



Bachelor & Masters Theses 2017
Skeletex Research

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About us

- ▶ **Freelancing research and development group**
 - ▶ Martin Madaras
 - ▶ Adam Riečický
 - ▶ Michal Mesároš
 - ▶ Martin Stuchlík
 - ▶ Michal Piovarči

- ▶ State of the Art Applied Research
- ▶ Cooperation with Leading Tech Companies
 - ▶ Photoneo
 - ▶ Synertial

Implementation / Rules

- ▶ C++
- ▶ OpenGL
- ▶ GLSL shaders
- ▶ OpenCL, CUDA
- ▶ Unity, Unreal Engine

- ▶ TeX, english
- ▶ GIT, SVN - source code repository
- ▶ Meetings / Hangouts - once per weeks

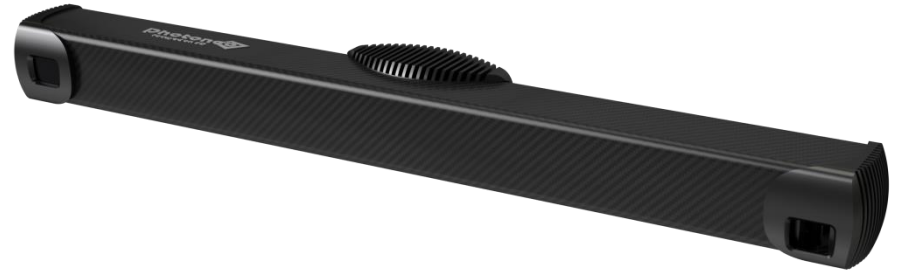
- ▶ Implementation in form of libraries and standalone classes

Our Research Topics

- ▶ Polygon Mesh Processing
- ▶ Automatic Skeletonization of Mesh Models
- ▶ Scanning of Models
- ▶ 3D Reconstruction
- ▶ Mesh GPU Tessellation and Displacement Maps
- ▶ Motion Capture
- ▶ Human Skeleton Fitting

Ultimate Goal

- ▶ Real-time Capturing of Human Performance and Reconstruction Rendering in Virtual Reality



VR Pipeline

- ▶ Skeleton and Surface Tracking
- ▶ Surface Reconstruction Fusion
- ▶ Compression & Data Streaming
- ▶ Surface Reconstruction from Textures and Skeleton
- ▶ Rendering & Applications

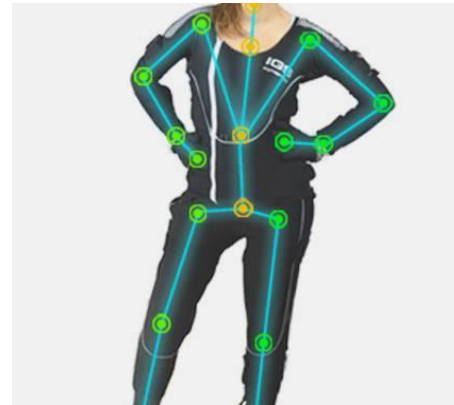
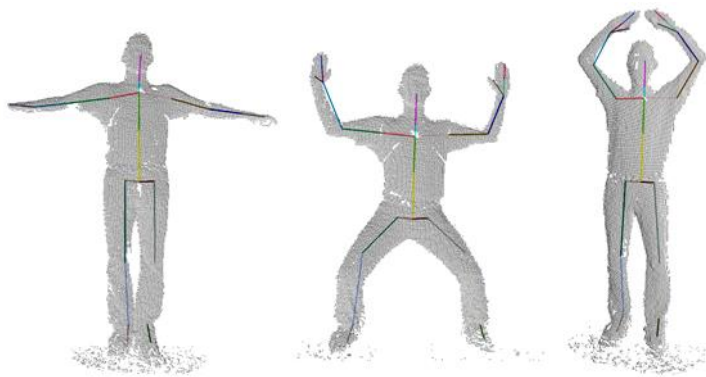


Skeleton Displacement Mapping

3D face scan reconstruction

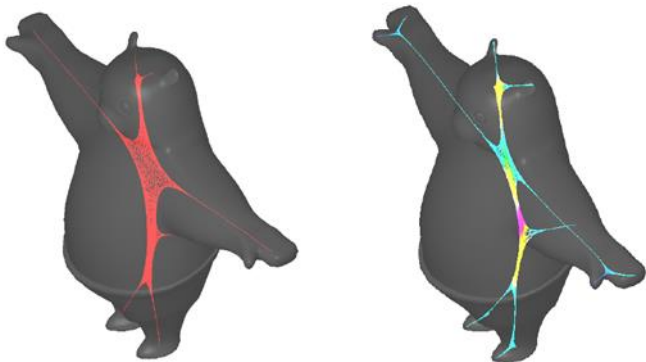
Bachelor Theses

- ▶ Vulcan Viewing Library
- ▶ Depth Camera Streamer
- ▶ Skeleton Fitting into Point Clouds
- ▶ Measurement of Human Body using RGB Camera
- ▶ Virtual Reality Rendering of Music Performance



Masters Theses

- ▶ Optical Calibration of Inertial Mocap Suits
- ▶ Skeleton Extraction and Parameterization
- ▶ Texture-space Diffusion using STM
- ▶ Skin Rendering in VR
- ▶ Skeleton Tracking via Deep Learning



Other University Projects

- ▶ OSVR HDK2
- ▶ HTC Vive
- ▶ Oculus Rift



Partners



Synertial



Thank you !



Skeletex
R E S E A R C H

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http://skeletex.xyz/content/theses_list.pdf

MI13 --- FTLab