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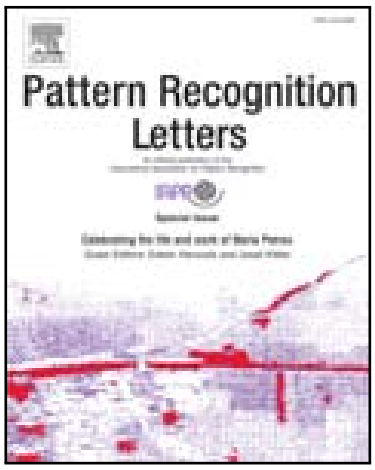

Spatiotemporal Representation of 3D Skeleton Joints-Based Action Recognition using Modified Spherical Harmonics

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Research Highlights (Required)

- We present an efficient method for 3D skeleton-based human action recognition.
- 3D skeleton joints are explicitly modeled as a Spherical Harmonics (SHs) in the spatiotemporal domain.
- The evaluation of the method using Extreme Learning machine (ELM) and recent 3D action datasets shows that the proposed method provides good results in all datasets.
- Results have shown that the proposed framework can outperform Skeleton-based human action recognition methods.

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