

## Collective Gait: Video Reference Material

*The links were collected by navigating through mainstream search engines and popular media platforms. The limited typology of the content within the links has been directed through this method and highlights the need to challenge the dominance of stigmas and non-diverse groups within the study of human motion, motion acting and motion design.*

*These video references were used along a workshop on the 31<sup>st</sup> of January in Amsterdam to unfold and open up problematics and questions around gait analysis and its application within recognition technologies.*

### Intro to Concern:

*Quick example of video titled “Normal Walking Gait“, by white cis-male:*

<https://vimeo.com/92056424>

- What is “normal”, how can we address the reductive forces of “normal” parameters in the context of identity?
- How does “normalising” within the context of gait recognition amplify oppressive, discriminatory forces and does something like a “normal” gait exist?
- These questions highlight the role of subjectivity of scientist/creator/actor around the study of gait, reductive gait classification and the use of gait to analyse individuals (aka. gait recognition).

### The Study of Gait, overview:

*examples of scientific visualisations for the study and analysis of gait patterns, by Robert Gregg:*  
planned walking

<https://vimeo.com/27457631>

<https://vimeo.com/27457631>

<https://vimeo.com/27448786>

five-link 3D biped stick-figure model

<https://vimeo.com/23020181>

<https://vimeo.com/22420529>

<https://vimeo.com/20956363>

prosthesis

<https://vimeo.com/49347309>

<https://vimeo.com/38050625>

others

<https://vimeo.com/20340672>

—> *reduced stick-figure representation of movements*

*lab environment (reference footages)*

<https://vimeo.com/24667248>

<https://vimeo.com/24667241>

—> *limited and subjective role of scientists within studies*

### **Case for Gait & Subconscious:**

Vladimir Putin's Gunslinger's gait

[https://www.youtube.com/watch?v=Z2\\_qTszl\\_lc](https://www.youtube.com/watch?v=Z2_qTszl_lc)

<https://www.theguardian.com/world/video/2015/dec/16/the-gunslinger-gait-of-vladimir-putin-walk-video>

<https://www.theguardian.com/world/shortcuts/2015/dec/16/walk-like-the-kgb-get-vladimir-putins-gunslinger-gait>

<https://soundcloud.com/bmjpodcasts/gunslingers-gate>

### **Gait Classifications:**

*via sources from Gaming, Animation, Motion and Character Design context*

Examples to introduce:

- The Sims 4 Walk styles (gaming)  
<https://www.youtube.com/watch?v=DW5k7deKu4s>  
<https://www.youtube.com/watch?v=98K9uqoqm4Q>  
<https://www.youtube.com/watch?v=SNcWPxTnWLg>
- Pink Panther Walk Cycle (animation movie, old)  
<https://www.youtube.com/watch?v=fUv-inXxJxE>  
<https://www.youtube.com/watch?v=17-MDHlopeU>  
<https://www.youtube.com/watch?v=JKo5VMfqzUM>  
<https://www.youtube.com/watch?v=UcNp5ikTok0>
- Croc Rig Walk Cycle (animation, recent)  
<https://www.youtube.com/watch?v=7AZhNYtOWzI>

BTS processes:

- Motion Capture Studio Reflective Sensors (animation film industry and gaming)  
<https://www.youtube.com/watch?v=RVwrru1ILps>  
<https://www.youtube.com/watch?v=s5IVI8Z1Rt4>
- Motion Reference Footages (animations, character design, gaming, by students)  
<https://www.youtube.com/watch?v=HVS6wMY8uNM>

<https://www.youtube.com/watch?v=abWUjBy8lvA>  
<https://www.youtube.com/watch?v=aYWjC2bsmSM>  
<https://www.youtube.com/watch?v=TfrScdEFEMU>  
<https://www.youtube.com/watch?v=vEeFQ2MW0hU>  
<https://www.youtube.com/watch?v=j3fzqTi4Dhs&list=PLDE1A1D21ADDC0249&index=2>  
[https://www.youtube.com/watch?time\\_continue=45&v=HEoUjlesN9E&feature=emb\\_title](https://www.youtube.com/watch?time_continue=45&v=HEoUjlesN9E&feature=emb_title)

—> Subjectivities of actors direct base footage that informs motion of final animation. Key critique of animation film industry (incl. gaming and overall character design) is the appropriation of roles of non-white characters by white actors. This is often unseen, as the identity of motion actors is invisible to the audience.

