

JUMP DATA

https://s3-us-west-2.amazonaws.com/secure.notion-static.com/0e8556d0-2c32-40cc-b425-021ddd3c5e80/Jump_split.zip

- 회색 구간 : trigger 발생 시점 기준으로 40개
- trigger 발생 시점 : 빨간 점선

→ 추락이 감지가 안되었을 경우 추락 판단 시작점이 정확하지 않으므로 약 61개(전 50 후 10)를 저장

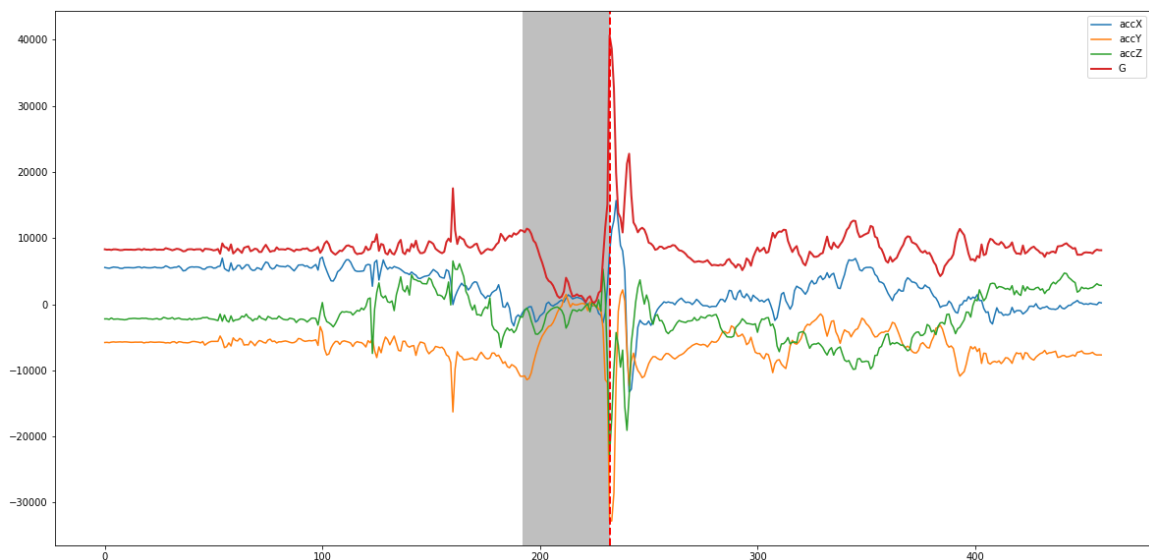


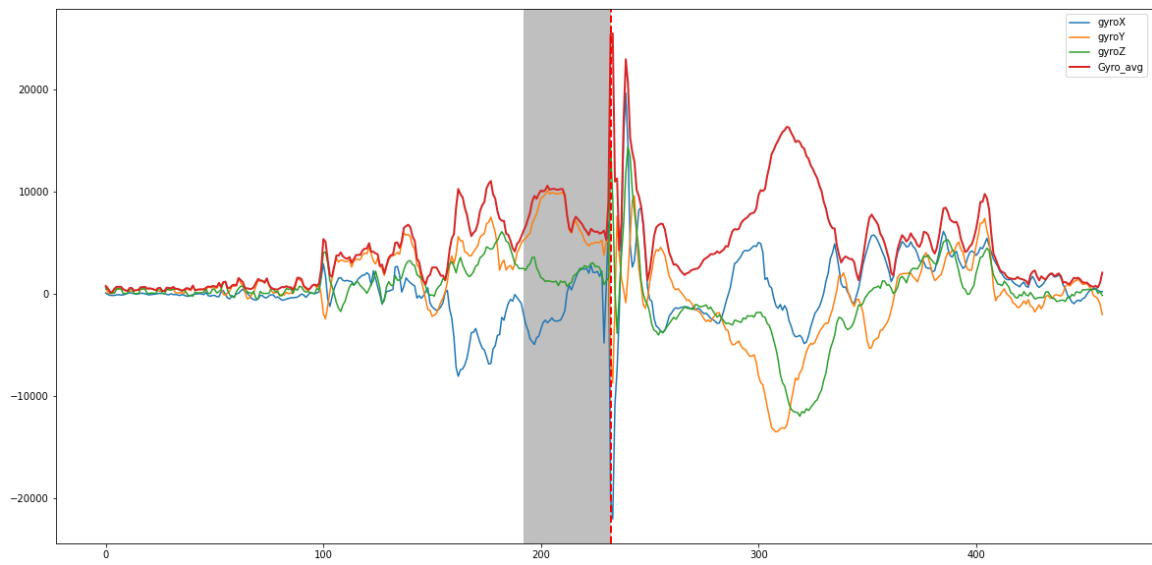
low jump의 경우 추락이 발생하지 않아 정확한 시점을 알 수 없어 peak 값을 지면과 닿은 시점으로 보고 데이터를 나누었음

Jump

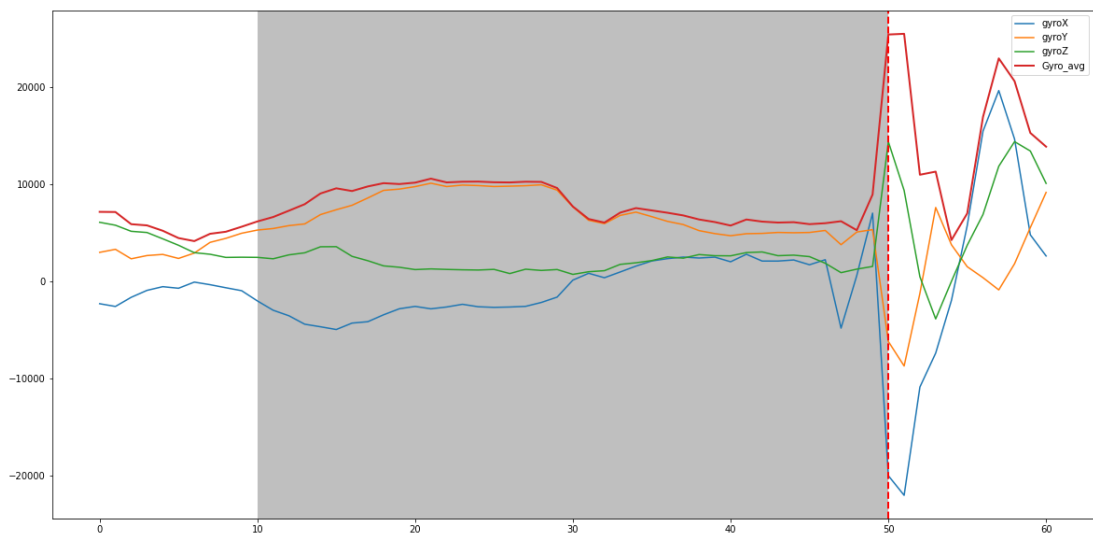
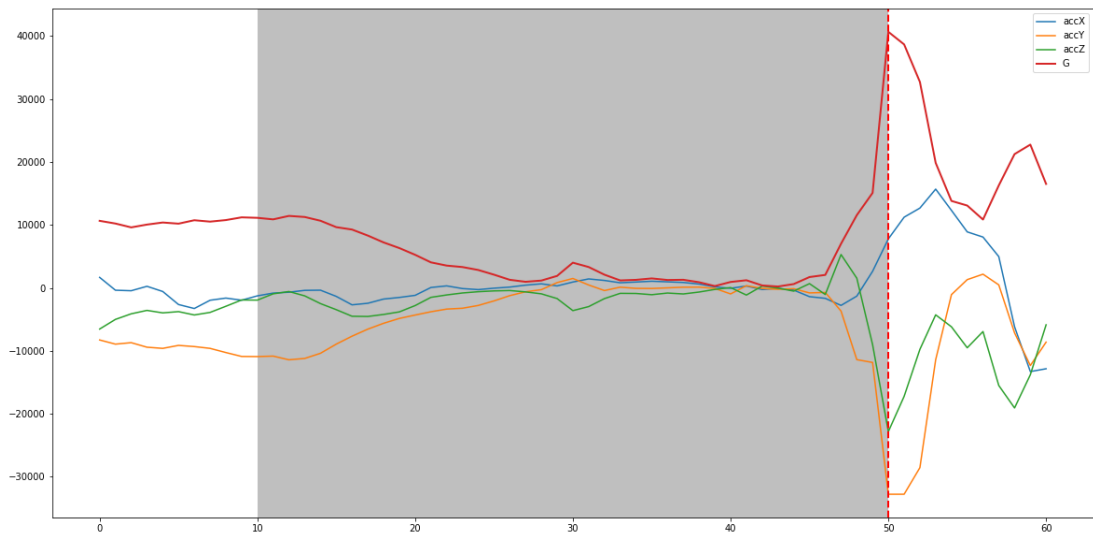
▼ Jump01

