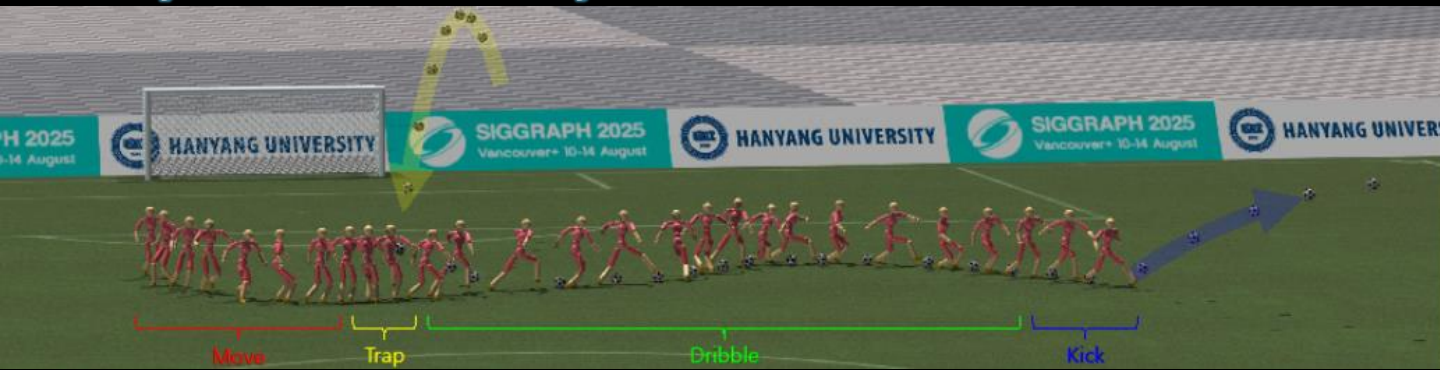
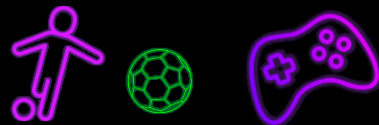


PhysicsFC:

Learning User-Controlled Skills
for a Physics-Based Football Player Controller

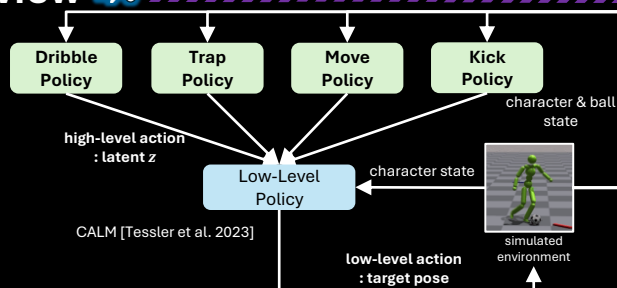


Our mission

Learning realistic, physically simulated, user controllable
football player character controller!

Overview

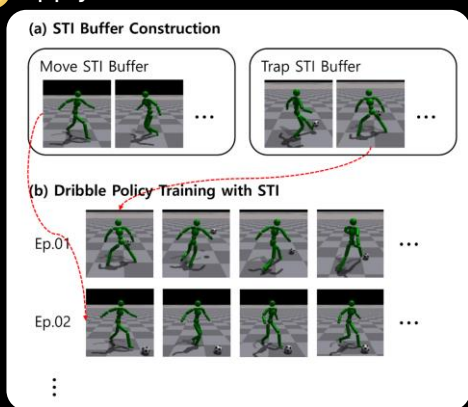
1. Train Low-Level Policy
2. Train Skill Policies
3. Integrate them



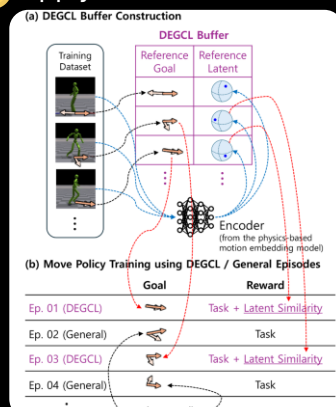
Skill Policies



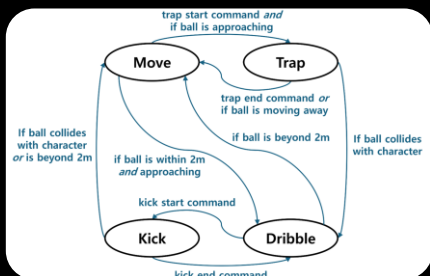
😓 Lack of smoothness when skill transition...
😎 Apply STI!



😓 Lack of motion detail in move skill...
😎 Apply DEGCL!



Integration



PhysicsFC FSM

For user-driven skill transition
For context-aware skill transition

