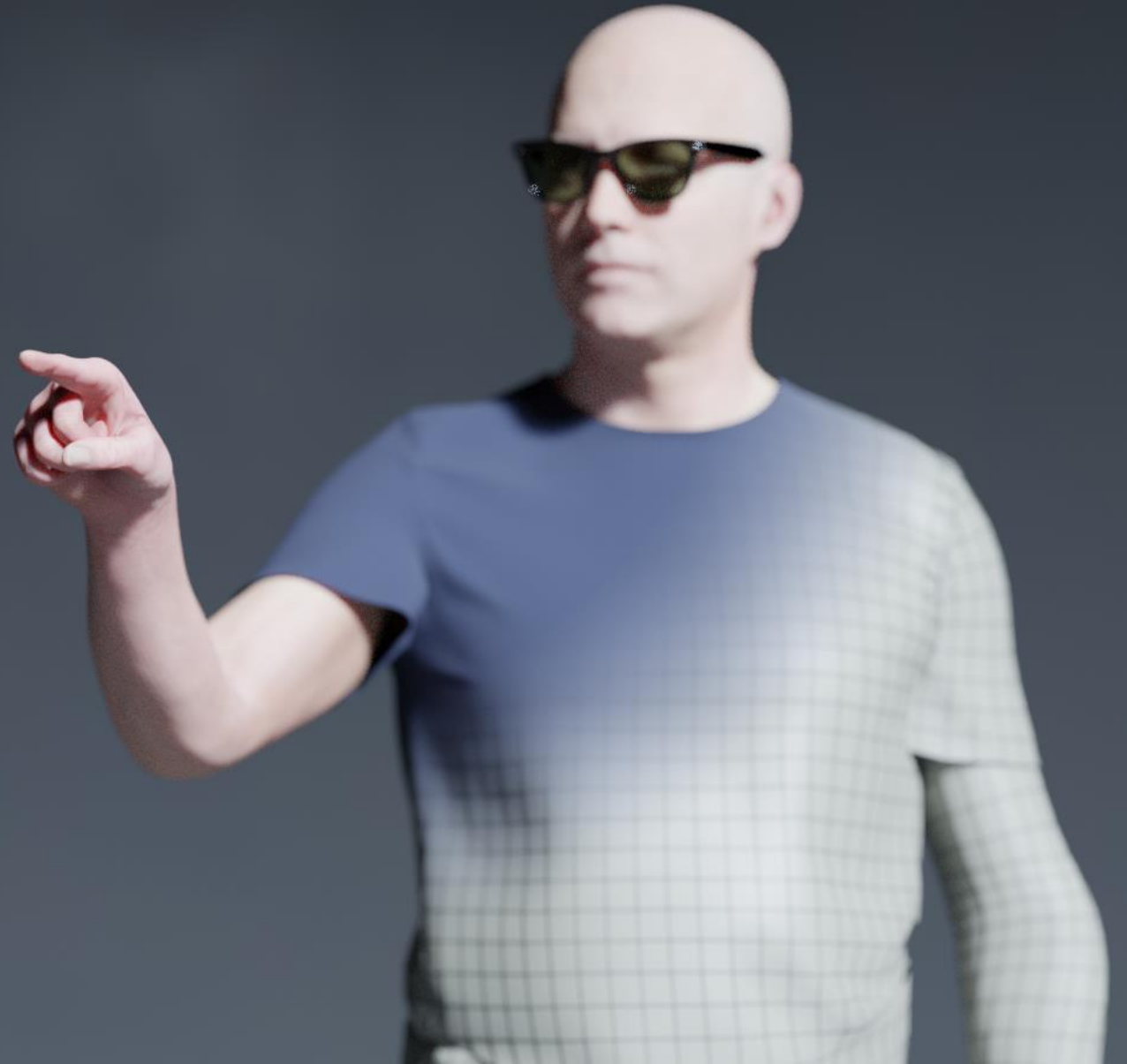


Synthetic Data with Digital Humans

Erroll Wood | Microsoft | Cambridge, UK



Trained with
synthetic data only



Timeline : Frames 3204 - 3303



LowRes : AB Map



LowRes-Class : Segment WinMap



ROI 1 : AB Map



ROI 1 : Segment WinMap



ROI 2 : AB Map



ROI 2 : Segment WinMap



3D : AB Point Cloud



Synthetic training data

Synthetic training data are labelled images made using computer graphics.