- high jump x 1



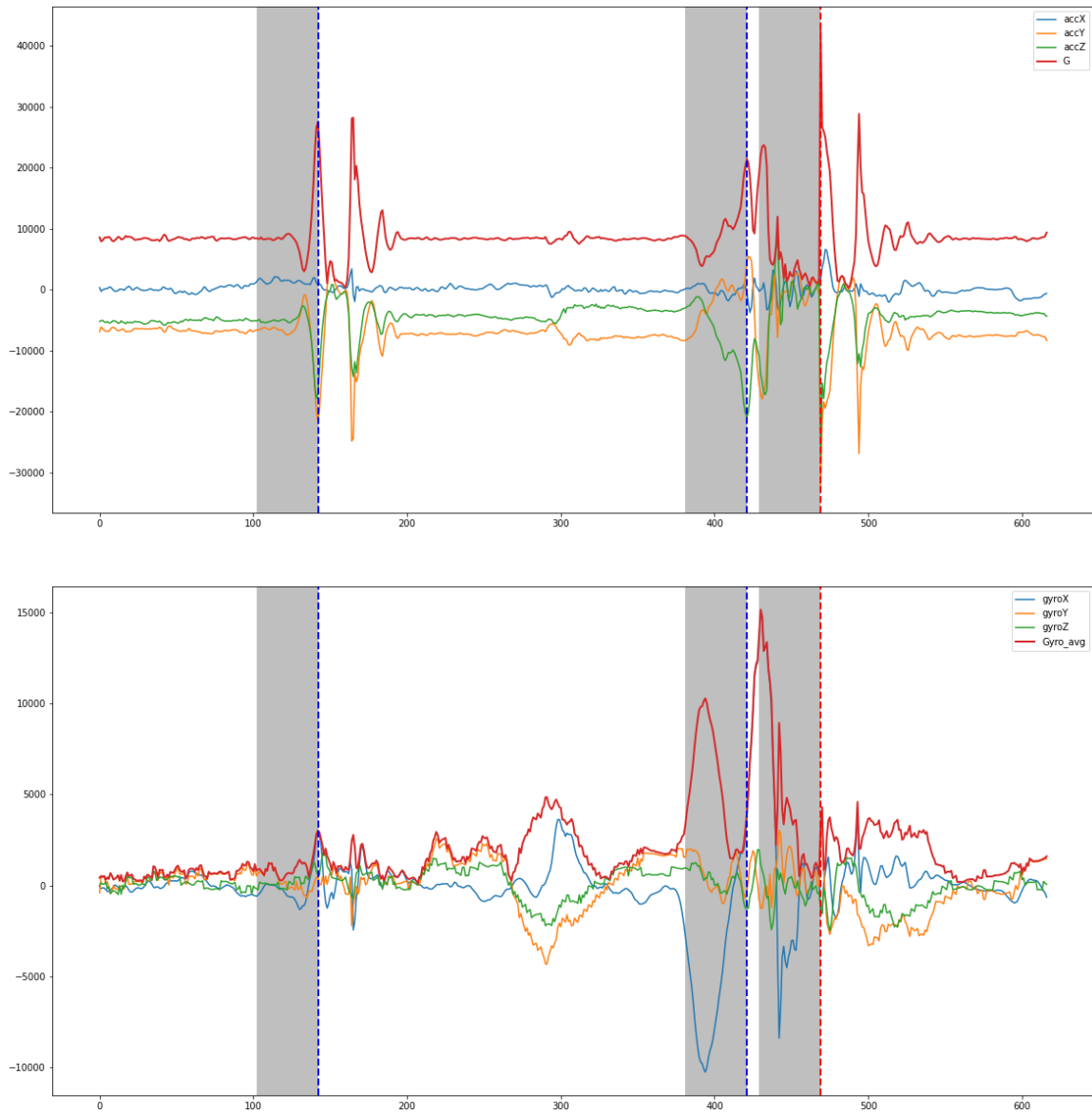


▼ <HJ001>

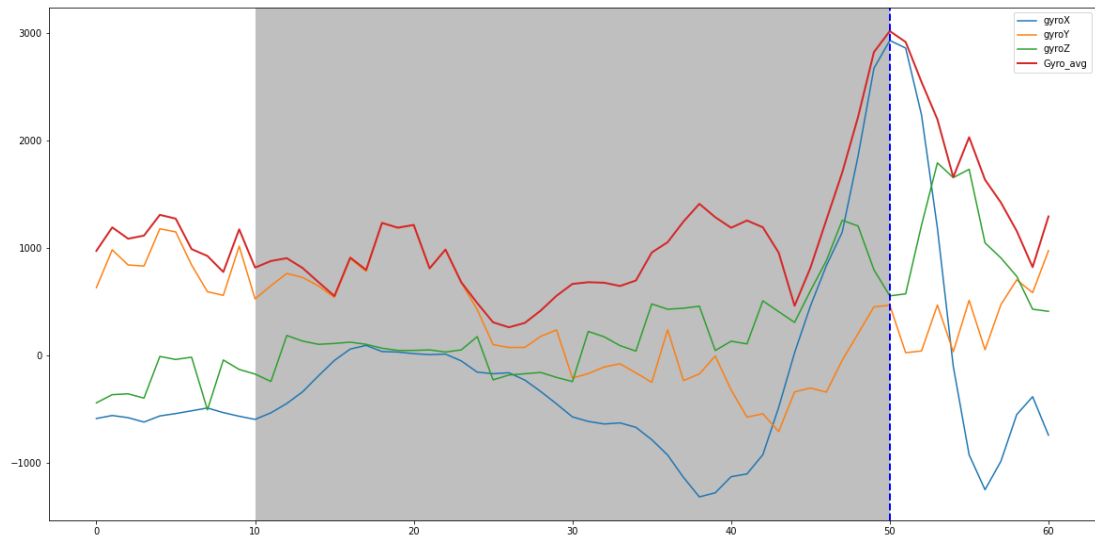
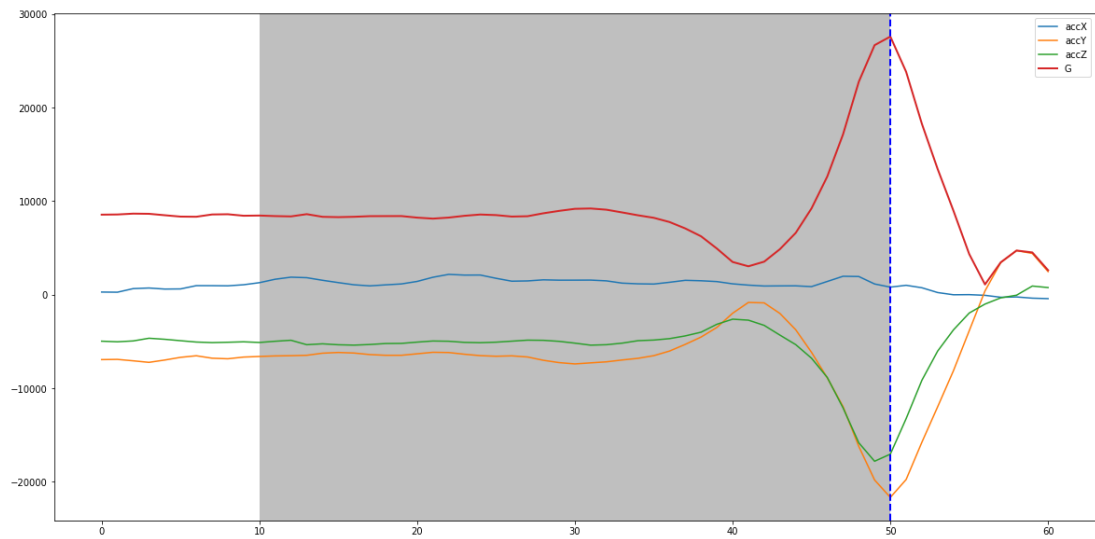


