

WHOLODANCE

Whole-Body Interaction Learning for Dance Education

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Deliverable 2.7

Post processing data sets

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Introduction

This document provides a description of the work carried out with regard to post processing the motion capture data sets that created the WhoLoDancE repository. It illustrates the stages taken in the post processing, the way the data sets were arranged, the guidelines that were used during the post processing stages and the rationale for choosing those guidelines. At the end of the deliverable is a list of the data per dance genre.

Description of the data sets

The data sets resulting from the multiple motion capture sessions done in Amsterdam in 2016, (>6000 files) were curated and trimmed before going through the post processing stage.

Post processing of 3D motion data involves several stages, as defined here below:

- Cross sequence parallel data isolation for body segments (both in the same dance genre and cross genre)
- Processing each sequence to fit on to all the created avatars (optimizing body segment length)
- Conversion of the data sets to several data formats that can be used optimally in the chosen project convergence software (in our case Unity3D)
- Compression of the files to shorten loading times in the blending engine and in the repository.

The data sets created were arranged in a relational database that was segmented according to several principals, to ensure usability by all partners. The principals for the database were:

- Top level – dance genre
- Second level – movement principals
- Third level – body parts (mainly for blending usage and similarity search)

Guidelines for processing

Each stage in the data post processing has specific guidelines:

- Stage 1: Cross sequence parallel data isolation for body segments
 - In every sequence, the movement was processed to isolate accelerations and velocities per body part. The guideline here is to create arrays of similar sequence parts as a lookup table for the blending engine's biomechanical layer.
 - Also in every sequence, a second lookup table was created that included the frame times of impact (either floor contacts or inter-frame strong acceleration and velocities vector changes).
 - Every part of the body in every sequence got a tag. This tag is used in the blending engine, and will also be used in Unity when the outputs of all partners will converge.
- Stage 2: Processing each sequence to fit on to all the created avatars
 - Every avatar created has slightly different body segment length ratio. (This excludes the "blob" avatar whose purpose is real-time visualization of the space the body

- occupies in motion and has no specific body parts.)
 - The post processing work involved scaling every chosen sequence to fit the body part and inverse-kinematic joints scale, so that the movement resulted realistic.
 - While doing this, we also had to make sure that all the data remained blendable. This was achieved by associating two sets of references per sequence, one with the modified segment length and the other, maintaining the performer original dimensions.
- Stage 3: Conversion of the data sets to several data formats that can be used optimally in the chosen project convergence software
 - The main data format throughout the WhoLodance project is FBX. (Autodesk) FBX® data exchange technology is a 3D asset exchange format that facilitates higher-fidelity data exchange between 3ds Max, Maya, MotionBuilder, Mudbox and other propriety and third-party software.
 - We chose to work with FBX since it enables opening and reviewing both 3D models and animation / motion capture data with parallel visual fidelity in many software platforms.
 - While working primarily with FBX, we also needed to convert the data to several other formats. Those formats propagated to works by different consortium partners that needed higher abstraction levels. The additional format that the data sets were converted to were: Json, C#, Python and Java.
- Stage 4: Compression of the files to shorten loading times in the blending engine and in the repository.
 - A separate post processing activity - specifically for the blending engine - involved data compression, in order to shorten loading times.

Sets selection rationale

A training set is a special set of labelled data providing known information that is used in the supervised learning to build a classification or regression model. In the WhoLodancE context, this work is done primarily for implementation inside the Blending Engine. We looked at each sequence as a training instance as a feature vector together with an appropriate output value (body part label, velocity based class identifier). Deduced classification or regression functions were used to assess appropriate output value for any input vector (in our case this helped to set aside all sequences that had commonalities of, for example, using large stage space versus all sequences that were created in confined stage space. The goal of the training phase was to estimate parameters of the body movements (per sequence / body part) to predict output values with a good predictive performance in real use of the model.























The data sets list are presented in the deliverable appendix.



































APPENDIX – Data sets list

What proceeds below is a series of sets lists for each of the dance genres that were captured. The data sets list is in the following order: Greek Folk dance, Contemporary, Classical Ballet and Flamenco.

These set lists were pulled from the main WhoLoDancE data server.

