## Supplementary Material for HMP: Hand Motion Priors for Pose and Shape Estimation From Video

#### **1. Additional Experiments**

#### 1.1. HO-3D Test Split Results

We report quantitative results over the HO3D test split in Tab. 1. In addition to mean-per-joint-projection error (PA-MPJPE) and vertex-to-vertex error (PA-V2V) we provide the F-scores after procrustes alignment: PA-F@5, and PA-F@15. Those values are obtained from the official evaluation server using the test set of HO-3D. Since we do not have the ground-truth labels for the test set, we cannot compute and report RA-ACC.

Recent methods utilize HO3D and DexYCB as their primary training datasets. However, given the limited background and subject diversity inherent to HO3D and DexYCB, methods solely trained on these datasets struggle to generalize effectively to in-the-wild videos. In contrast, neither PyMAF-X nor our motion prior relies on these datasets for training, thereby enhancing their generalization to in-the-wild scenarios. Consequently, directly comparing our method with those trained on HO3D and DexYCB can be challenging. To signify this distinction, we have marked such methods with † in the corresponding tables. Overall, our method outperforms the existing state-of-the-art (SOTA) techniques on the HO3D-test split. Furthermore, our approach enhances the performance of the PyMAF-X method, which we employ for initialization, across both datasets.

	HO3D-v3			
Methods	$\textbf{PA-MPJPE} \downarrow$	PA-V2V 2V $\downarrow$	PA-F@5↑	<b>PA-F@15</b> ↑
Hasson et al. † [4]	11.4	11.4	42.8	93.2
Hasson et al. † [5]	11.1	11.0	46.0	93.0
TempCLR <sup>†</sup> [15]	10.6	10.6	48.1	93.7
Hampali et al. <sup>†</sup> [2]	10.7	10.6	50.6	94.2
Liu et al. † [8]	10.1	9.7	53.2	95.2
Deformer <sup>†</sup> [1]	9.4	9.1	54.6	96.3
HandOccNet <sup>†</sup> [11]	9.1	8.8	56.4	96.3
PyMAF-X [13]	11.2	11.0	47.6	92.8
HMP (Ours)	10.2	9.9	51.0	94.6

Table 1. State-of-the-art comparison on the test split of HO3D-v3 dataset [3]. Methods denoted with † uses HO-3D as their training dataset.

Diversity $\uparrow$
5.83
5.79
5.86

Table 2. Diversity metrics for different motion prior types

#### **1.2. Sample Diversity of Different Motion Priors**

We report the sample diversity metrics for PCA-based motion prior, GMM-based motion prior, and our motion prior in Tab. 2. All motion priors are trained on the same sequences from the AMASS dataset. We follow the same evaluation criteria as [6].

#### 2. Additional Qualitative Results & Remarks

**Obtaining 2D Pose Confidence**: We use keypoint confidences to weight  $\mathcal{L}_{2D}$ . Unfortunately, MediaPipe does not provide separate confidences for hand keypoints [9]. To obtain confidence keypoints, we augment with 11 different views through random rotation and scaling. We perform detection on these views and project the results back. For each joint with index *j* we compute an std value  $\sigma_j$ :

$$\sigma_j^2 = \frac{1}{N} \sum_{n=1}^N (P_n - P_0)^2.$$
(1)

Here  $P_0$  and  $P_n$  denotes the original view and n'th view obtained by random scaling and rotation. To discard anomalies, we clip the std values by an upper threshold  $\gamma$ :

$$\sigma_j = \min\left(\sigma_j, \gamma\right). \tag{2}$$

We then compute confidence value as,

$$\alpha_j = 1 - \frac{\sigma_j}{\gamma}.\tag{3}$$

We set N=11 and  $\gamma = 4$ .

**Qualitative Results:** We provide more qualitative results on DexYCB dataset and in-the-wild videos in Fig. 1, 2, and 3. We refer the readers to our SupMat video for more results.



Figure 1. 3D hand pose and shape estimation on an in-the-wild video: input video (top), PyMAF-X (middle), HMP (bottom)

Hyperparameter	Value	
Epochs	1000	
Batch Size	16	
Learning Rate	1e-4	
Weight Decay	1e-4	
Latent Dimension	1024	

Table 3. Hyperparameter setting in motion prior training

#### 3. Training A Hand Motion Prior

Data Preprocessing: We adopted a similar approach to data preprocessing as [6, 12]. GRAB, TCDHands, and SAMP datasets in AMASS have hand articulation [10]. We only train motion prior for the right hand. We first reflect left hand articulations in the dataset for data augmentation. Then all sequences are divided to motion clips of 128 timesteps. These clips are preprocessed to obtain processed data X. For any timestep t, the processed data point  $X_t$  is,

$$\mathbf{X}_t = \begin{pmatrix} \mathbf{x}_t^p & \dot{\mathbf{x}}_t^p & \mathbf{x}_t^r & \dot{\mathbf{x}}_t^r \end{pmatrix} \in \mathbb{R}^{J \times 15}.$$
(4)

For a timestep  $t, \mathbf{x}_t^r \in \mathbb{R}^{J \times 3}$  denotes joint positions,  $\dot{\mathbf{x}}_t^p \in \mathbb{R}^{J \times 3}$  denotes joint velocities,  $\mathbf{x}_t^r \in \mathbb{R}^{J \times 6}$  denotes hand pose in 6D rotation representation [14],  $\dot{\mathbf{x}}_t^r \in \mathbb{R}^{J \times 3}$  denotes angular velocity. J indicates the number of joints.

Architecture: The architecture is adapted from [6]. We employed the Adam optimizer [7]. The training process takes ~10 hours on NVIDIA-A100 GPU. Our motion prior contains parameters contains  $\sim 63.4$  million parameters. Please refer to Table 3 for hyperparameter values.



SOTA METHOD



HMP (OURS)





VIDEO







SOTA METHOD





HMP (OURS)



Figure 2. 3D hand pose and shape estimation on an in-the-wild video: input video (top), PyMAF-X (middle), HMP (bottom)

#### 4. Failure Cases

Keypoint Detection Failure: One key cause for our method's failure is inaccurate keypoints. Under motion blur and occlusion, current state-of-the-art keypoint detectors tend to fail providing correct detections. Fig. 5 shows those cases along with our methods' output.

Bounding Box Discontinuity: Another risk of failure originates from hand bounding box detection. Our method fails to interpolate and perform motion inbetweening. This usually happens with motion blur. An example can be seen in Fig. 4.

VIDEO

### **VIDEO**



Figure 3. 3D hand pose and shape estimation on DexYCB videos: input video (top), PyMAF-X (middle), HMP (bottom)



Figure 4. Failure in motion inbetweening due to the discontinuity in bounding box detection. Bounding boxes are detected only for the first and the final frame.

# 2D Keypoints



Figure 5. Failure cases caused by faulty keypoint detections. Keypoints detected (top), HMP (bottom)

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