

Marker-less Motion Capture with Time-Of-Flight Sensors on Parallel Processing Hardware

A team of researchers from the Stanford Artificial Intelligence Laboratory have developed a portfolio of patented innovations that harness depth sensing technology to analyze human motion for touch-free control of devices and motion capture. This marker-less motion capture invention uses parallel processing processors (such as a programmable GPU) to efficiently solve high-dimensional perception problems and enable real-time detection and tracking of motion.

Additional Technologies in this Portfolio:

"Marker-less Tracking of Human and Articulating Bodies using Parallel Processing Hardware" [\(Stanford Docket S09-319\)](#)

"Detecting and Classifying Body Parts and Gestures in Range Images" [\(Stanford Docket S09-369\)](#)

"Ergonomic Touch-Free User Interfaces" [\(Stanford Docket S10-147\)](#)

"Touch -Free Control of Devices" [\(Stanford Docket S10-148\)](#)

Applications

- **Human-machine interface** for touch free interactions with devices such as:
 - computers - web-browsing, data entry
 - television - gesture-based remote controls
 - smart phones
 - gaming consoles
- **Motion capture** for:
 - animation
 - task demonstration and teaching for industrial and robotic applications
 - rehabilitation and athletics

- **Surveillance and security**

Advantages

- Requires only **one camera**
- Requires **no marking** of the articulated body
- **High precision**, even under real-time constraints

Publications

- Ganapathi, Hariraam Varun, Christian Theobalt, and Sebastian Thrun. "Motion capture with low input data constraints" [US Patent 8,994,790](#)

Patents

- Published Application: [20110205337](#)
- Issued: [8,994,790 \(USA\)](#)

Innovators

- Varun Ganapathi
- Sebastian Thrun
- Christian Theobalt

Licensing Contact

Imelda Oropeza

Senior Licensing Manager, Physcial Sciences

[Email](#)