- Greek Folk dance

































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








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- Contemporary dance

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


























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








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- Classical Ballet

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 pas_marche_03_A.fbx	6/15/2016 4:02 PM	FBX file	29,760 KB
 pas_marche_04_J.fbx	6/15/2016 4:03 PM	FBX file	27,980 KB
 pase_01_A.fbx	6/15/2016 3:34 PM	FBX file	29,109 KB
 pase_01_J.fbx	6/15/2016 3:34 PM	FBX file	27,766 KB
 petit_batement_01_A.fbx	6/15/2016 4:23 PM	FBX file	29,814 KB
 petit_batement_01_J.fbx	6/15/2016 4:24 PM	FBX file	27,824 KB
 petit_batement_02_A.fbx	6/15/2016 4:25 PM	FBX file	29,843 KB
 petit_batement_02_J.fbx	6/15/2016 4:26 PM	FBX file	27,835 KB
 petit_batement_03_A.fbx	6/15/2016 4:27 PM	FBX file	29,835 KB
 petit_batement_03_J.fbx	6/15/2016 4:28 PM	FBX file	27,782 KB
 pie_a_la_mano_01_A.fbx	6/15/2016 4:46 PM	FBX file	30,396 KB
 pie_a_la_mano_01_J.fbx	6/15/2016 4:49 PM	FBX file	27,980 KB
 rond_du_jambe_01_A.fbx	6/15/2016 3:39 PM	FBX file	29,901 KB
 rond_du_jambe_01_J.fbx	6/15/2016 3:40 PM	FBX file	27,884 KB
 rond_du_jambe_02_A.fbx	6/15/2016 3:41 PM	FBX file	29,316 KB
 rond_du_jambe_02_J.fbx	6/15/2016 3:42 PM	FBX file	27,980 KB
 rond_du_jambe_03_A.fbx	6/15/2016 3:43 PM	FBX file	29,242 KB
 rond_du_jambe_03_J.fbx	6/15/2016 3:44 PM	FBX file	27,807 KB
 rond_du_jambe_04_A.fbx	6/15/2016 3:45 PM	FBX file	29,261 KB
 rond_du_jambe_04_J.fbx	6/15/2016 3:45 PM	FBX file	27,767 KB
 rond_du_jambe_05_A.fbx	6/15/2016 3:47 PM	FBX file	30,233 KB
 rond_du_jambe_05_J.fbx	6/15/2016 3:50 PM	FBX file	27,954 KB
 rond_du_jambe_un_air_01_A.fbx	6/15/2016 4:58 PM	FBX file	31,605 KB
 soutenu_01_A.fbx	6/15/2016 4:10 PM	FBX file	29,731 KB
 soutenu_01_J.fbx	6/15/2016 4:11 PM	FBX file	9 KB
 soutenu_02_A.fbx	6/15/2016 5:03 PM	FBX file	30,606 KB

