

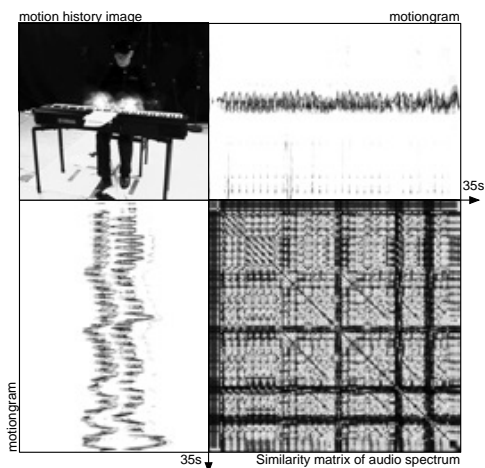
Evaluating How Different Video Features Influence the Visual Quality of Resultant Motiongrams

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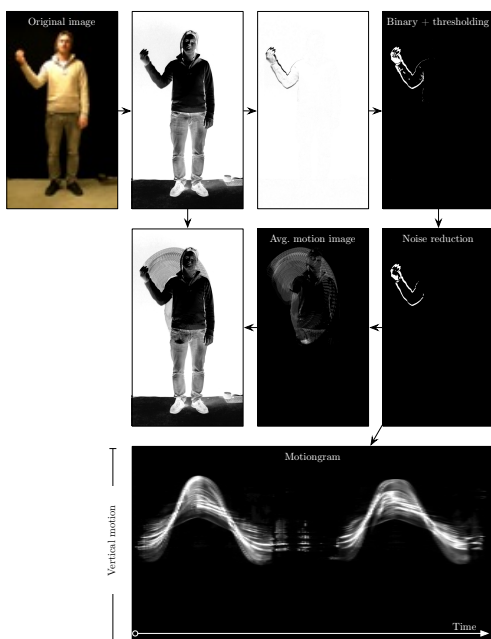
Abstract

Motiongrams are visual representations of human motion, generated from regular video recordings. This paper evaluates how different video features may influence the generated motiongram: inversion, colour, filtering, background, lighting, clothing, video size and compression. It is argued that the proposed motiongram implementation is capable of visualising the main motion features even with quite drastic changes in all of the above mentioned variables.

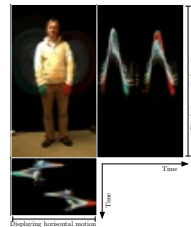
Example



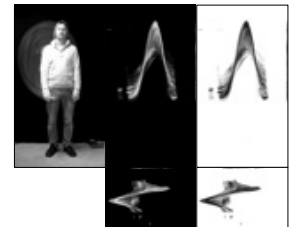
Method



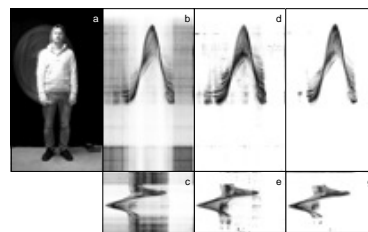
Colours



Inversion



Filtering



Background and lighting



Clothing



Size and compression

