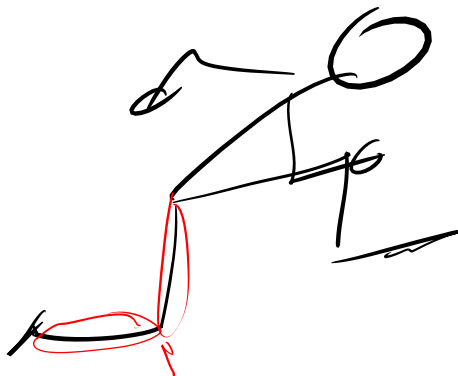
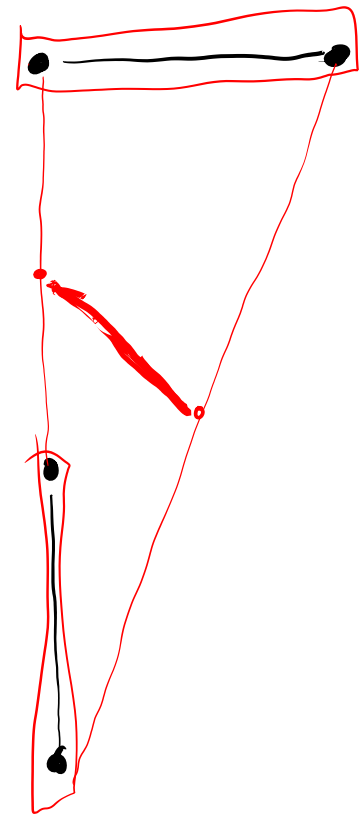
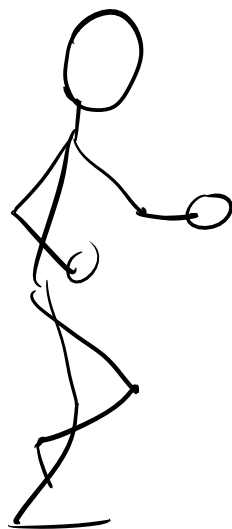


