Goal
A model of pose-dependent clothed human shapes that have expressive geometry, are flexible to topological change, easy to render, and fast at inference.

Problem
Existing 3D representations cannot satisfy these requirements for modeling 3D humans in clothing.

Articulated Local Patches
- Global patch + global feature
- Local patches + local features + articulation

Rendering SCALE
- CAPE
- NASA
- Ours

References