

All videos are MPEG-4 AVI files.

FMO Localization

Videos ending with "_track" show examples of FMO (Fast Moving Object) localization. Videos consist of two parts:

1. part of the original sequence,
2. the same sequence but with FMO trajectory and boundary superimposed in blue

Name	Description
Darts1_track	successful localization
Hockey_track	successful localization, when puck slows, localization fails - shows the need to integrate FMO with a standard tracker to cover all range of motions.
Pingpong_paint_track	successful localization, segmentation partially incorrect in a few frames due to complex background
Pingpong_side_track	failure due to low contrast
Tennis_serve_side_track	successful localization with several false negatives
Squash.avi	complete failure of FMO localization, therefore part 2. - trajectory - omitted

FMO Super-resolution (videos ending with "_tsr").

Videos consist of three parts:

1. part of the original sequence
2. temporal super-resolution 10x by linear interpolation
3. temporal super-resolution 10x by FMO appearance reconstruction

Name	Description
Frisbee_tsr	Successful appearance reconstruction
Pingpong_tsr	Successful appearance reconstruction
Darts_tsr	Successful appearance reconstruction. When the dart hits the board, it stops moving and becomes "invisible" to FMO localization which leads to artifacts in the reconstruction.

Volleyball_tsr_from1frame.avi shows an example of 10x temporal super-resolution from a single frame capturing heavily blurred FMO.