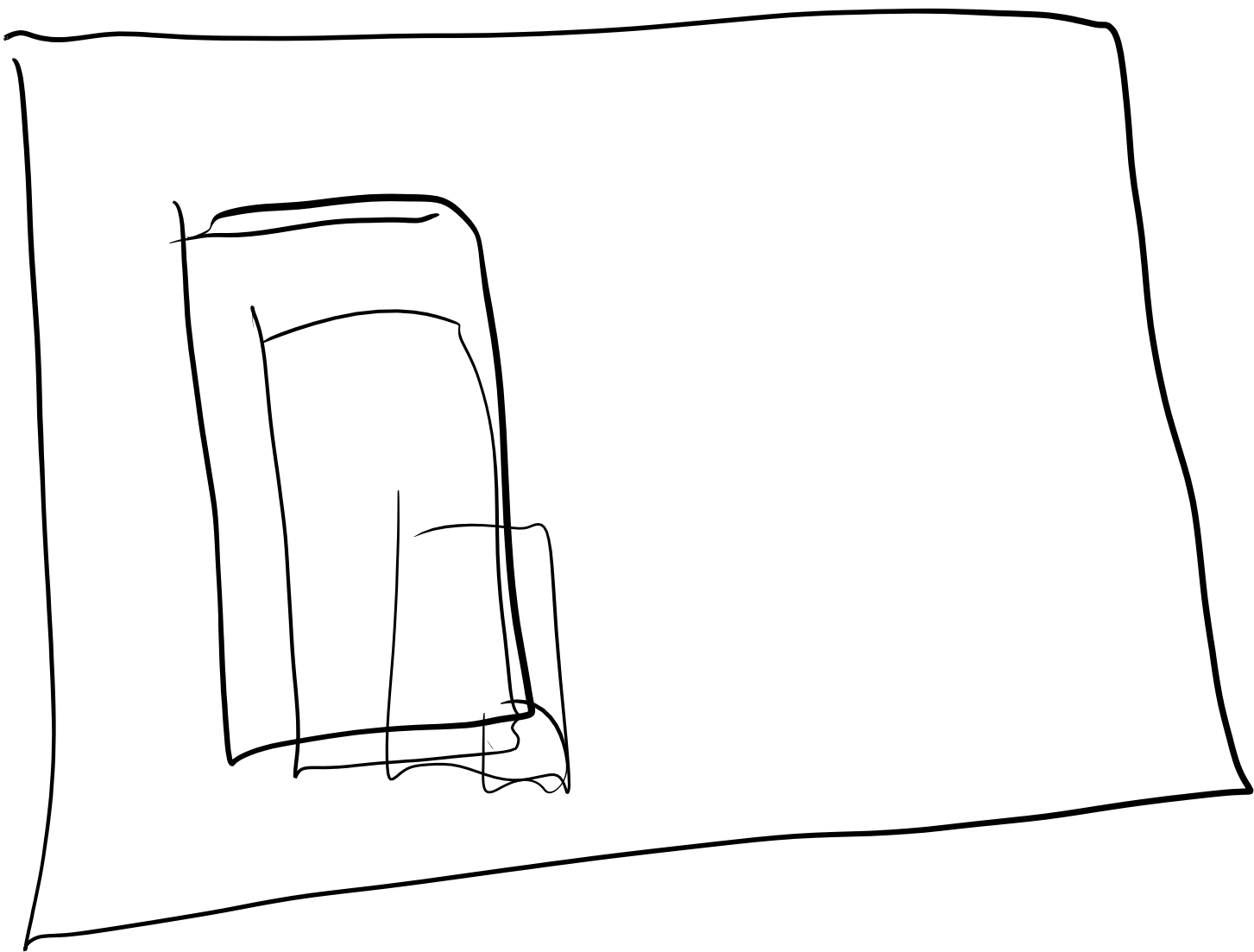
Key Frames - most extreme  
- stillest

Rigid  
Transformation

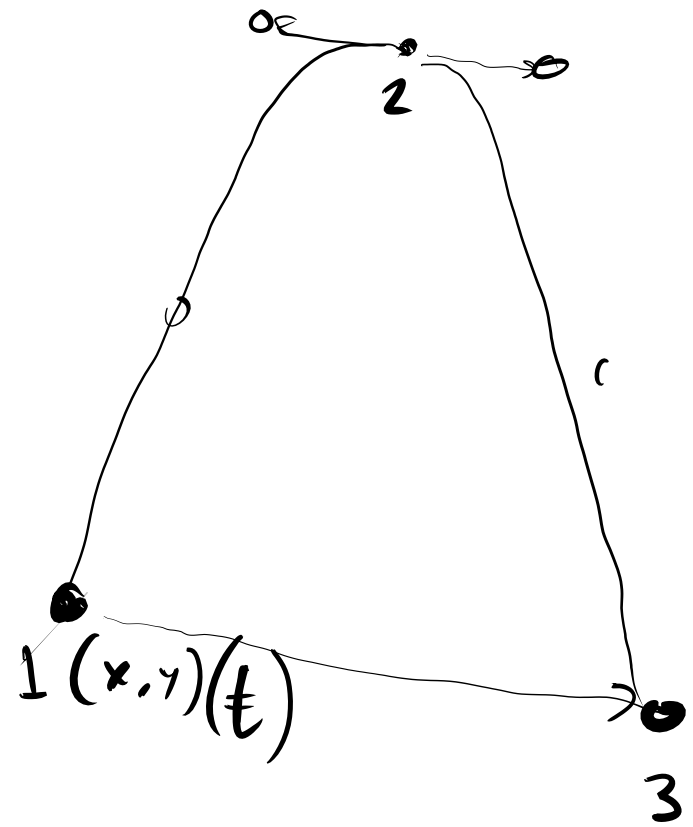
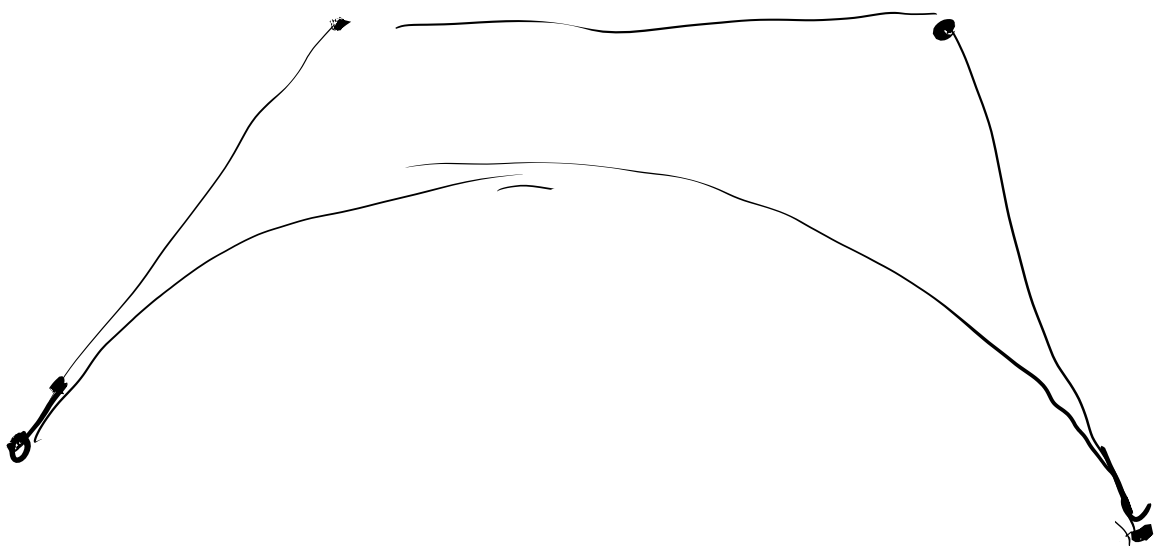