▼ Jump03

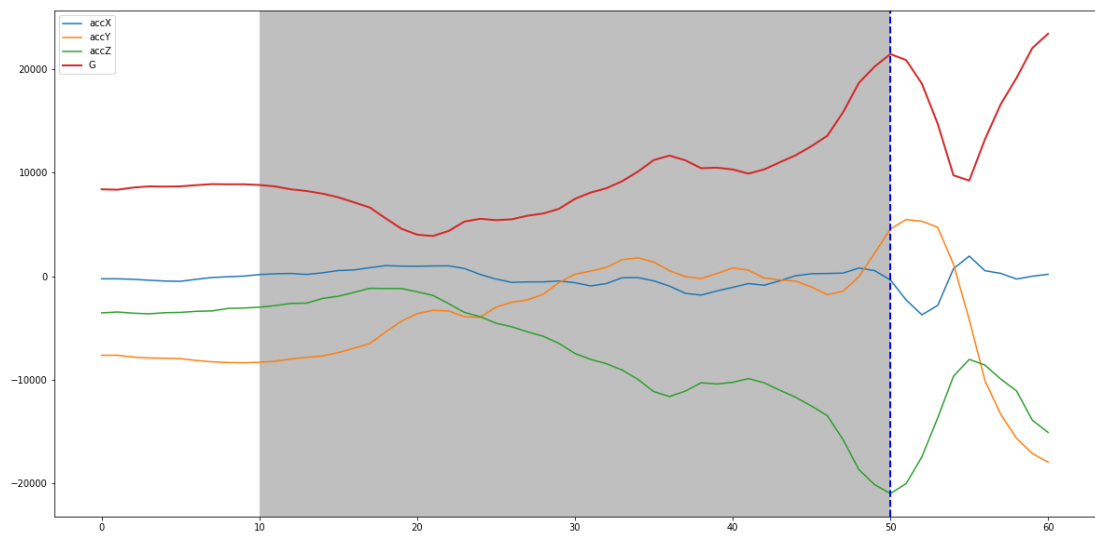
- Low jump x 2 + high jump x1

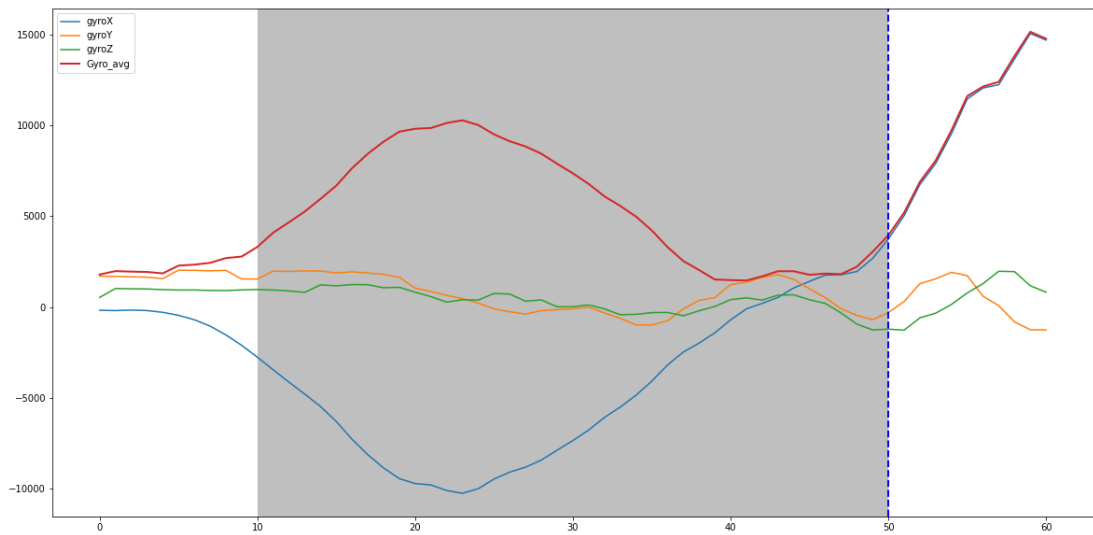


▼ <LJ001>

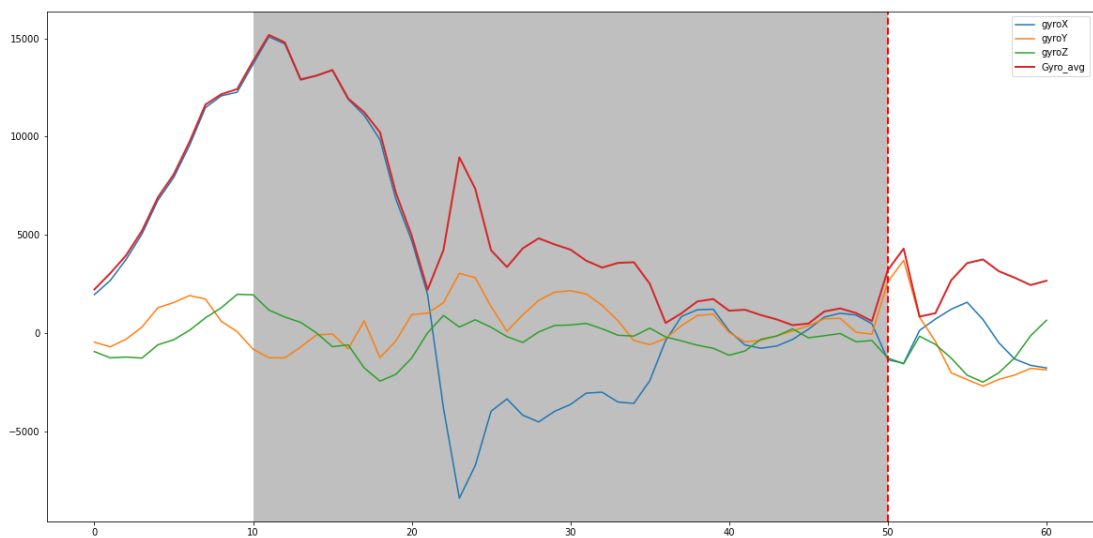
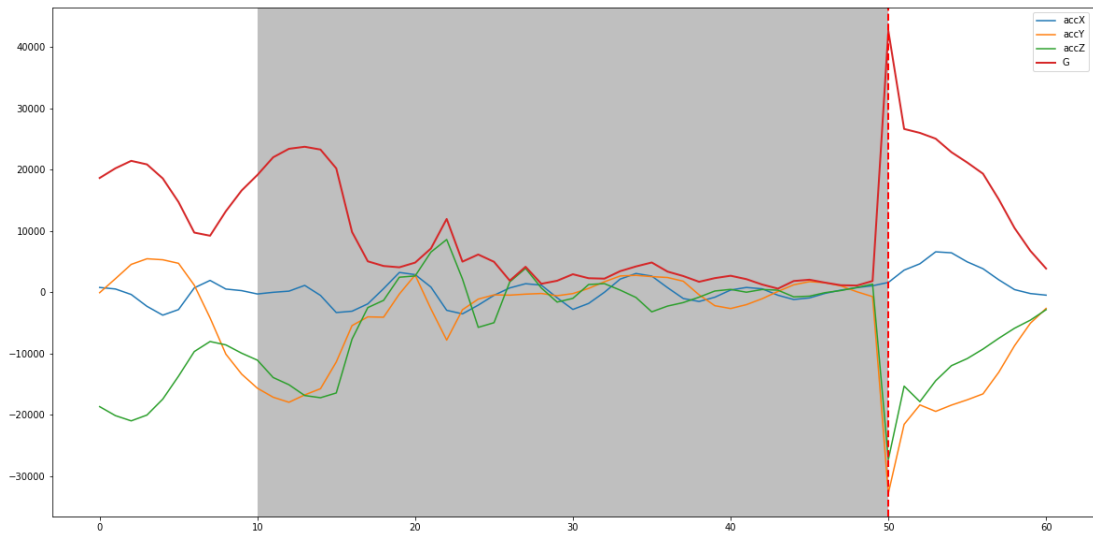


