Chair of Media Technology
TUM Department of Electrical and Computer Engineering
Technical University of Munich

Master's Thesis, Ingenieurspraxis, Interdisciplinary Project, Bachelor's Thesis

# Unity Simulation Environment for Human Activity Analysis

This topic is about 3D simulation for human activity analysis in indoor environments. The student(s) will use the Unity3D game engine to replicate human activity flows from daily life in a 3D simulator. The student(s) will extend the simulator capabilities to cover a large and complex spectrum of activity flows.

If time permits, the 3D data generated from the simulation will be processed using Machine Learning Techniques for Human intention recognition/anticipation.

This is a great opportunity to contribute to Open-source Software.

## Prerequisites

Interest/experience in 3D game engines (esp. Unity3D), C#

## Contact

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## Advisors

Rahul Chaudhari