 adagio_01_A.fbx	6/16/2016 12:47 PM	FBX file	21,601 KB
 adagio_01_J.fbx	6/16/2016 12:46 PM	FBX file	20,338 KB
 Center_adagio_01_J.fbx	6/16/2016 1:47 PM	FBX file	19,783 KB
 Center_jete_01_J.fbx	6/16/2016 1:44 PM	FBX file	20,243 KB
 Center_jump_01_J.fbx	6/16/2016 1:59 PM	FBX file	18,258 KB
 Center_jump_02_J.fbx	6/16/2016 2:00 PM	FBX file	18,375 KB
 Center_jump_03_J.fbx	6/16/2016 2:02 PM	FBX file	18,734 KB
 Center_jump_04_J.fbx	6/16/2016 2:05 PM	FBX file	18,239 KB
 Center_jump_05_J.fbx	6/16/2016 2:08 PM	FBX file	18,232 KB
 Center_jump_06_J.fbx	6/16/2016 2:10 PM	FBX file	18,208 KB
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 Center_jump_08_J.fbx	6/16/2016 2:13 PM	FBX file	18,717 KB
 Center_jump_09_J.fbx	6/16/2016 2:15 PM	FBX file	18,480 KB
 Center_jump_10_J.fbx	6/16/2016 2:19 PM	FBX file	18,200 KB
 Center_jump_11_J.fbx	6/16/2016 2:20 PM	FBX file	18,398 KB
 Center_jump_12_J.fbx	6/16/2016 2:21 PM	FBX file	18,091 KB
 Center_jump_13_J.fbx	6/16/2016 2:23 PM	FBX file	18,419 KB
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 Center_pirouette_02_J.fbx	6/16/2016 1:51 PM	FBX file	20,778 KB
 Center_pirouette_03_J.fbx	6/16/2016 1:53 PM	FBX file	18,660 KB
 Center_pirouette_04_J.fbx	6/16/2016 1:55 PM	FBX file	18,844 KB
 Center_pirouette_05_J.fbx	6/16/2016 1:58 PM	FBX file	19,633 KB
 Center_Tendu_01_A.fbx	6/16/2016 1:24 PM	FBX file	12,846 KB
 Center_Tendu_01_J.fbx	6/16/2016 1:22 PM	FBX file	21,578 KB
 fondue_01_A.fbx	6/16/2016 12:41 PM	FBX file	20,795 KB
 fondue_01_J.fbx	6/16/2016 12:40 PM	FBX file	20,334 KB
 frappe_01_A.fbx	6/16/2016 12:43 PM	FBX file	20,556 KB
 frappe_01_J.fbx	6/16/2016 12:42 PM	FBX file	19,160 KB
 grand_battement_01_A.fbx	6/16/2016 12:53 PM	FBX file	20,458 KB
 grand_battement_01_J.fbx	6/16/2016 12:51 PM	FBX file	18,651 KB
 jete_01_A.fbx	6/16/2016 12:26 PM	FBX file	21,696 KB
 jete_01_J.fbx	6/16/2016 12:21 PM	FBX file	19,286 KB
 jete_02_A.fbx	6/16/2016 12:29 PM	FBX file	20,295 KB
 jete_02_J.fbx	6/16/2016 12:28 PM	FBX file	19,420 KB
 jete_03_A.fbx	6/16/2016 12:32 PM	FBX file	20,472 KB
 jete_03_J.fbx	6/16/2016 12:31 PM	FBX file	19,485 KB
 plie_01_A.fbx	6/16/2016 12:10 PM	FBX file	22,805 KB
 plie_01_J.fbx	6/16/2016 11:37 AM	FBX file	22,144 KB
 releve_01_A.fbx	6/16/2016 12:50 PM	FBX file	20,570 KB
 releve_01_J.fbx	6/16/2016 12:49 PM	FBX file	18,641 KB
 rond_de_jambe_01_J.fbx	6/16/2016 12:35 PM	FBX file	20,334 KB
 rond_de_jambe_02_A.fbx	6/16/2016 12:38 PM	FBX file	22,554 KB
 tendu_01_A.fbx	6/16/2016 12:16 PM	FBX file	21,037 KB
 tendu_01_J.fbx	6/16/2016 12:14 PM	FBX file	20,399 KB
 tendu_02_A.fbx	6/16/2016 12:18 PM	FBX file	20,697 KB
 tendu_02_J.fbx	6/16/2016 12:18 PM	FBX file	19,793 KB