▼ <LJ002>



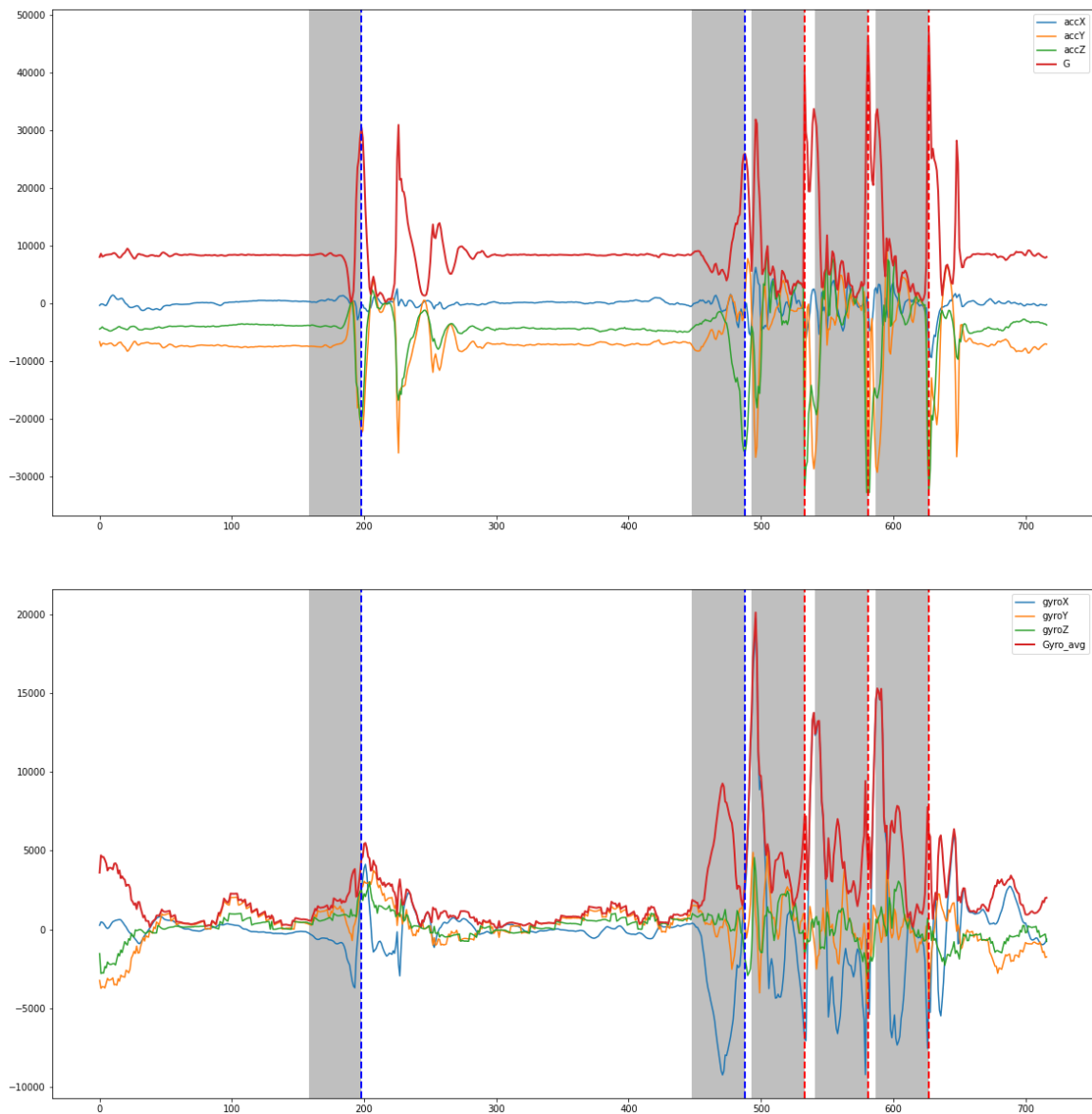


▼ <HJ002>



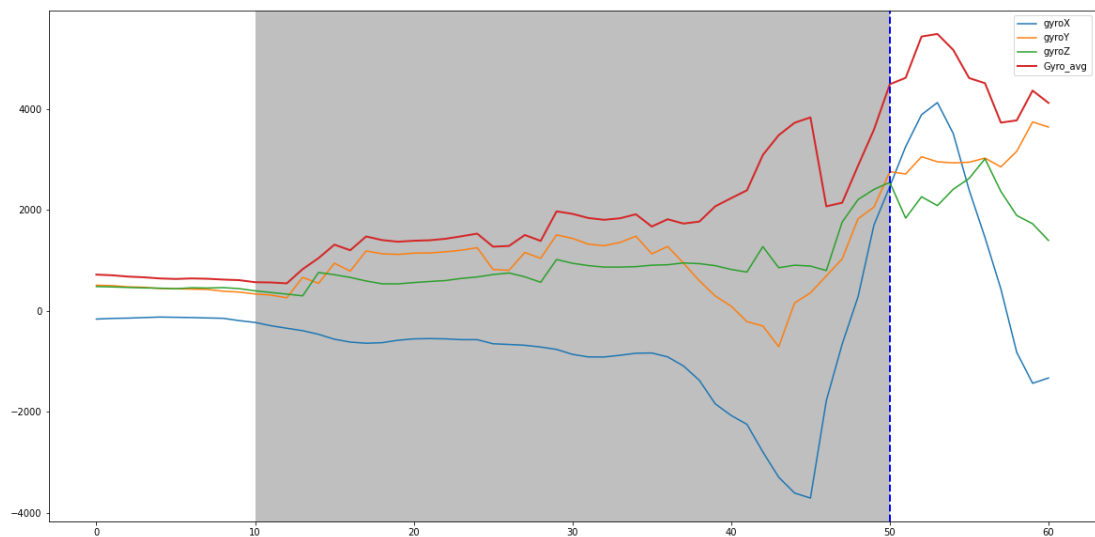
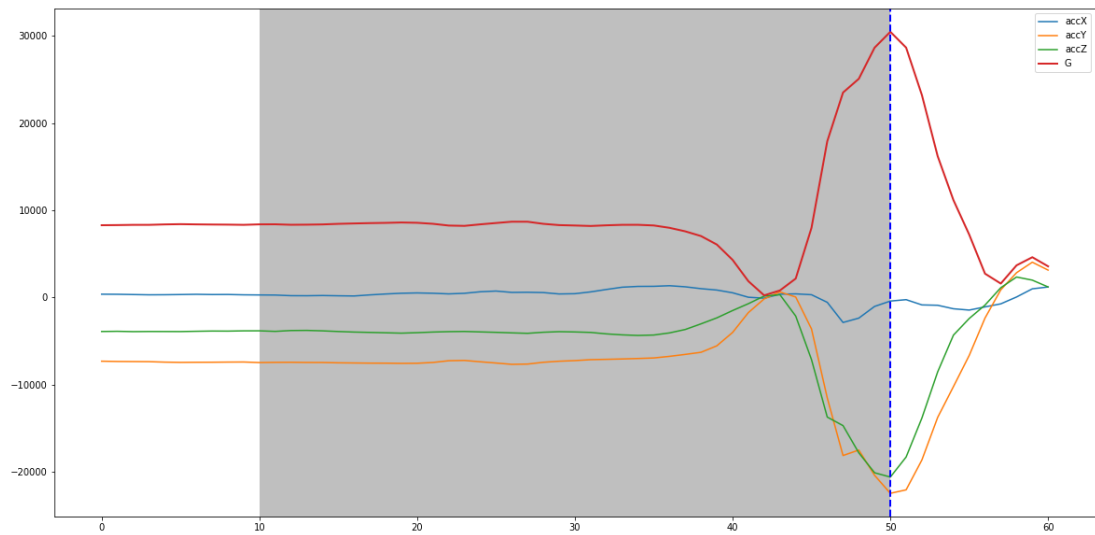
▼ Jump04

- low jump x2 + high jump x 3

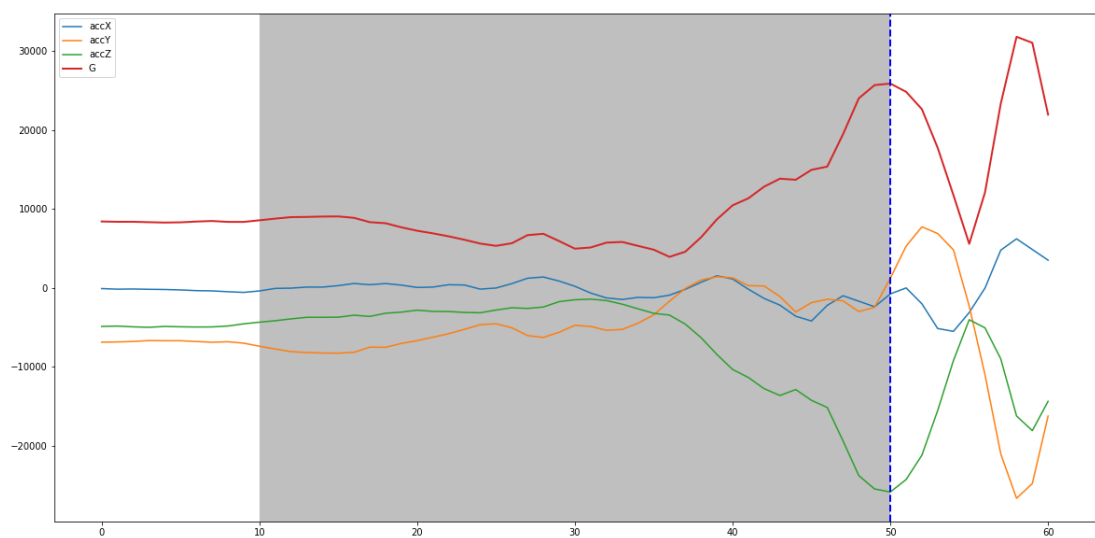


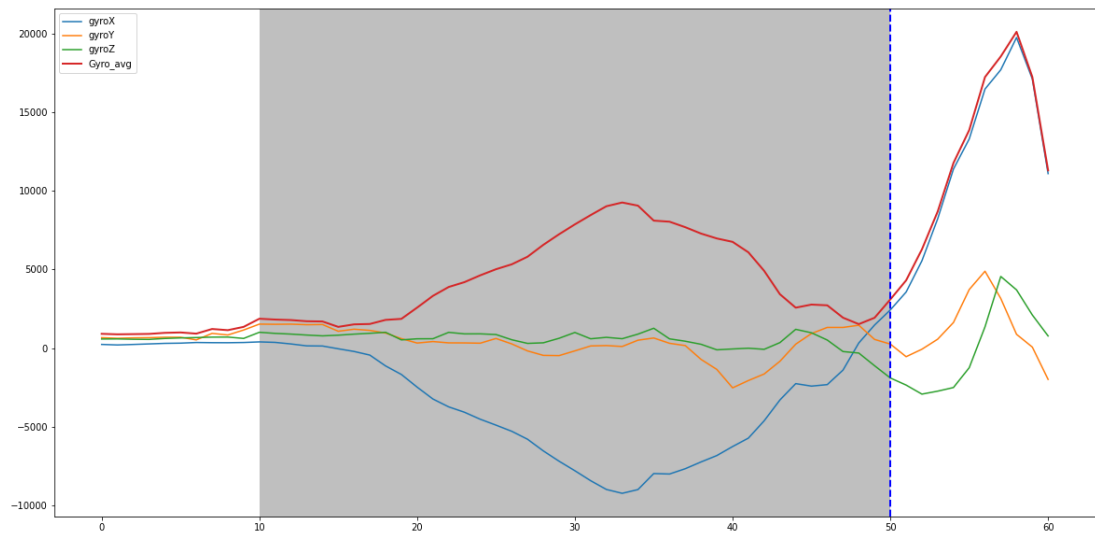
- 가장 첫번째 red line 이 추락으로 인지한 시점 → 이후 red line은 똑같은 high jump 이나 trigger 발생 이후 연속으로 동작을 실시하여 실제 추락으로 인지하였을 지는 모름 (동작이 high jump였으므로 high jump 로 저장)