Bones





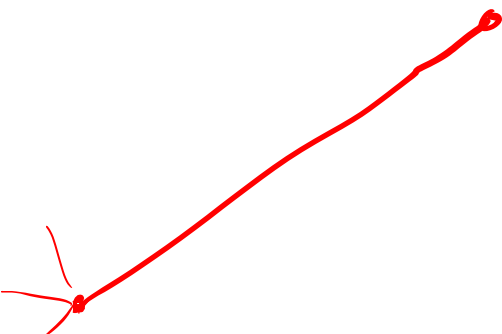
0.5



$$x(t)$$

$$y(t)$$

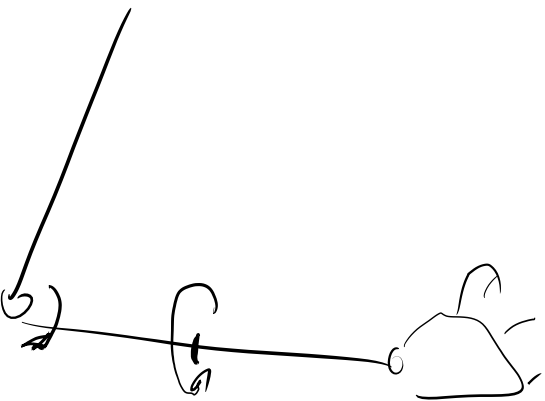




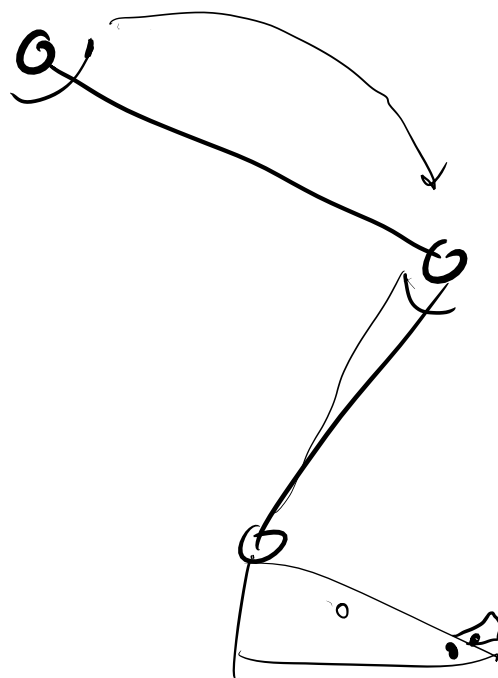
Positive  
Orientation

$$\begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \rightarrow \begin{bmatrix} -1 & 0 & 0 \\ 0 & -1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

