

Extending the eSIGN Editor to Specify More Dynamic Signing

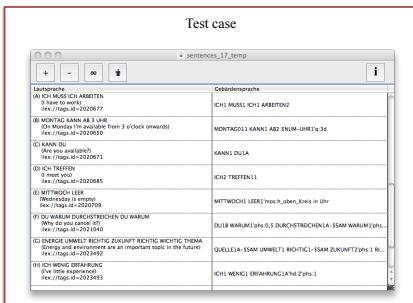
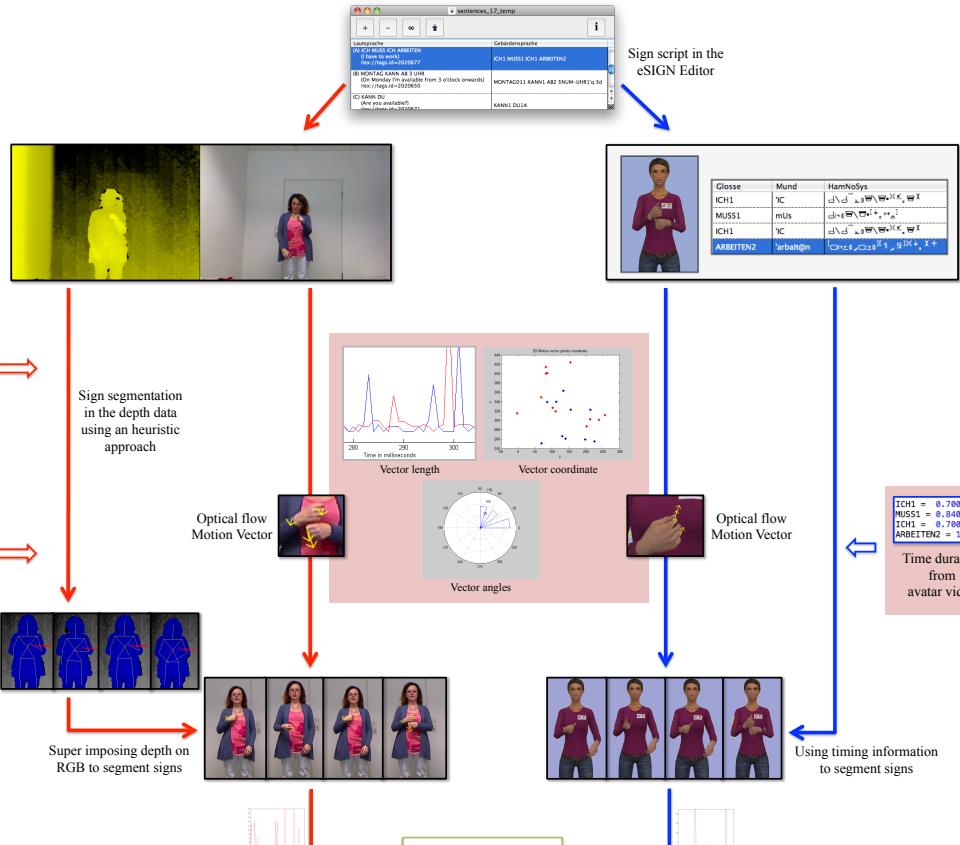
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Aim:

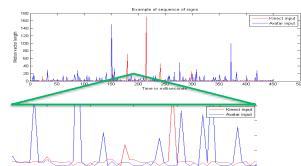
- To replace the manual editing of dynamics related to avatar-animated signs
- To time align the dynamics of human signing with the scripted sign (avatar)

Approach:

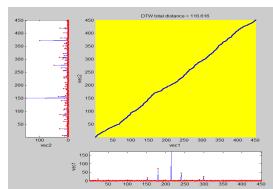
- Replacing the manual editing process with a Kinect-based approach
- Extracting the dynamics of the user's sign performance and apply it to a pre-existing sign script featuring the exact same signs



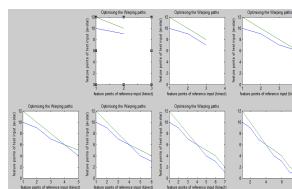
Experiments



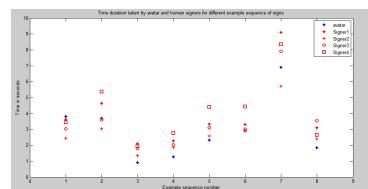
(SeqA) ICH MUSS ICH ARBEITEN
(Engl. "I MUST I WORK") and the corresponding vector length



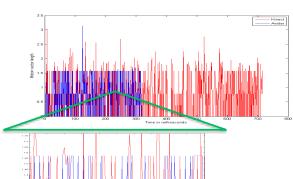
(SeqA) Successful sequence with good match.
Distance threshold > 98



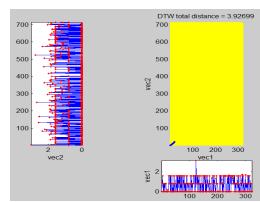
Possible warping paths to match a sign "ARBEITEN" (Engl. "WORK")



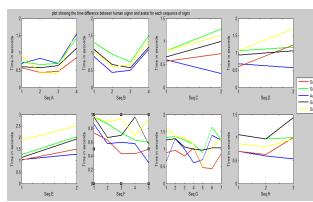
Plot showing warped-avatar and signers time duration for 8 different sequences of signs, to visualize how close the warped-avatar time is to the human signers. Interestingly for some of the sequences, the warped-avatar time matches very close with the signers. This shows that our approach is able to get the time dynamics of human signers.



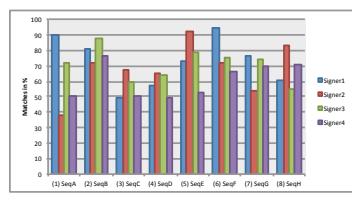
(SeqC) KANN DU (Engl. "CAN YOU") and the corresponding vector length



(SeqC) Failed sequence where there is no good match.
Distance threshold < 32



Comparison of time difference between avatar and human signers for each sequence of signs



Matching accuracy of signers against avatar for different sequences given in %