▼ <LJ003>

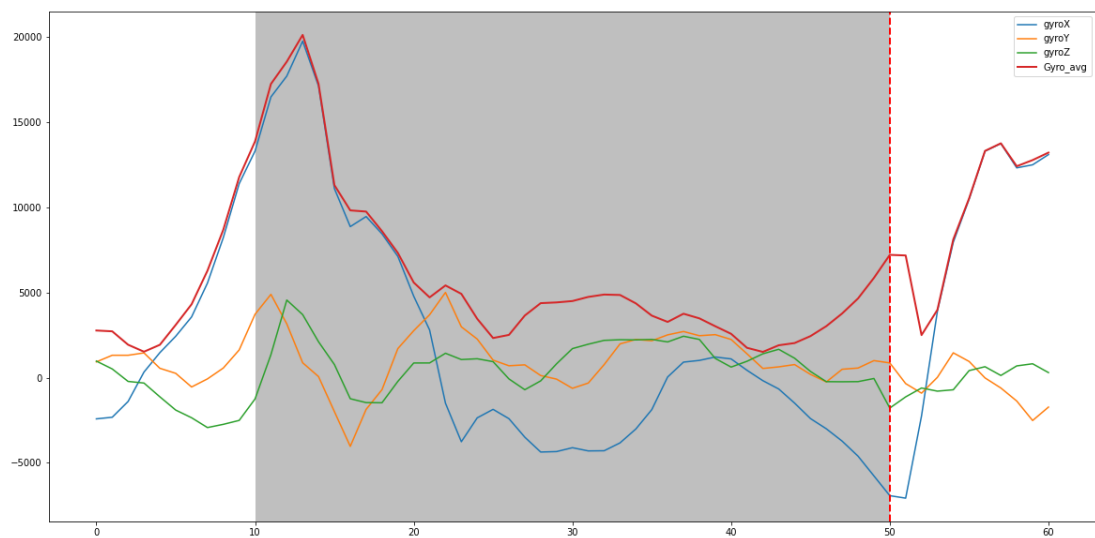
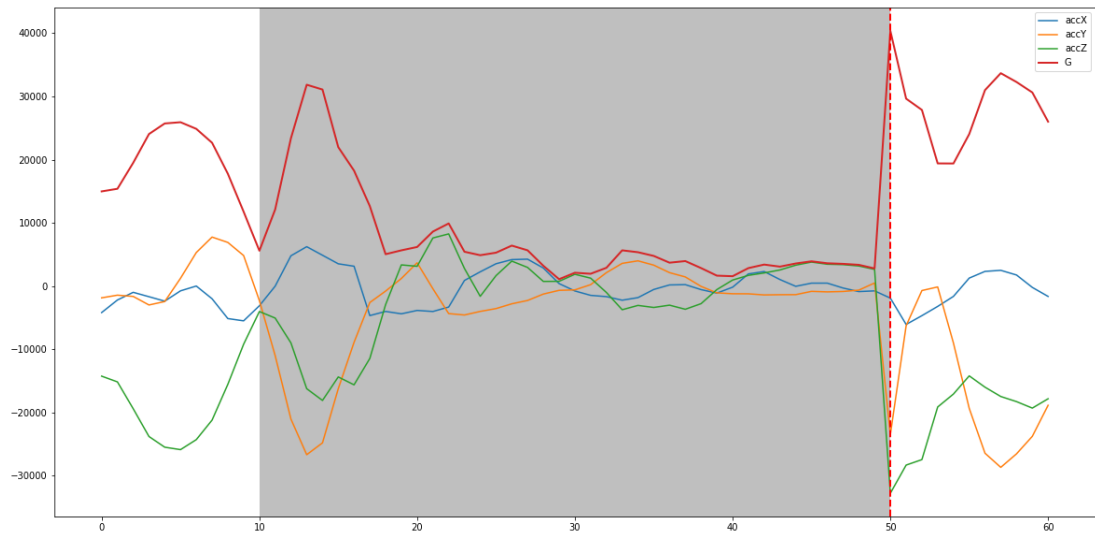


▼ <LJ004>

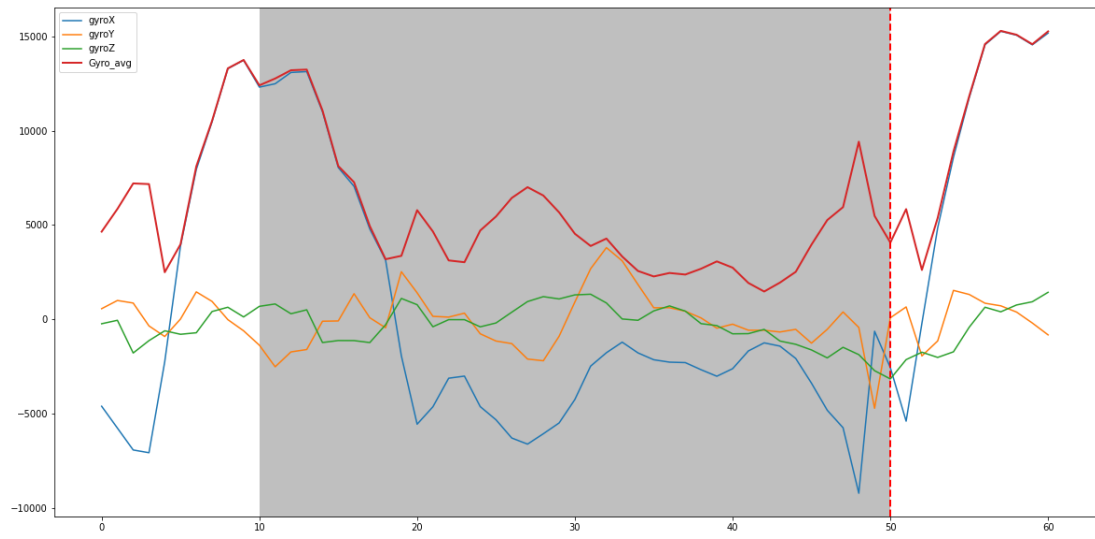
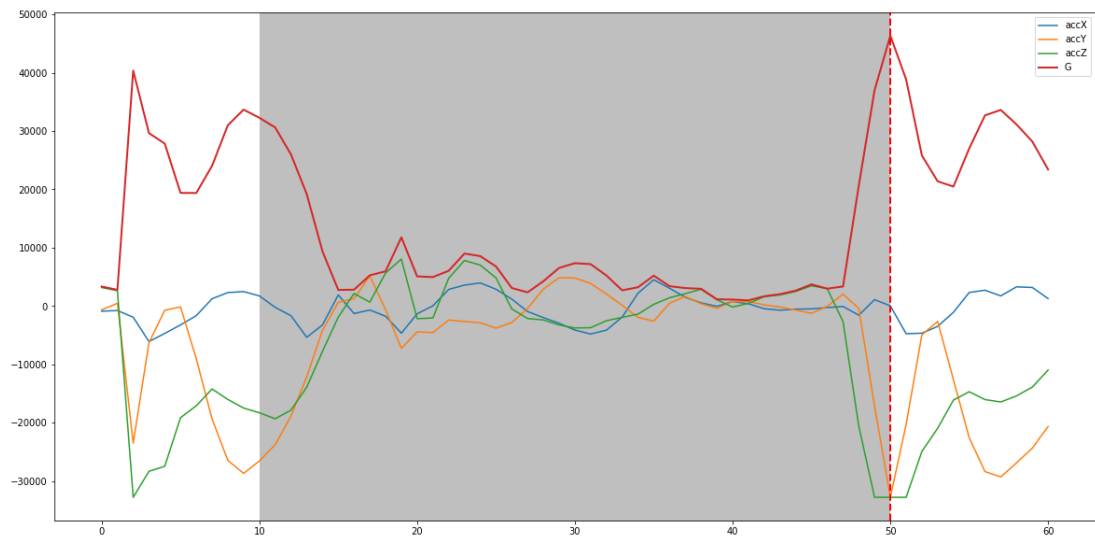




