

Title (en)
LIMB COORDINATION SYSTEM FOR INTERACTIVE COMPUTER ANIMATION OF ARTICULATED CHARACTERS WITH BLENDED MOTION DATA

Title (de)
GLIEDKOORDINATIONSSYSTEM ZUR INTERAKTIVEN RECHNERANIMATION VON GLIEDERKARAKTERN MIT GEMISCHTEN BEWEGUNGSDATEN

Title (fr)
SYSTEME DE COORDINATION DES MEMBRES POUR ANIMATION INTERACTIVE SUR ORDINATEUR DE PERSONNAGES ARTICULES AVEC DONNEES COMPOSEES DE MOUVEMENT

Publication
EP 1012791 A1 20000628 (EN)

Application
EP 97918505 A 19970331

Priority
• US 9705513 W 19970331
• US 1481496 P 19960404

Abstract (en)
[origin: WO9740471A1] On-line computational methods are used for animating limb movements of articulated characters by solving associated forward and inverse kinematics problems in real time subject to multiple goals and constraints. The methods use fully interactive goal-directed behaviors, such as bipedal walking, through simultaneous satisfaction of position, alignment, posture, balance, obstacle avoidance, and joint limitation constraints. Goal-based motion primitives, called synergies (22, 24, 26, 28, 30), coordinate sets of joint movements which separately attempt to satisfy each of the above constraints (18). Recorded motion data is combined with interactive control techniques to manipulate the animation of articulated figures. Non-interactive motion capture and keyframe data, representing examples of desired character movements, are accommodated in the present animation system.

IPC 1-7
G06T 13/00; **G06T 15/70**

IPC 8 full level
G06T 13/00 (2006.01); **G06T 13/40** (2011.01); **G06T 15/70** (2006.01)

CPC (source: EP)
G06T 13/40 (2013.01); **G05B 2219/39096** (2013.01); **G06T 2213/12** (2013.01)

Cited by
CN112669413A

Designated contracting state (EPC)
DE FR GB

DOCDB simple family (publication)
WO 9740471 A1 19971030; EP 1012791 A1 20000628; EP 1012791 A4 20000628; JP 2000508804 A 20000711

DOCDB simple family (application)
US 9705513 W 19970331; EP 97918505 A 19970331; JP 53808397 A 19970331