Why use synthetic data?

- Clean labels without annotation noise or error
- Generate labels impossible to annotate by hand
- Easy to control variation in dataset



Synthetic Training Data for Hand Tracking



Visible Light - RGB

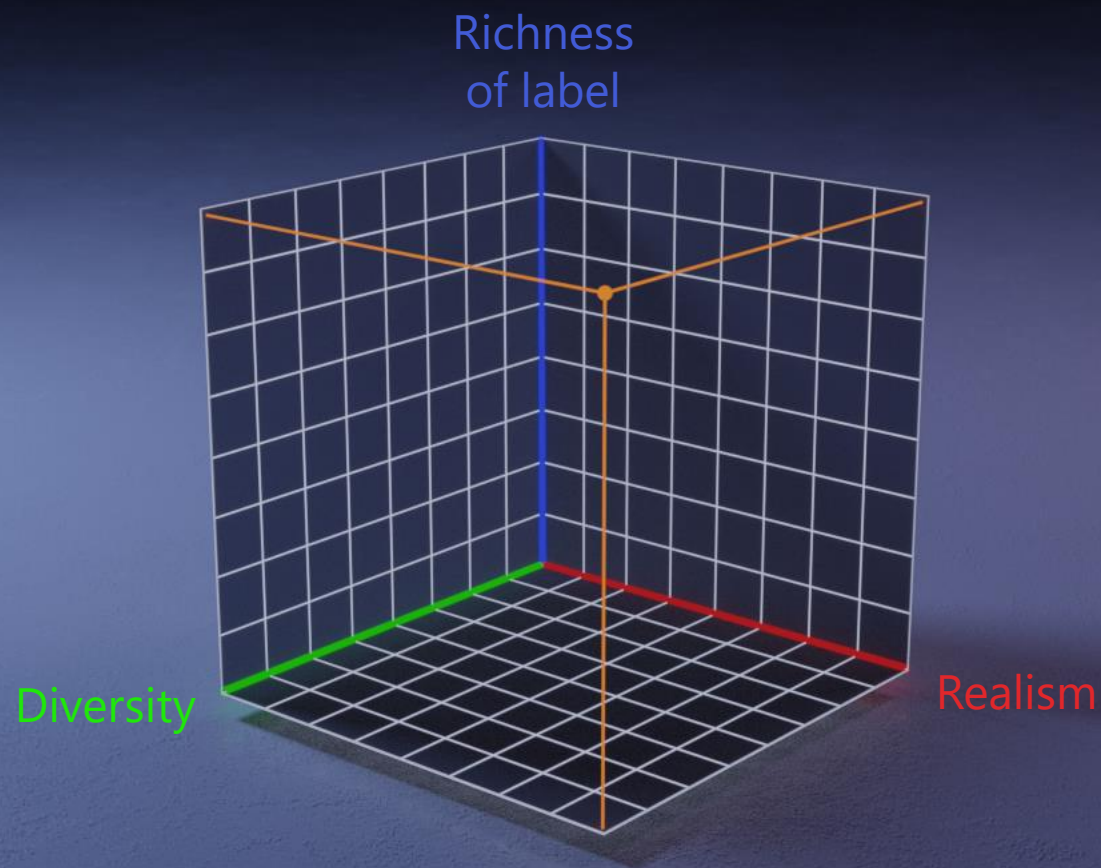


Depth Camera



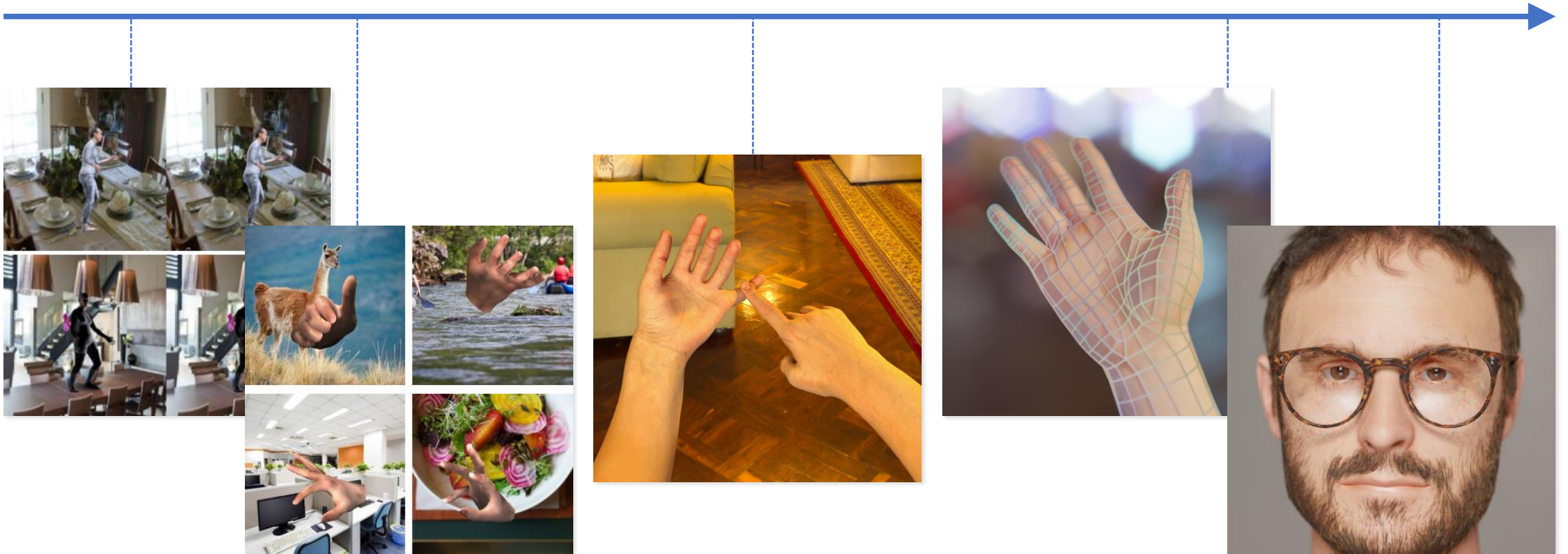
Ground Truth for Machine Learning

What makes good synthetic data

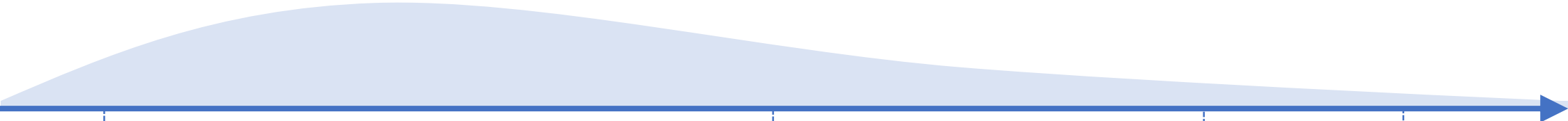


Realism

Why do we care? We want to avoid domain mismatch.



