

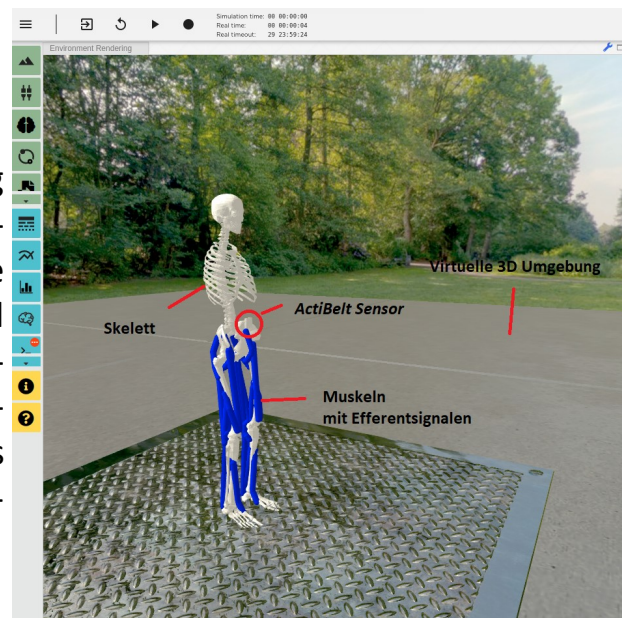
Analysis and Animation of Human Walking in Simulation

BACKGROUND

Human Locomotion is one of the key abilities of our modern species, since it is bipedal and highly efficient. Therefore studying human walking may lead to very important results in order to implement efficient robot walking.

YOUR TASK

We received a dataset of various human walking recorded in terms of their hip velocity, position, orientation. Your task is to analyze and preprocess the data. You will implement a python interface to feed the data into our simulation environment to replicate real human motion on our virtual musculoskeletal human model. The analyzed data will serve as baselines for further experiments in simulated motion learning.



REQUIRED SKILLS

- Basic experience in Python
- Ability to work independently and well structured open to dig into latest software tools

FURTHER READING

www.humanbrainproject.eu

www.neurorobotics.net

www.actibelt.com

CONTACT

Benedikt Feldotto

✉ feldotto@in.tum.de

Technical University of Munich

Faculty of Informatics

Chair of Robotics, AI and Real-Time Systems

www6.in.tum.de

