->Keyframe
(stereo pair of images of the doll)

**Image Processing to find color segments - Feb 5th**
(the 2d image coordinates of each joint in each image)

(the 2d image coordinates of each joint in each image)
(calibration details of the left and right cameras, focal lengths, principal point offsets, rotation and translation of the right camera relative to the left)

**Extract pose - Feb 2nd**
(3d position for each joint, relative to object coordinates)
(where the doll is located in the scene, relative to some fixed world coordinate)

(3d position for each joint)

**determine joint angles - Feb 7th**
(joint angles for each limb relative to the parent)

(3d position for each joint)

**convert to suitable format for displaying in Maya – Feb 9th**
(rendered output)

->Database
(CMU data - original format)

**convert to a usable format for our program – Feb 12th**
(3d positions for each joint over time, for each type of motion)

(3d positions for each joint over time, for each type of motion)

**Convert to joint angles – Feb 14th**
(joint angles for each joint over time, for each type of motion = database)

(?) Retargeting (optional step)

->Matching
(sequence of keyframe joint angles - 3,4,?)
(database)

**Match based on frequency bands – Feb 25th**
(a sequence of motions that fit inbetween the keyframes)

(sequence of keyframe joint angles - 3,4,?)
(a sequence of motions that fit inbetween the keyframes)

**Method of interpolating smooth motion throughout the set of keyframes – March 7th**
(smoothened motion) ----> ANIMATE!!!!