#### The role of motion archives:

- “Animation Reference Body Mechanics” based on identity, by Endless Reference  
[https://www.youtube.com/watch?v=GBkJY86tZRE&list=PLTqnwrldLtrB8XRLfJKQZ3RFupxJ\\_QspE](https://www.youtube.com/watch?v=GBkJY86tZRE&list=PLTqnwrldLtrB8XRLfJKQZ3RFupxJ_QspE)  
[https://www.youtube.com/watch?v=vq9A5FD8G5w&list=PLTqnwrldLtrB8XRLfJKQZ3RFupxJ\\_QspE&index=2](https://www.youtube.com/watch?v=vq9A5FD8G5w&list=PLTqnwrldLtrB8XRLfJKQZ3RFupxJ_QspE&index=2)  
[https://www.youtube.com/watch?v=G8Veye-N0A4&list=PLTqnwrldLtrB8XRLfJKQZ3RFupxJ\\_QspE&index=3](https://www.youtube.com/watch?v=G8Veye-N0A4&list=PLTqnwrldLtrB8XRLfJKQZ3RFupxJ_QspE&index=3)  
[https://www.youtube.com/watch?v=L3\\_em686qEE&list=PLTqnwrldLtrB8XRLfJKQZ3RFupxJ\\_QspE&index=4](https://www.youtube.com/watch?v=L3_em686qEE&list=PLTqnwrldLtrB8XRLfJKQZ3RFupxJ_QspE&index=4)  
[https://www.youtube.com/watch?v=kkPxs7TAJvJU&list=PLTqnwrldLtrB8XRLfJKQZ3RFupxJ\\_QspE&index=5](https://www.youtube.com/watch?v=kkPxs7TAJvJU&list=PLTqnwrldLtrB8XRLfJKQZ3RFupxJ_QspE&index=5)

—> This archive too directly exemplifies how reductive reference material for character design is and / or can be. The vast majority of actors within this “Endless Reference” archive are white. This relates to a core critique upon the animation film industry where white motion actors often enact the movements for animation characters supposedly representing identities of non-white individuals and communities. This is often unseen, as the identity of motion actors is invisible to the audience.

#### Classified walk cycles:

"sneak"

animations

<https://www.youtube.com/watch?v=fPGpSGHnjzM>

<https://www.youtube.com/watch?v=40YdqSIkm3A>  
[https://www.youtube.com/watch?v=LMboh3\\_B1AA](https://www.youtube.com/watch?v=LMboh3_B1AA)  
<https://www.youtube.com/watch?v=5IR4N6Nac78>  
<https://www.youtube.com/watch?v=W10HYvTk4qw>  
<https://www.youtube.com/watch?v=hSwQCluBKqA>

reference footages

<https://www.youtube.com/watch?v=xyA6LR2EIs4>  
<https://www.youtube.com/watch?v=JSf7U1DXqxs>

"run"

animations

<https://www.youtube.com/watch?v=ZsRfrTJX4mY>  
<https://www.youtube.com/watch?v=8kVUS9CvVIU>  
<https://www.youtube.com/watch?v=Cznu21QUB-E>  
<https://www.youtube.com/watch?v=nzOAK8d1ZSc>  
<https://www.youtube.com/watch?v=8TA2j2r35Mg>

"happy"

animations

<https://www.youtube.com/watch?v=5v7xWrqIALA>  
<https://www.youtube.com/watch?v=8T6HYjmQ5Rg>  
<https://www.youtube.com/watch?v=Bj3pSeYtRLE>

reference footages

<https://www.youtube.com/watch?v=mypTJ7p5L8w&list=PLDE1A1D21ADDC0249&index=13>

"sad"

animations

<https://www.youtube.com/watch?v=8hg7OwQB8wE>  
<https://www.youtube.com/watch?v=6j5zCtYh11c>  
<https://www.youtube.com/watch?v=WGbNc0xWjTQ>

"angry"

animations

<https://www.youtube.com/watch?v=RX3H9wbxYZM>  
<https://www.youtube.com/watch?v=LRre-4s2yb0>  
<https://www.youtube.com/watch?v=YTec8jPby4A>  
[https://www.youtube.com/watch?v=fuwy\\_Xeenmo](https://www.youtube.com/watch?v=fuwy_Xeenmo)

