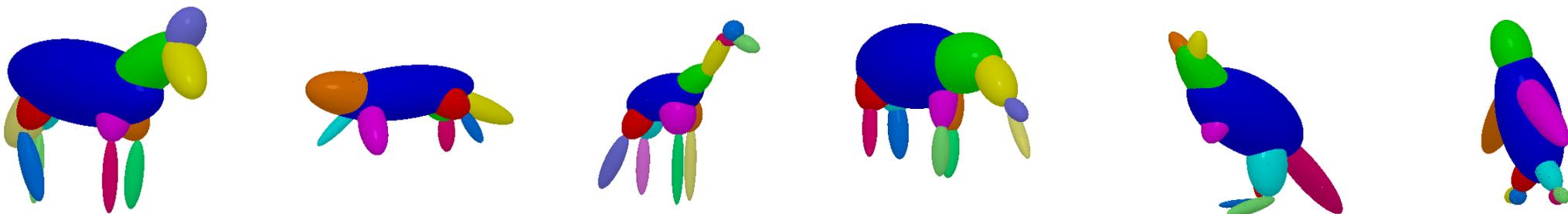
Input



LASSIE [1]

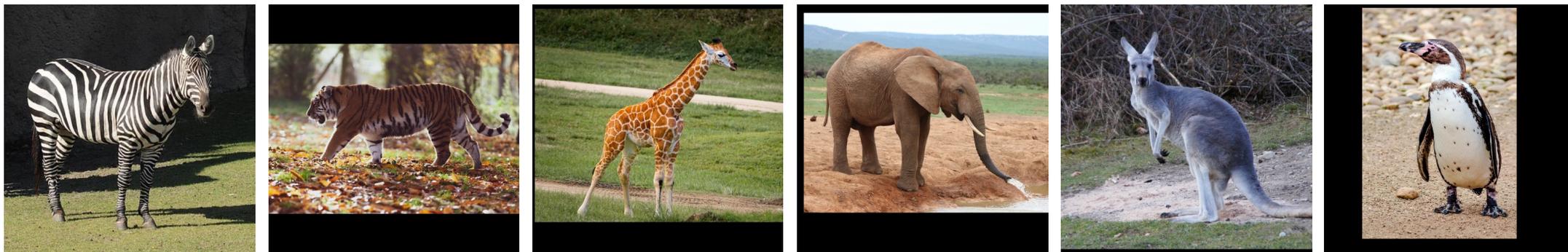


Hi-LASSIE
(freq.-decomposed)



Per-instance results (3D parts): LASSIE v.s. Hi-LASSIE

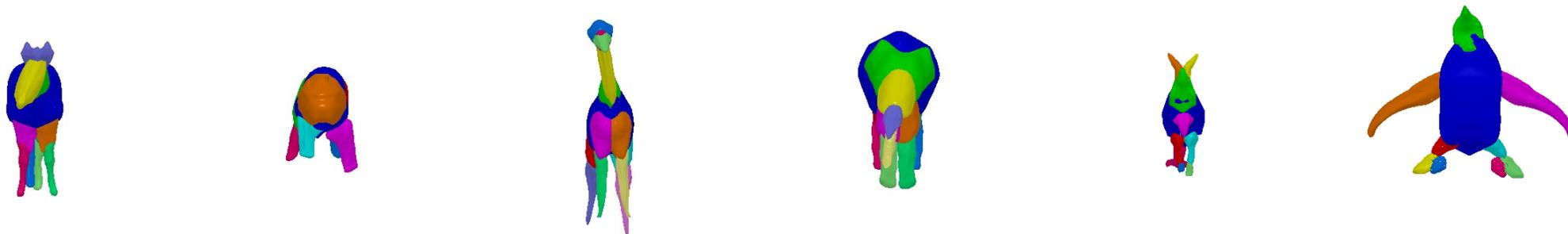
Input



LASSIE [1]

