

# Discussion Questions

1. How generalizable is the proposed approach across movies / TV shows / Sport broadcasting? How can we extend this framework to less constrained scenarios?
2. Can the techniques presented in this paper be useful for daily scenarios that don't involve TV Shows / Movies?
3. Would this particular approach be useful for film making applications? Will computer vision solutions such as this one be used in film making industry in the near future? If so in what ways?
4. The proposed framework relies heavily on 2D pose estimations without trying to improve it. Is this an issue or not?
5. What is the impact of this paper, given that it lacks a significant technical contribution?
6. Does 3D complement 2D visual recognition? Is one more important than the other?
7. Do we need explicit 3D modeling or will 3D be learned end-to-end like a lot of other things in computer vision had been?

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