

AI and Physics Assisted Character Pose Authoring (c) 2022 Unity Technologies

Session

Real-Time Live!

Event Type

Real-Time Live!

Presentation Types

Interest Areas

Gaming & Interactive New Technologies

Production & Animation

Registration Categories

Keywords


Animation/Simulation

Artificial Intelligence/Machine Learning

Deep Learning Games

Time

Wednesday, 10 August

2022:13pm - 5:26pm PDT 

Location

West Building, Ballroom C/D

Description

We present a tool that allows users to quickly author character poses. Our tool leverages both machine learning and a physics engine to enable users with no artistic experience to author natural-looking poses in a few seconds.

Contributors

Florent BOCQUELET Unity Technologies

Boris Oreshkin Unity Technologies

Dominic Laflamme Unity Technologies

Felix Harvey Unity Technologies

Louis-Simon Ménard Unity Technologies

Jeremy Cowles Unity Technologies

Bay Raitt Unity Technologies