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$$\frac{1}{\rho} \frac{d\rho}{dt} = \frac{1}{\rho} \frac{d\rho}{d\tau} \frac{d\tau}{dt} = \frac{1}{\rho} \frac{d\rho}{d\tau} \frac{1}{\gamma} \quad (1) ;$$

DB(21)

(2) ;

(2)

DB(3) ;

DB(3)

(100)

(4)

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2

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DB(3)

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(100)

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(2) TCP/IP

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(bluetooth)

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[0012] 1 .
[0013] (1) ;
DB(21) (2) ; (2)
DB(3) ; DB(3)
(100) (4) .
[0014] (1) , , ,
.
[0015] , 4/4 , 60~120BPM, Stable &
effective beat sound .
[0016] 16KHz, 1-channel, 16-bit , 512 sample FFT 0~125Hz,
125~250Hz, 250~500Hz, 500~1KHz, 1~2KHz, 2~4KHz, 4~8KHz 7-band Onset-agents .
[0017] Onset-agents Onset-time , 7 Onset-values
7-band Onset-time Vector .

Onset-agents 7-band Onset-time Vector Cross-correlation

[0018] (2) DB(21) (1)

[0019] DB(21) ,

[0020] ,

[0021] (KIST) Motion Analysis
2~3

sampling rate ,

[0022] Motion Analysis EVaRT (gap) (spike)
HTR . HTR Base Position
, Base Position ,

[0023] , , ,

[0024] (2) DB(3) , DB(3)
(interpolation)
OpenGL Performer .

[0025] , , ,

[0026] , OpenGL Performer .

[0027] OpenGL Performer Animation engine Time engine
, Animation Engine
, Time engine .

[0028] Animation engine time scale Time engine ,

[0029] Animation engine ,
, Animation engine (pfFlux)
(pfFCS) . (pfGeode)

[0030] (4) DB(3) (1)
, , ,
, (phase) (period) Greedy .

[0031] (1) ,

(4) (encapsulation)
(1)
,

[0032] (1) Visual Studio 6.0
PC Intel Pentium4 3.02GH, 1GB RAM, ATI Radeon X300/X550
()

[0033] DB(3) (4)
(100) (1) (2) TCP/IP

[0034] (2) (4) (bluetooth)

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[0037] 1 :

[0038] 2 :

[0039] 21 : DB

[0040] 3 : DB

[0041] 4 :

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