

Interdisciplinary Project

# Simulation Environment for Human Activity Analysis

This topic is about 3D simulation for human activity analysis in indoor environments. The student(s) will investigate simulation platforms like MORSE, Unity3D, UE, etc. and map human activity flows from daily life into the simulation. The student(s) will extend the then simulator capabilities to cover a larger and more 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 and first experience in 3D graphics, Python, C++, ML/DL

## Contact

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## Advisors

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