Diversity



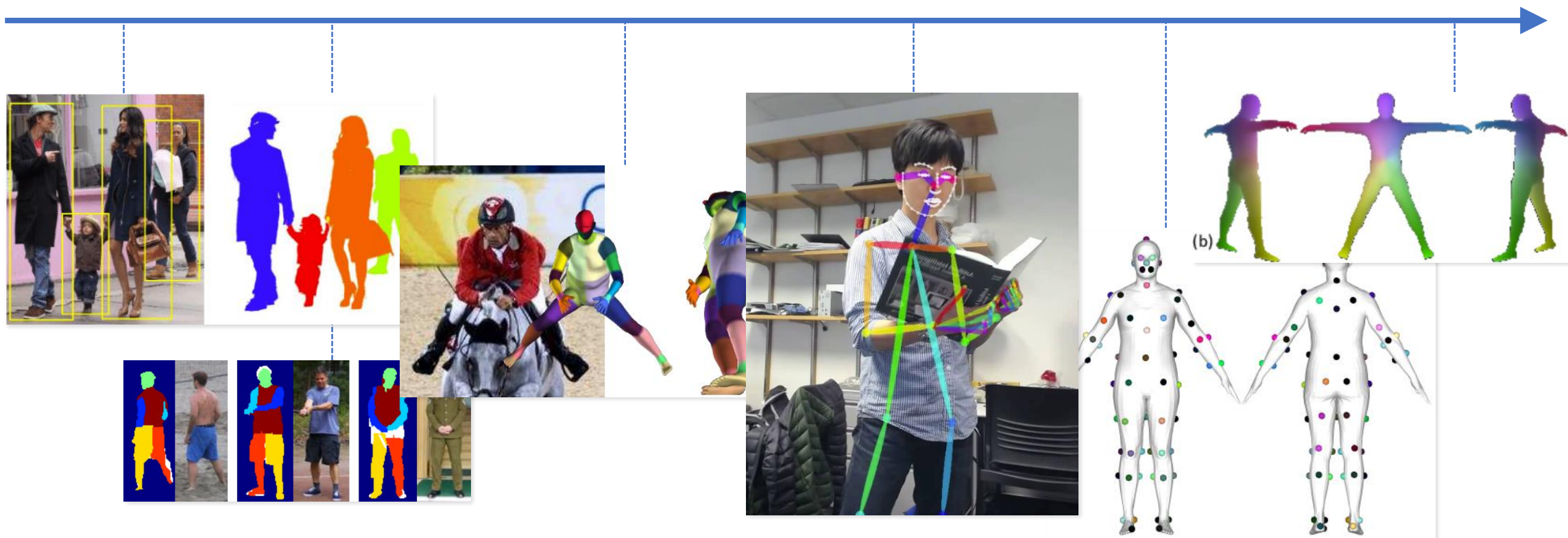
 **Mark Zuckerberg**
Follow · January 25, 2016 near Palo Alto · 🌐

First day back after paternity leave. What should I wear? — 🤔 feeling undecided.