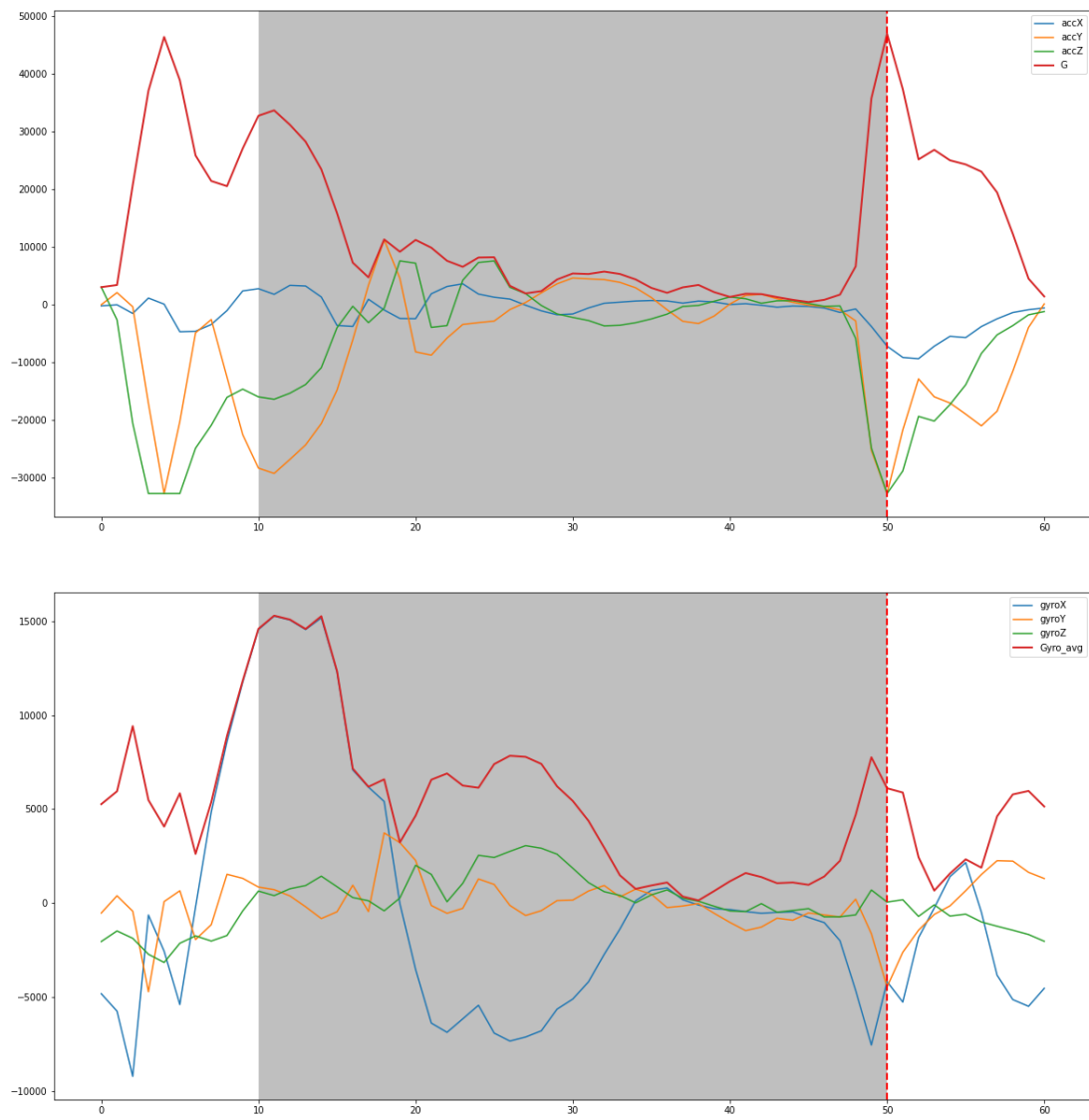
▼ <HJ003>



▼ <HJ004>

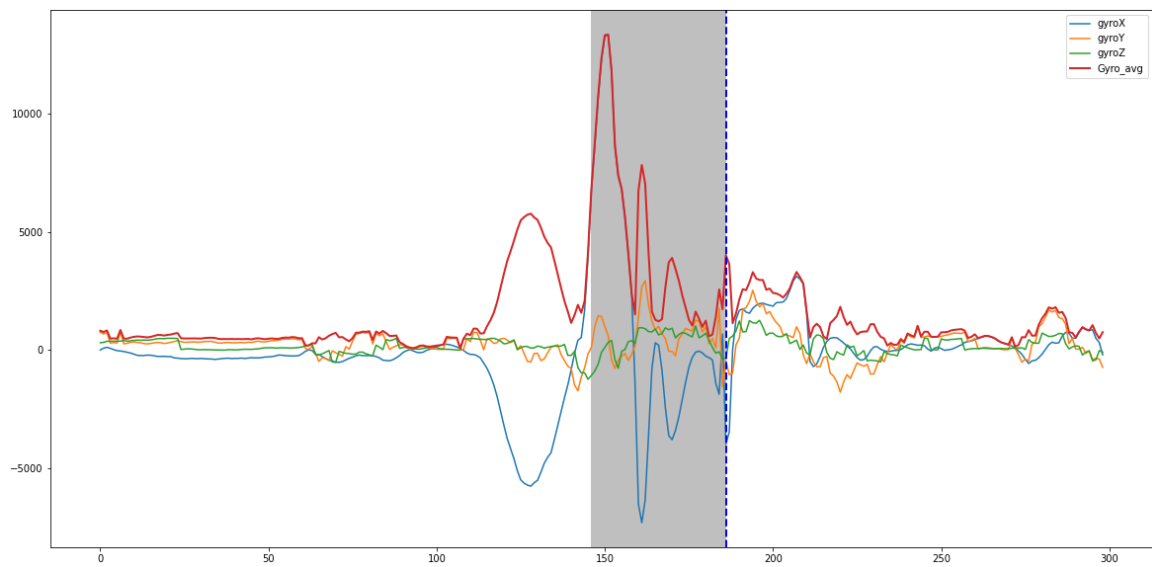
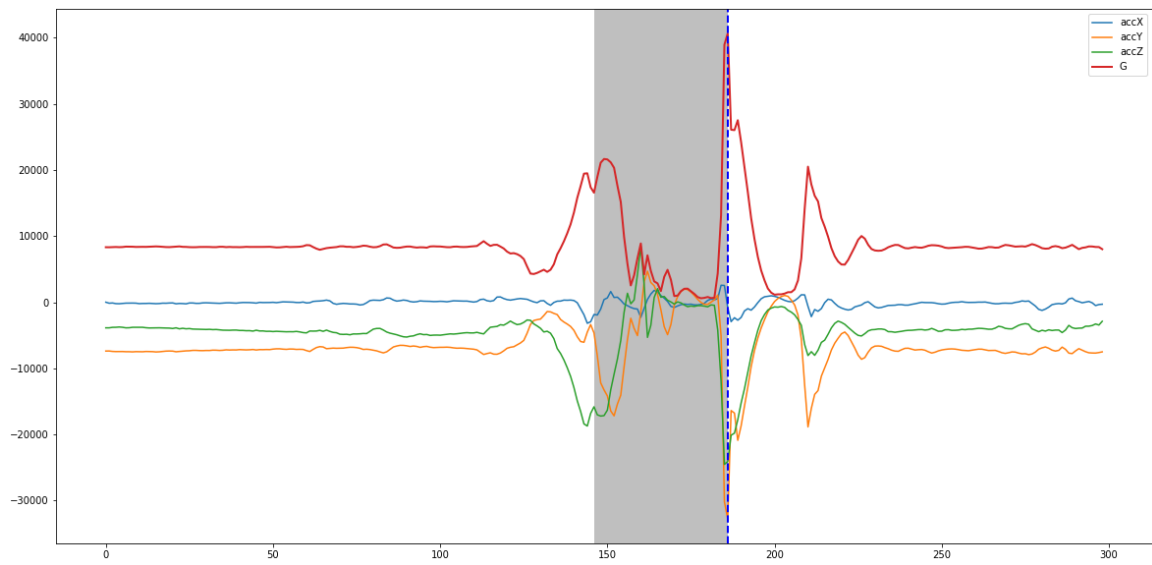


