

jumper 0.84

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AI judge assistant for recognition of jump rope skills in videos.

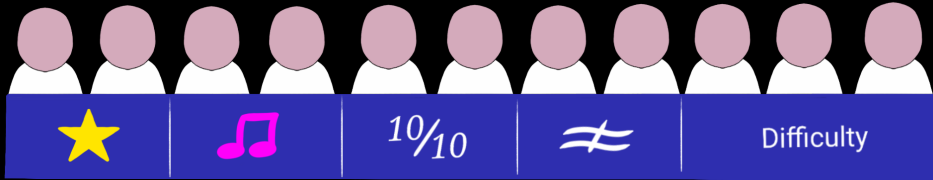
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HO
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Diciplines



Judges



Scoring difficulty.

Using levels [1 -> 8]



Base skill level

+

Turner restrictions

+

Nr of rotations

+

Modifiers (one hand, body rotations...)

AI Judge assistant



The screenshot displays the AI Judge assistant interface. On the left, a video player shows a basketball game in progress. The video has a progress bar at the bottom indicating 0:10 / 1:17. Below the video player is a timeline with markers for -25, -15, -10, -5, -2, -1, +1, +2, +5, +10, +15, +25. To the right of the video player is a list of skills with checkboxes and buttons. The skills listed are: Double Dutch, 1 rotation, normal, normal, return from power, 0, 2, 0 rotations, 0 rotations, False, False, False, False, False. Below the skills list is an 'Update' button and a 'Level = [2]' indicator. At the bottom of the interface are buttons for 'Deselect skill', 'Frame to END of selected skill', 'Replay section', and 'Play next section'.

Watch Localize Segment Skills Annotate

currentFrame: 507
Start = 507
End = 534

Type: Double Dutch
Rotations: 1 rotation
Turner1: normal
Turner2: normal
Skill: return from power
Hands: 0
Feet: 2
Turntable: 0 rotations
BodyRotations: 0 rotations
Backwards: False
Sloppy: False
Hard2see: False
Fault: False

Update Level = [2]

Deselect skill Frame to END of selected skill Replay section Play next section

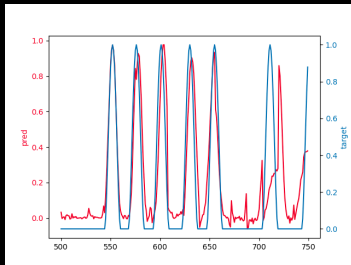
1. localize
2. segment
3. recognition

AI Judge assistant

Localize



Segment



Recognize

cartwheel
handstand
2 rotations
1 hand
2 feet

...

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Video example



► Click to play the video

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