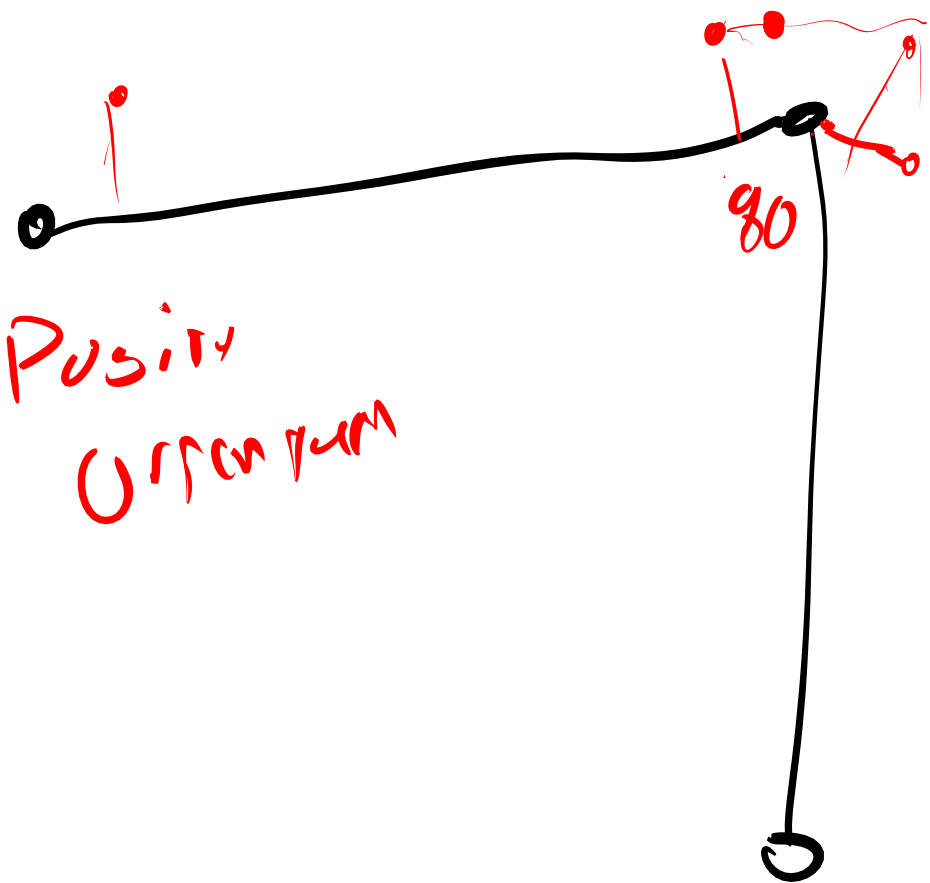
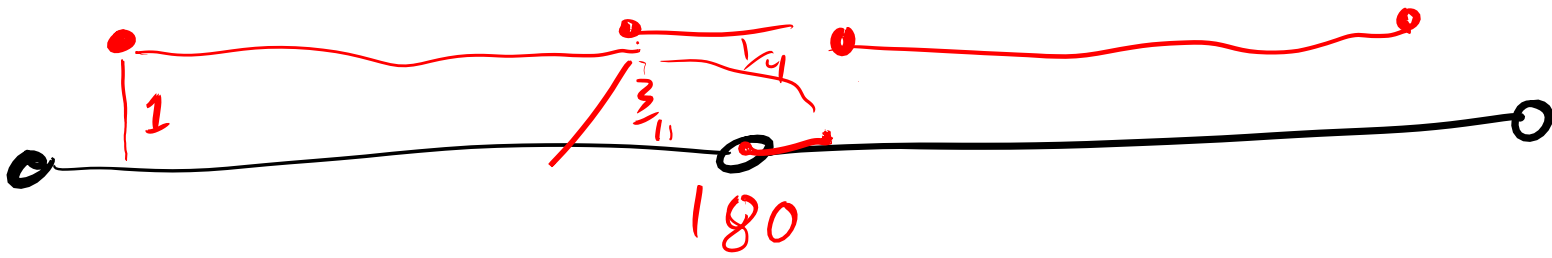
not good - Quaternion basis



finger  
hand  
arm  
leg



Calf  
in  
thigh  
coord system



Positiv  
Uppenrum

Pose