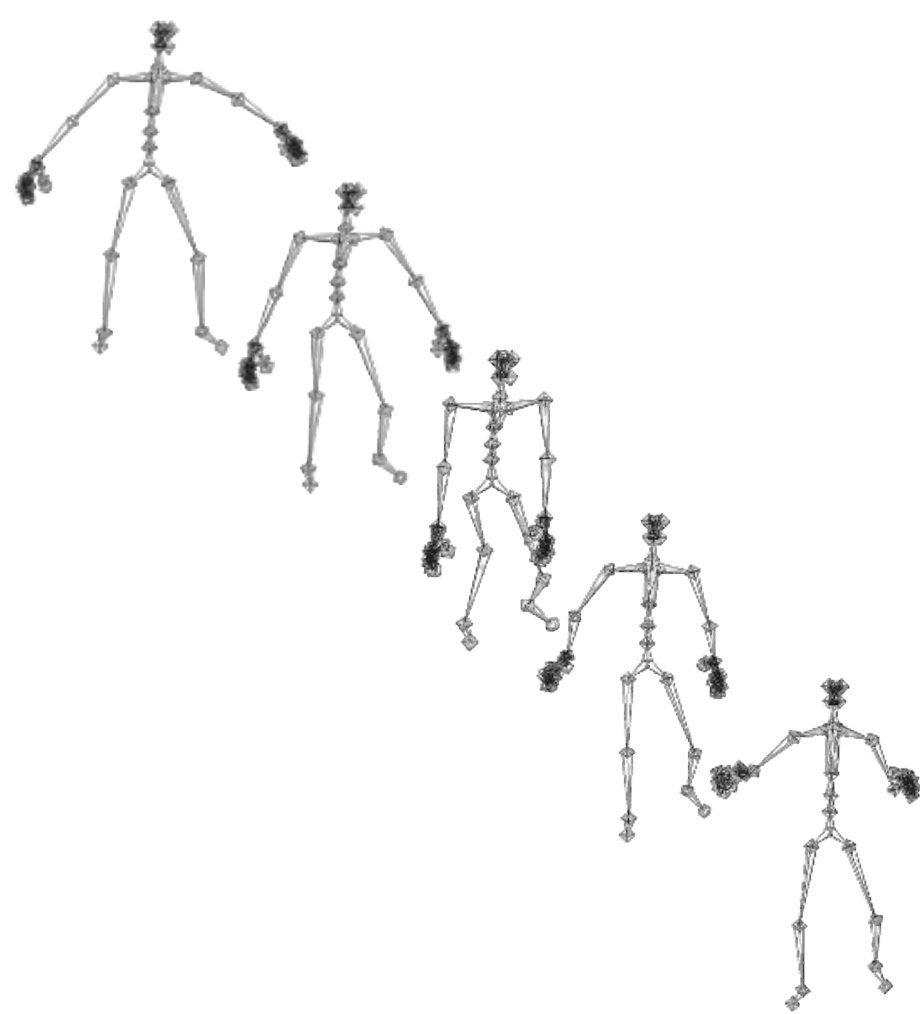Real-world RGB frames with skeleton-based 2D pose estimation

Orientation-based skeletal representations

Game engine-based 3D motion representations

Multi-viewpoint animation presentations