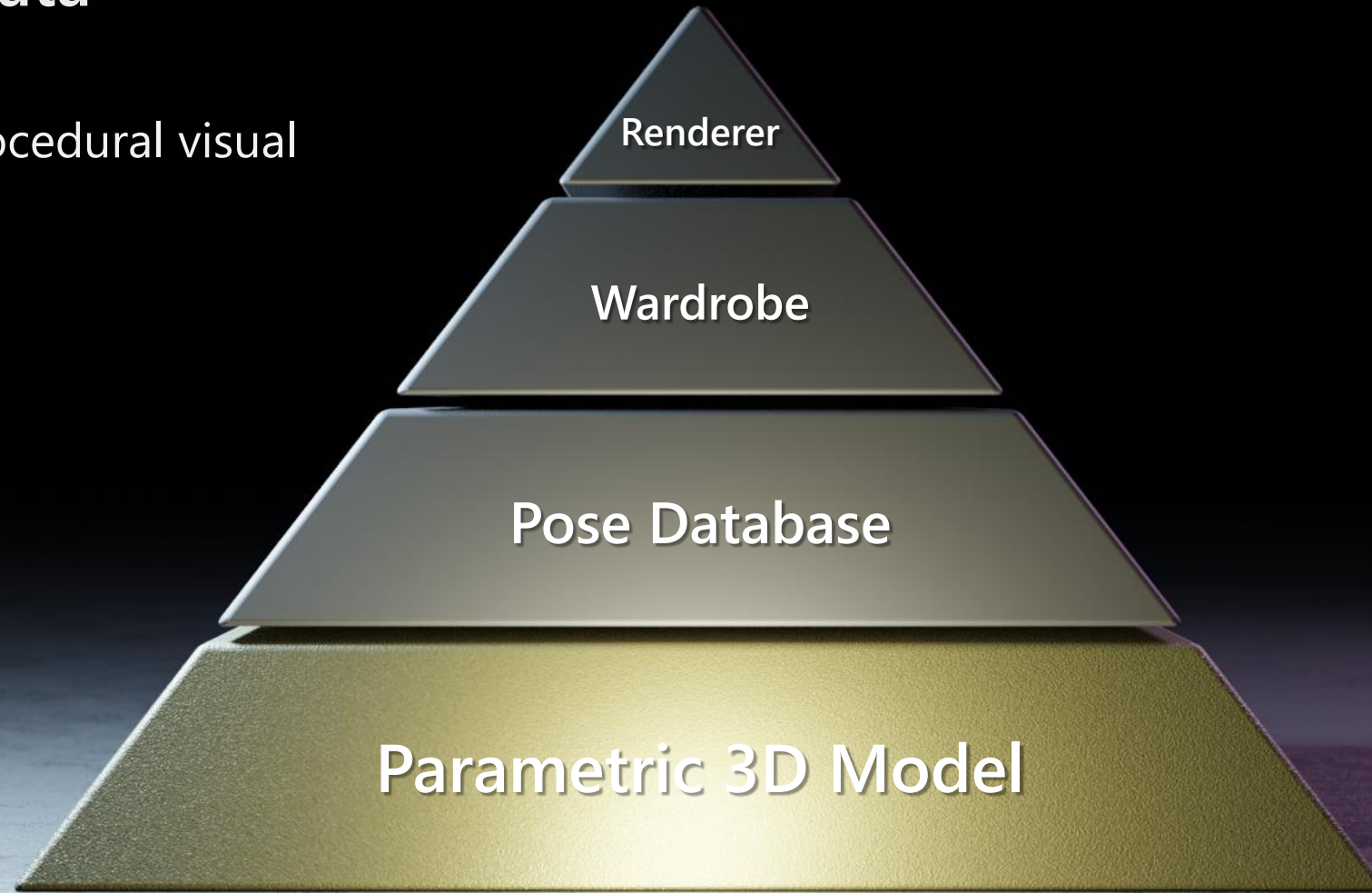
Richness of label

With Synthetics, we can make labels which are impossible to label by hand.