 Center_adagio_01_A.fbx	6/16/2016 3:41 PM	FBX file	15,197 KB
 Center_bariation_01_A.fbx	6/16/2016 4:09 PM	FBX file	15,542 KB
 Center_bariation_02_A.fbx	6/16/2016 4:11 PM	FBX file	15,988 KB
 Center_bariation_03_A.fbx	6/16/2016 4:16 PM	FBX file	16,314 KB
 Center_foutte_01_A.fbx	6/16/2016 4:03 PM	FBX file	15,116 KB
 Center_jete_01_A.fbx	6/16/2016 3:40 PM	FBX file	14,421 KB
 Center_jump_01_A.fbx	6/16/2016 4:20 PM	FBX file	15,216 KB
 Center_jump_02_A.fbx	6/16/2016 4:23 PM	FBX file	15,231 KB
 Center_jump_onPoint_01_A.fbx	6/16/2016 4:06 PM	FBX file	14,862 KB
 Center_Pirouette_01_A.fbx	6/16/2016 3:38 PM	FBX file	14,836 KB
 Center_Pirouette_02_A.fbx	6/16/2016 3:44 PM	FBX file	16,444 KB
 Center_Pirouette_03_A.fbx	6/16/2016 3:47 PM	FBX file	16,310 KB
 Center_Pirouette_04_A.fbx	6/16/2016 3:49 PM	FBX file	14,871 KB
 Center_Pirouette_05_A.fbx	6/16/2016 3:52 PM	FBX file	14,527 KB
 Center_Pirouette_06_A.fbx	6/16/2016 3:53 PM	FBX file	15,190 KB
 Center_Pirouette_07_A.fbx	6/16/2016 3:56 PM	FBX file	15,227 KB
 Center_Pirouette_08_A.fbx	6/16/2016 3:58 PM	FBX file	14,611 KB
 Center_Pirouette_09_A.fbx	6/16/2016 4:18 PM	FBX file	15,566 KB
 Center_Pirouette_diagonal_01_A.fbx	6/16/2016 3:51 PM	FBX file	14,458 KB
 Center_releve_01_A.fbx	6/16/2016 4:00 PM	FBX file	14,976 KB
 Center_releve_02_A.fbx	6/16/2016 4:01 PM	FBX file	14,917 KB
 Center_releve_03_A.fbx	6/16/2016 4:04 PM	FBX file	15,116 KB
 Inpro_total_01.fbx	6/16/2016 5:04 PM	FBX file	17,625 KB
 Inpro_total_03.fbx	6/16/2016 5:13 PM	FBX file	16,403 KB
 Inpro_total_04.fbx	6/16/2016 5:19 PM	FBX file	20,115 KB
 Inpro_total_05.fbx	6/16/2016 5:22 PM	FBX file	16,931 KB
 Inpro_total_06.fbx	6/16/2016 5:26 PM	FBX file	18,206 KB
 Inpro_total_07.fbx	6/16/2016 5:29 PM	FBX file	15,517 KB
 Inpro_total_08.fbx	6/16/2016 5:29 PM	FBX file	14,836 KB
 Inpro_total_09.fbx	6/16/2016 5:34 PM	FBX file	16,357 KB
 Master_file.fbx	6/16/2016 3:36 PM	FBX file	13,152 KB
 Pas_de_Deux_01.fbx	6/16/2016 4:57 PM	FBX file	13,797 KB
 Pas_de_Deux_02.fbx	6/16/2016 5:01 PM	FBX file	12,704 KB

- Flamenco dance

 Alegrias_02.fbx	6/20/2016 12:58 PM	FBX file	20,184 KB
 Bulerias_Sara_Baras_01.fbx	6/20/2016 1:01 PM	FBX file	19,645 KB
 Cartagenera_01.fbx	6/20/2016 1:10 PM	FBX file	18,812 KB
 Flenenco_Fandango_01.fbx	6/20/2016 1:13 PM	FBX file	19,716 KB
 footwork_01.fbx	6/20/2016 2:51 PM	FBX file	28,466 KB
 Holo_Setup_01.fbx	6/20/2016 5:01 PM	FBX file	13,911 KB
 Jaadu_01.fbx	6/20/2016 1:33 PM	FBX file	25,847 KB
 Master_file.fbx	6/20/2016 12:51 PM	FBX file	14,174 KB
 Master_setup.fbx	6/20/2016 12:54 PM	FBX file	13,909 KB
 Palo_Seco_01.fbx	6/20/2016 1:05 PM	FBX file	20,046 KB
 Sevillianas_01.fbx	6/20/2016 1:20 PM	FBX file	19,729 KB
 Sevillianas_M_01.fbx	6/20/2016 1:22 PM	FBX file	18,659 KB
 Solea_01.fbx	6/20/2016 1:26 PM	FBX file	21,494 KB
 Verdiales_01.fbx	6/20/2016 1:28 PM	FBX file	18,987 KB

