NeuroSkinning: Supplemental Material

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Figure 1. Ten representative characters in Game A. They all share the same skeleton structure as described in the paper.

Datasets. We provide several representative models in Fig. 1 and Fig. 2. As shown, the characters in Game A exhibit large variations in topologies and shape layouts, while the skeleton structures in Game 'B' also have large variations. We will release the two datasets for academic research purpose (upon request).
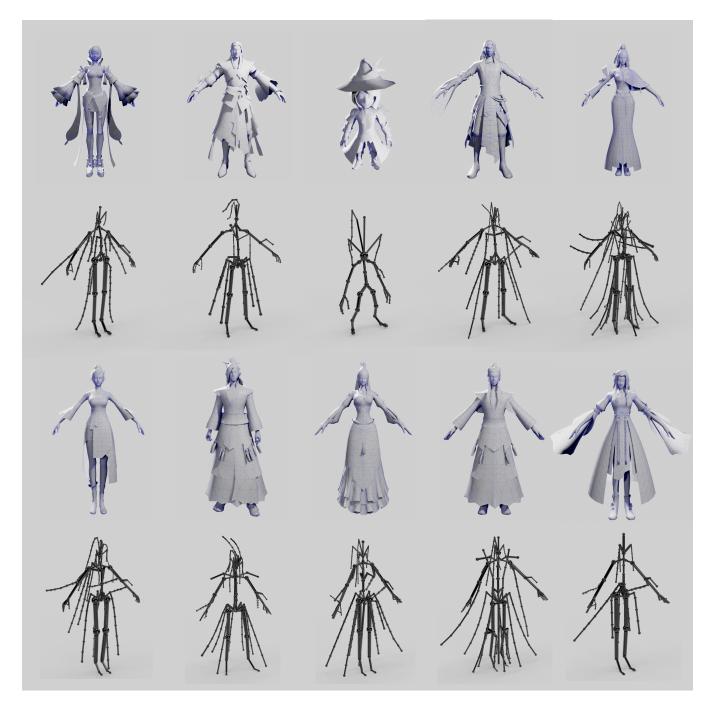
Figure 2. Ten representative characters with their associated skeletons in Game B. Note that a character may have multiple costumes designed by artists. Not all bones are used to skin the costumes shown here.