<https://www.youtube.com/watch?v=loC9TJnIM0E>  
<https://www.youtube.com/watch?v=t5c0aHaGS0I>  
[https://www.youtube.com/watch?v=U\\_8faG65bBA](https://www.youtube.com/watch?v=U_8faG65bBA)  
<https://www.youtube.com/watch?v=GZ2oCrQIYRo>  
<https://www.youtube.com/watch?v=ZGUrQqtRwEM>  
<https://www.youtube.com/watch?v=wJWHDOwosaA>  
<https://www.youtube.com/watch?v=oqrTrOaQNxl>  
[https://www.youtube.com/watch?v=r\\_kEsVGvUxk](https://www.youtube.com/watch?v=r_kEsVGvUxk)  
[https://www.youtube.com/watch?v=2eO0kjp\\_fr8](https://www.youtube.com/watch?v=2eO0kjp_fr8)  
<https://www.youtube.com/watch?v=bCghbE5aujk>

#### reference footages

[https://www.youtube.com/watch?v=ZPI7\\_oVNB24&list=PLTqnwrldLtRB8XRLfJKQZ3RFu  
pxJ\\_QspE&index=7](https://www.youtube.com/watch?v=ZPI7_oVNB24&list=PLTqnwrldLtRB8XRLfJKQZ3RFu<br/>pxJ_QspE&index=7)  
[https://www.youtube.com/watch?v=RmvMIKcTvgl&list=PLTqnwrldLtRB8XRLfJKQZ3RFu  
pxJ\\_QspE&index=8](https://www.youtube.com/watch?v=RmvMIKcTvgl&list=PLTqnwrldLtRB8XRLfJKQZ3RFu<br/>pxJ_QspE&index=8)  
[https://www.youtube.com/watch?v=2e0Fzm\\_mmOE&list=PLTqnwrldLtRB8XRLfJKQZ3R  
FupxJ\\_QspE&index=9](https://www.youtube.com/watch?v=2e0Fzm_mmOE&list=PLTqnwrldLtRB8XRLfJKQZ3R<br/>FupxJ_QspE&index=9)  
[https://www.youtube.com/watch?v=qxi-  
cBG71Ho&list=PLTqnwrldLtRB8XRLfJKQZ3RFupxJ\\_QspE&index=10](https://www.youtube.com/watch?v=qxi-<br/>cBG71Ho&list=PLTqnwrldLtRB8XRLfJKQZ3RFupxJ_QspE&index=10)  
[https://www.youtube.com/watch?v=zcHcxmUWUM8&list=PLTqnwrldLtRB8XRLfJKQZ3R  
FupxJ\\_QspE&index=11](https://www.youtube.com/watch?v=zcHcxmUWUM8&list=PLTqnwrldLtRB8XRLfJKQZ3R<br/>FupxJ_QspE&index=11)

#### "female"

#### reference footages

<https://www.youtube.com/watch?v=G8Veye-N0A4>

#### animations

<https://www.youtube.com/watch?v=c2iBC-JeDFg>  
<https://www.youtube.com/watch?v=RTZziFa6qG8>  
<https://www.youtube.com/watch?v=sw09SCOBMIQ>  
[https://www.youtube.com/watch?v=pZUeKc\\_pk2A](https://www.youtube.com/watch?v=pZUeKc_pk2A)  
<https://www.youtube.com/watch?v=G3awDA6mCl4>  
<https://www.youtube.com/watch?v=ut2K96zQ1G8>  
<https://www.youtube.com/watch?v=5z3d-v-pAw0>  
<https://www.youtube.com/watch?v=yQ-XxnrV2kc>

#### demonstration of "lowering percentage of Female Walk Animset" within design process

<https://www.youtube.com/watch?v=6S7xmdUvW0A>

—> *important to note the sexist and non-diverse representation within this „female” classified section.*

"zombie"

animations

<https://www.youtube.com/watch?v=cyxlavgw39k>

<https://www.youtube.com/watch?v=Cm1D2Lq3VaU>

<https://www.youtube.com/watch?v=z8gqHycKsH0>

reference footages

<https://www.youtube.com/watch?v=Ycrlwtl4jl4&list=PLDE1A1D21ADDC0249&index=14>