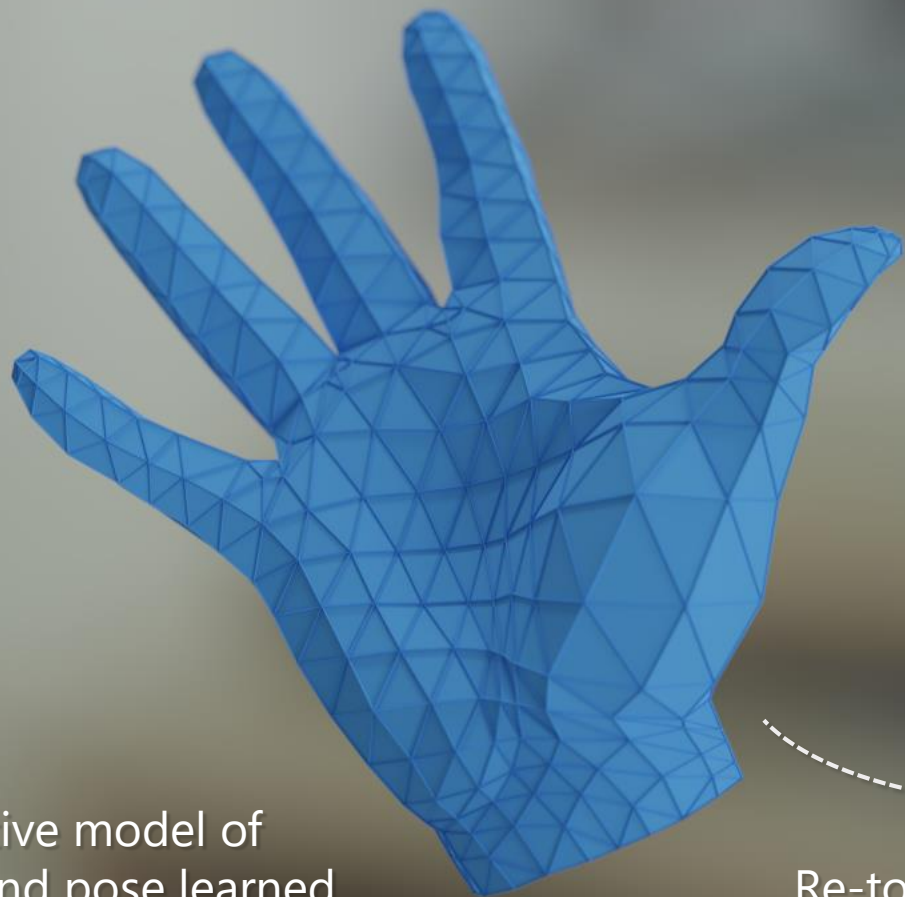


How to make good synthetic data

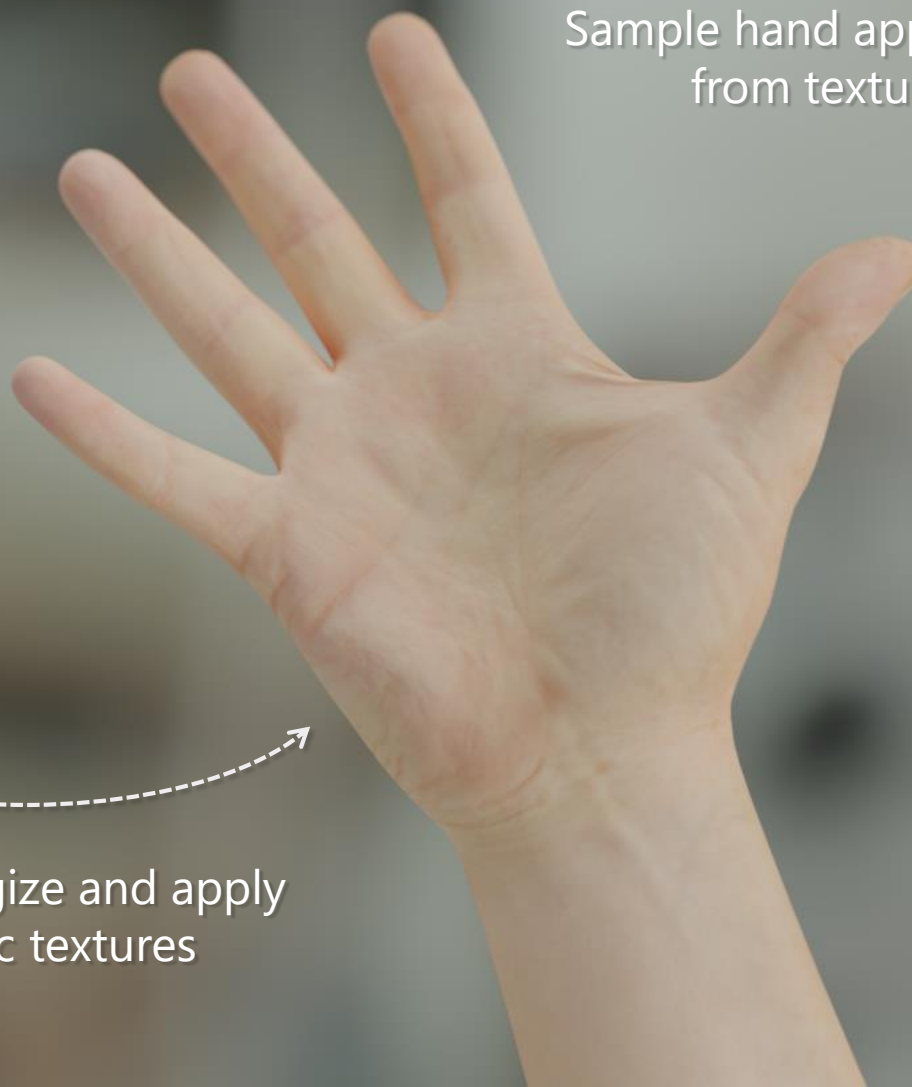
Synthetics is procedural visual effects at scale.



