

# Reading List

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## 1 Parallel Cloth Simulation

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## 2 Human Body Reconstruction

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3. Pavlakos, G., Zhou, X., Derpanis, K. G., Daniilidis, K. (2017). Harvesting multiple views for markerless 3d human pose annotations. In Proceedings of the IEEE conference on computer vision and pattern recognition (pp. 6988-6997).

4. Tome, D., Toso, M., Agapito, L., Russell, C. (2018, September). Rethinking pose in 3d: Multi-stage refinement and recovery for markerless motion capture. In 2018 international conference on 3D vision (3DV) (pp. 474-483). IEEE.
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6. Varol, G., Ceylan, D., Russell, B., Yang, J., Yumer, E., Laptev, I., Schmid, C. (2018). Bodynet: Volumetric inference of 3d human body shapes. In Proceedings of the European Conference on Computer Vision (ECCV) (pp. 20-36).
7. Kanazawa, A., Black, M. J., Jacobs, D. W., Malik, J. (2018). End-to-end recovery of human shape and pose. In Proceedings of the IEEE Conference on Computer Vision and Pattern Recognition (pp. 7122-7131).
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### 3 Differentiable Physics

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## 4 Cloth Estimation

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