 Asym_fulle_01.fbx	6/19/2016 2:14 PM	FBX file	15,658 KB
 Ballance_L_Side_01.fbx	6/19/2016 1:54 PM	FBX file	16,509 KB
 Ballance_R_Side_01.fbx	6/19/2016 1:55 PM	FBX file	15,031 KB
 Bulerias_01.fbx	6/19/2016 5:01 PM	FBX file	17,300 KB
 Bulerias_02.fbx	6/19/2016 5:05 PM	FBX file	20,167 KB
 castagentte.fbx	6/19/2016 5:19 PM	FBX file	22,228 KB
 Coord_Full_01.fbx	6/19/2016 2:31 PM	FBX file	17,219 KB
 Coord_Full_02.fbx	6/19/2016 2:34 PM	FBX file	17,423 KB
 Directional_L_Side_01.fbx	6/19/2016 1:50 PM	FBX file	14,891 KB
 Directional_Full_01.fbx	6/19/2016 1:49 PM	FBX file	14,990 KB
 Directional_R_Side_01.fbx	6/19/2016 1:51 PM	FBX file	15,114 KB
 Farruca_F_01.fbx	6/19/2016 4:48 PM	FBX file	17,394 KB
 Farruca_M_01.fbx	6/19/2016 4:49 PM	FBX file	17,350 KB
 Master_file.fbx	6/19/2016 4:12 PM	FBX file	13,479 KB
 MasterFile.fbx	6/19/2016 1:38 PM	FBX file	14,246 KB
 Motion_Space_Full_01.fbx	6/19/2016 2:22 PM	FBX file	16,851 KB
 Motion_Space_L_01.fbx	6/19/2016 2:24 PM	FBX file	15,779 KB
 Motion_Space_R_01.fbx	6/19/2016 2:25 PM	FBX file	15,694 KB
 Motorics_Full_01.fbx	6/19/2016 2:27 PM	FBX file	16,509 KB
 Motorics_Full_02.fbx	6/19/2016 2:29 PM	FBX file	16,513 KB
 Posture_Down_01.fbx	6/19/2016 2:02 PM	FBX file	15,401 KB
 Posture_Down_02.fbx	6/19/2016 2:02 PM	FBX file	15,315 KB
 Posture_Full_01.fbx	6/19/2016 1:56 PM	FBX file	15,270 KB
 Posture_Full_02.fbx	6/19/2016 1:59 PM	FBX file	15,524 KB
 Posture_Up_01.fbx	6/19/2016 1:58 PM	FBX file	15,245 KB
 Posture_Up_02.fbx	6/19/2016 2:00 PM	FBX file	15,414 KB
 Rhythm_Phrase_Full_01.fbx	6/19/2016 2:16 PM	FBX file	15,659 KB
 Rhythm_Phrase_Full_02.fbx	6/19/2016 2:19 PM	FBX file	15,861 KB
 Seguiriyas_01.fbx	6/19/2016 4:59 PM	FBX file	22,569 KB
 Solo_compas_alegrias_01.fbx	6/19/2016 4:40 PM	FBX file	24,393 KB
 Solo_compas_tangos_01.fbx	6/19/2016 4:25 PM	FBX file	17,649 KB
 Solo_compas_tangos_02.fbx	6/19/2016 4:31 PM	FBX file	18,971 KB
 Stillness_Fast_01.fbx	6/19/2016 2:09 PM	FBX file	16,479 KB
 Stillness_Fast_02.fbx	6/19/2016 2:12 PM	FBX file	16,947 KB
 Sym_full_01.fbx	6/19/2016 1:46 PM	FBX file	15,386 KB
 Sym_L_Side_01.fbx	6/19/2016 1:48 PM	FBX file	14,745 KB

In summary, what has been highlighted is a series of FBX files that were post processed for final usage within all the WhoLoDancE partners' applications. This impacts the project in the following ways:

- It directly feeds into the evaluative work that is being carried out in WP7
- It is also used in the development of other project tools like the ChoreoMorph by Athena and the applications developed by UniGe and PoliMi.
- It provides the base data for usage within the blending engine.

The consortium needed this backend work to be performed by Motek in an effort to carry out the series of annotations of each of the dance genres. The dance partners and the technology partners have integrated these FBX files and data sets into the developmental stages of the other tools. The files are critical data sets that underpin the project's future work.