Parametric 3D hand model



Generative model of
shape and pose learned
from 3D scans



Sample hand appearance
from texture library

Re-topologize and apply
realistic textures

Mocap pose database

24 camera capture studio

148,000 hand poses

97 hand shapes



Mocap pose database

Hand shapes and poses recovered with cloud-powered offline fitter.

Hand model fit to data

300,000 data points / frame



Digital Wardrobe







Visible light



Depth camera (IR)



Synthetic labels

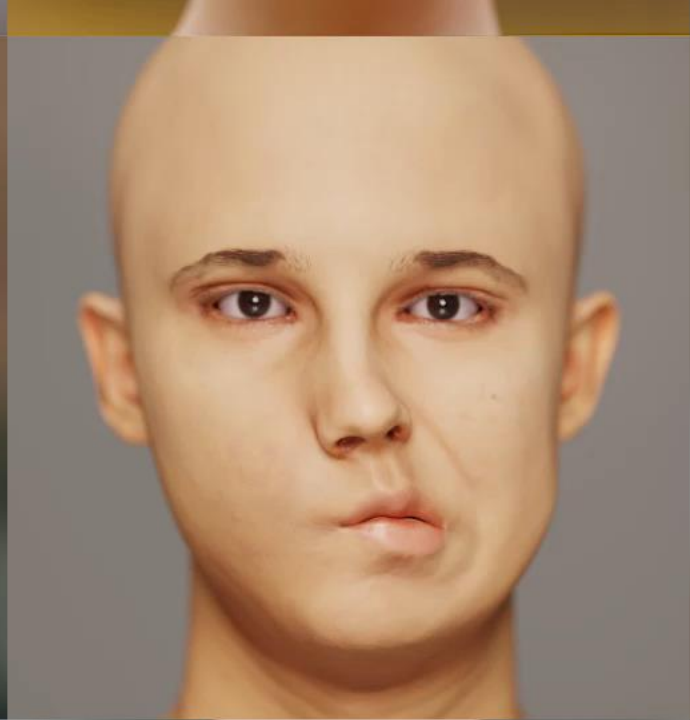
Synthetic > Real

With synthetics, you can solve tasks you never thought possible with real data.

- Per-pixel dense correspondence estimation.
- Regressing 453 keypoints simultaneously.



Experimental results; not representative of any product experience



Synthetic Digital Humans



Parametric human body model



Body with sampled shape and pose



Photorealistic human with rich labels for machine learning

*Sample shape from statistical model
Sample pose from motion capture data*

*Apply realistic skin textures
Attach and simulate clothing*



Simulated egocentric view

Synthetics is Visual Effects

Synthetic > Real