▼ <HJ005>

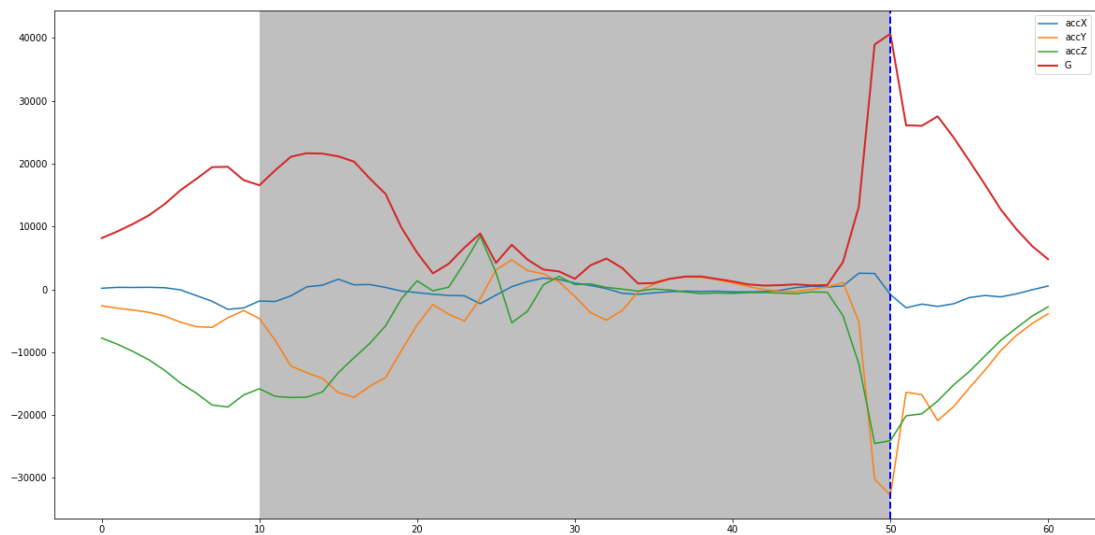


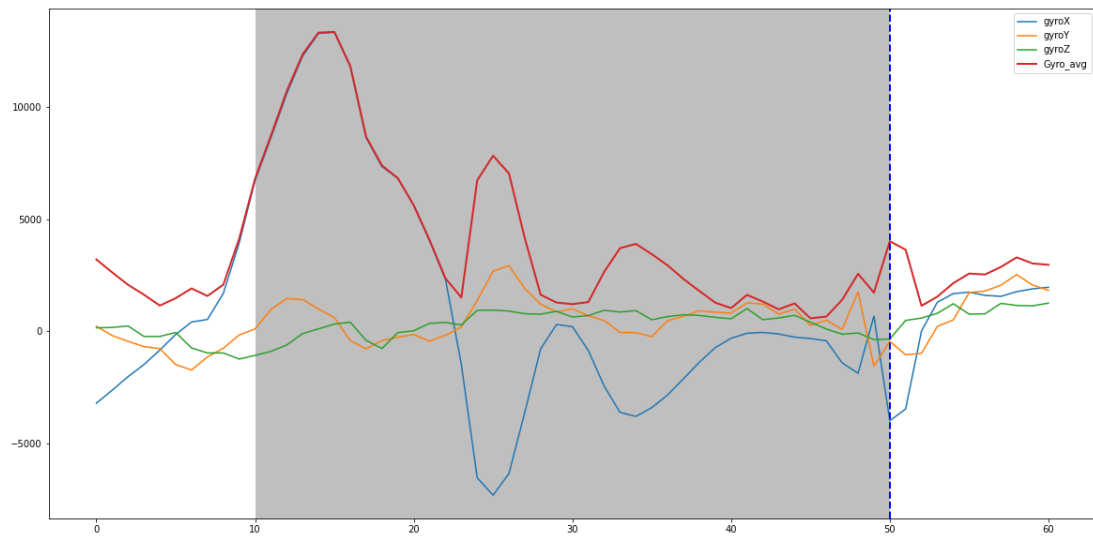
▼ Jump05

- low jump x1



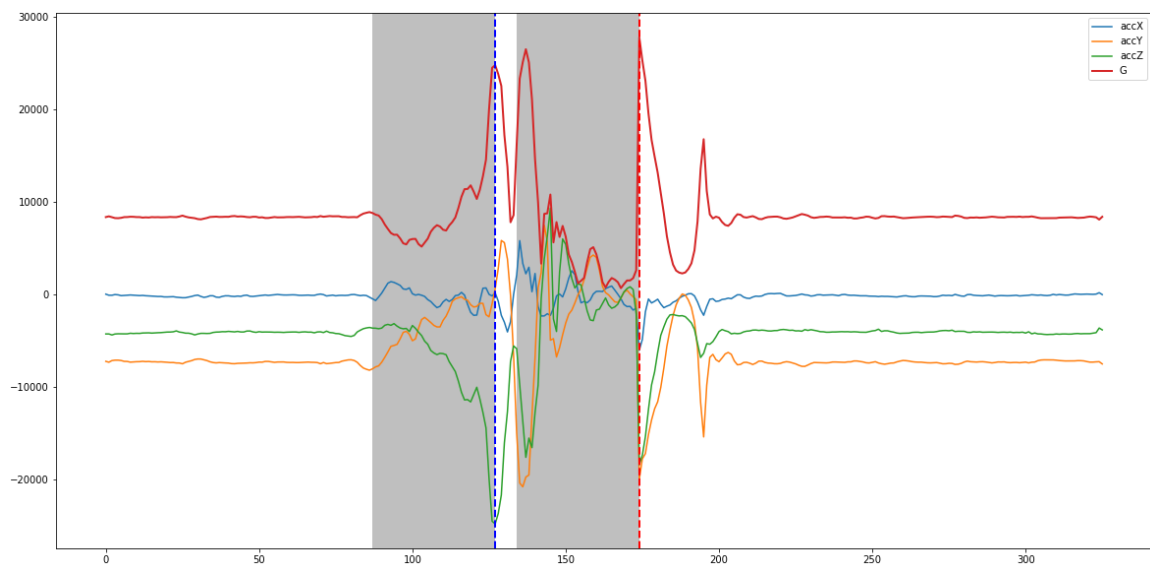
▼ <LJ005>



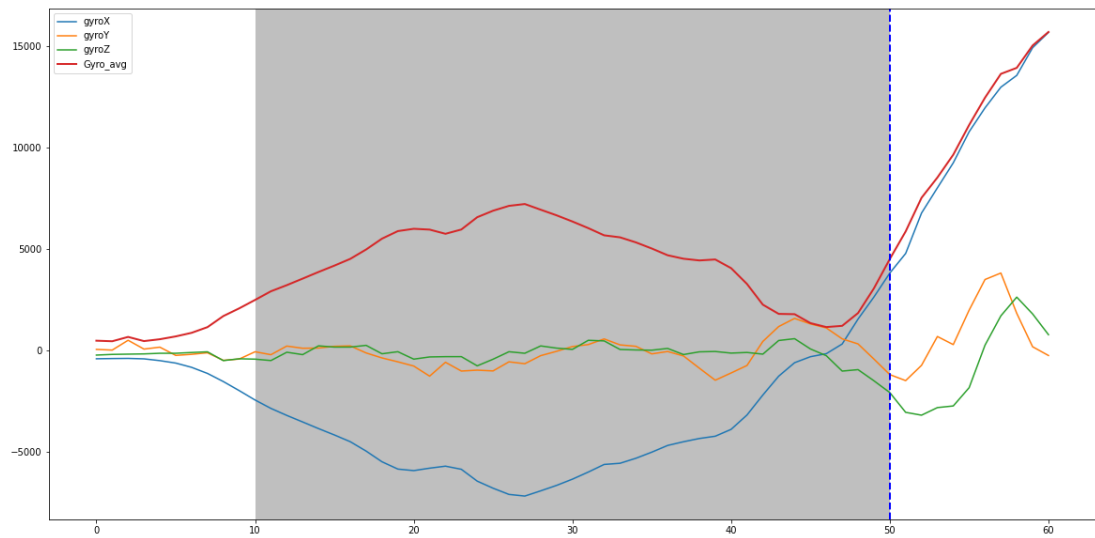
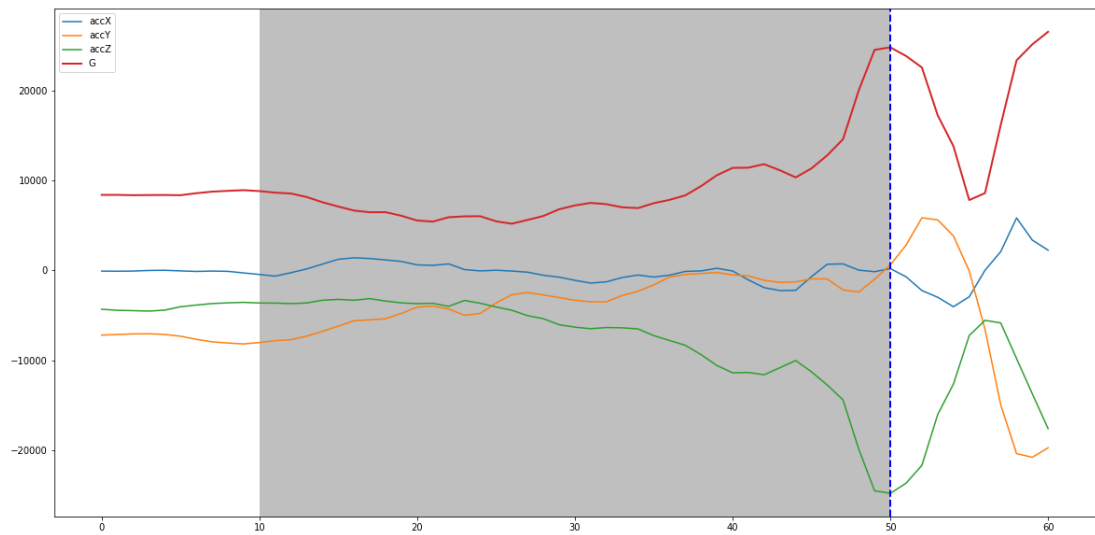