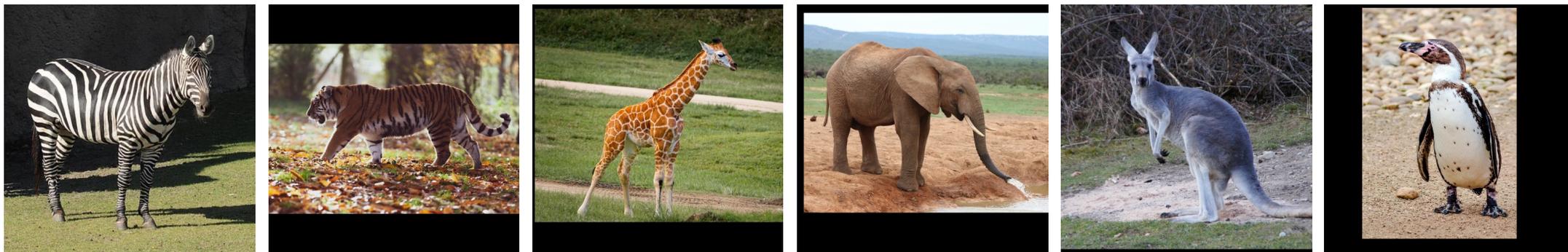


Hi-LASSIE



Per-instance results (texture): LASSIE v.s. Hi-LASSIE

Input



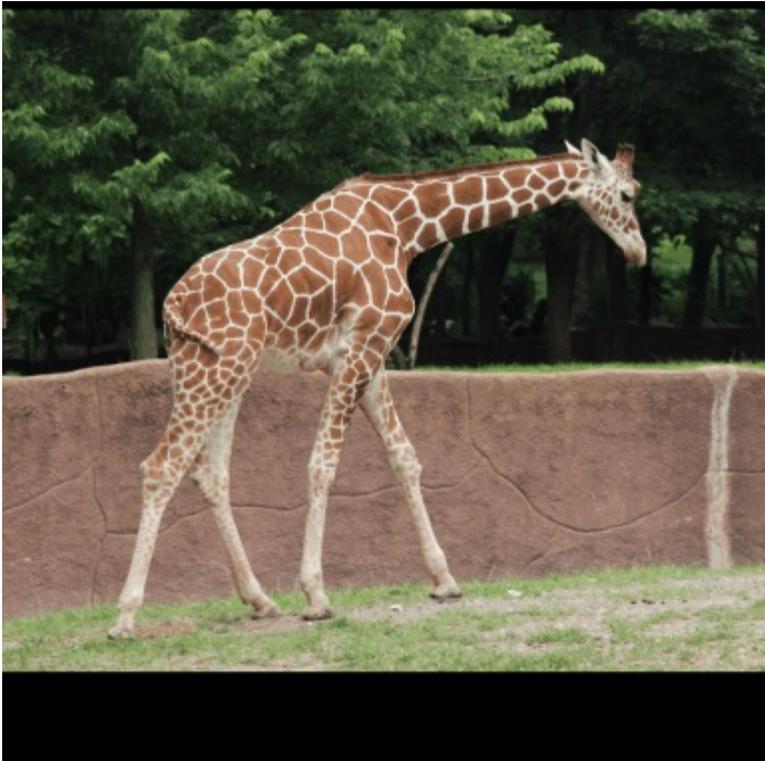
LASSIE [1]



Hi-LASSIE



Application: animation via pose interpolation



Hi-LASSIE: High-Fidelity Articulated Shape and Skeleton Discovery from Sparse Image Ensemble

First approach to reconstruct articulated shapes from sparse images in-the-wild without 3D shape/skeleton templates or per-image annotations

Key advantages

- In-the-wild images
- Minimal user input (select reference image)
- SOTA reconstruction accuracy



Main technical contributions

- 3D skeleton discovery
- Frequency-decomposed neural surfaces
- Zoomed-in part rendering and optimization
- Semantic feature MLPs