▼ Jump06

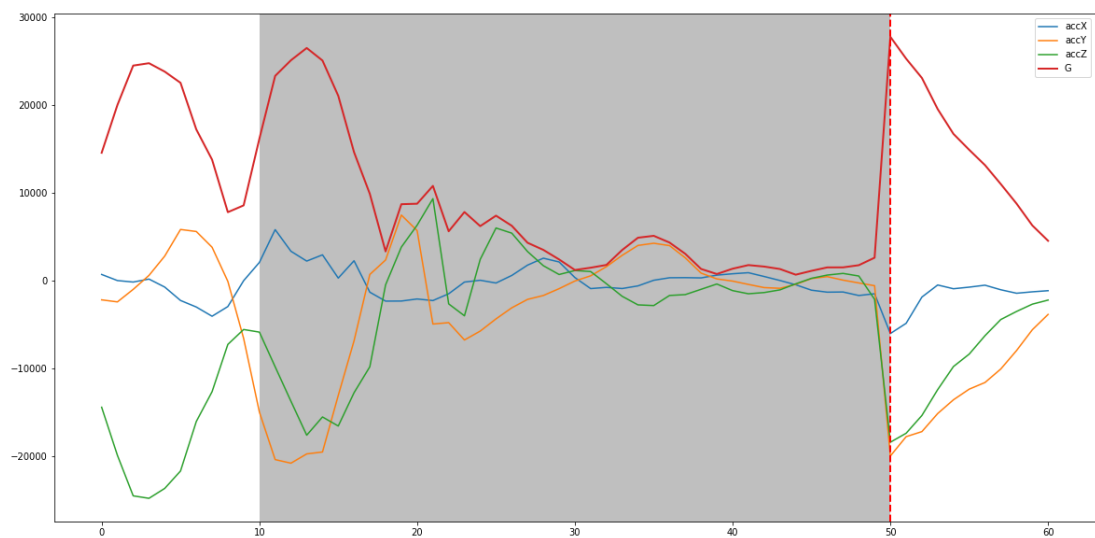
- low jump x 1 + high jump x1

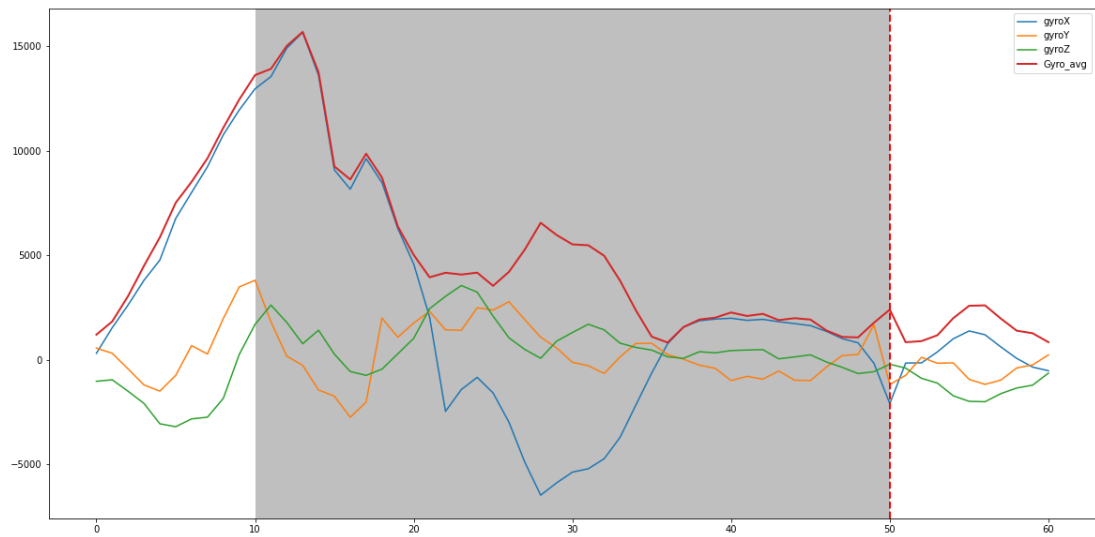


▼ <LJ006>



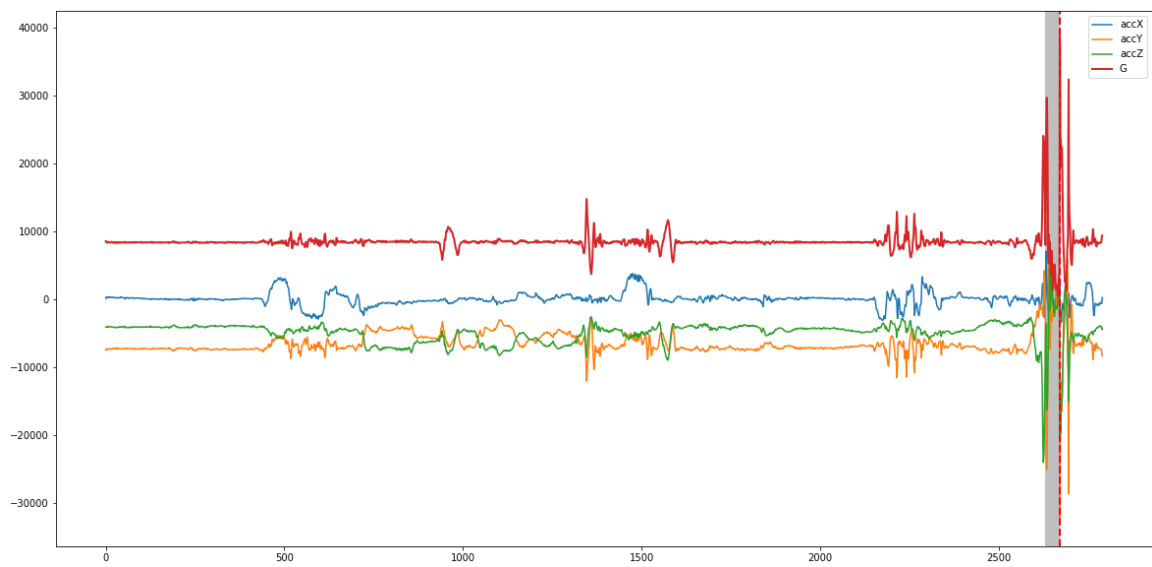
▼ <HJ006>





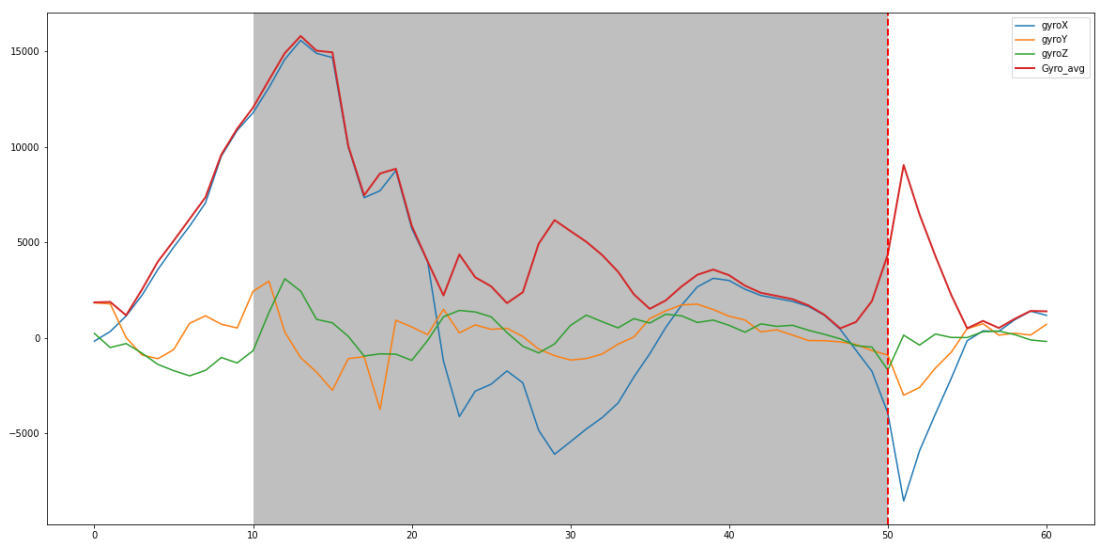
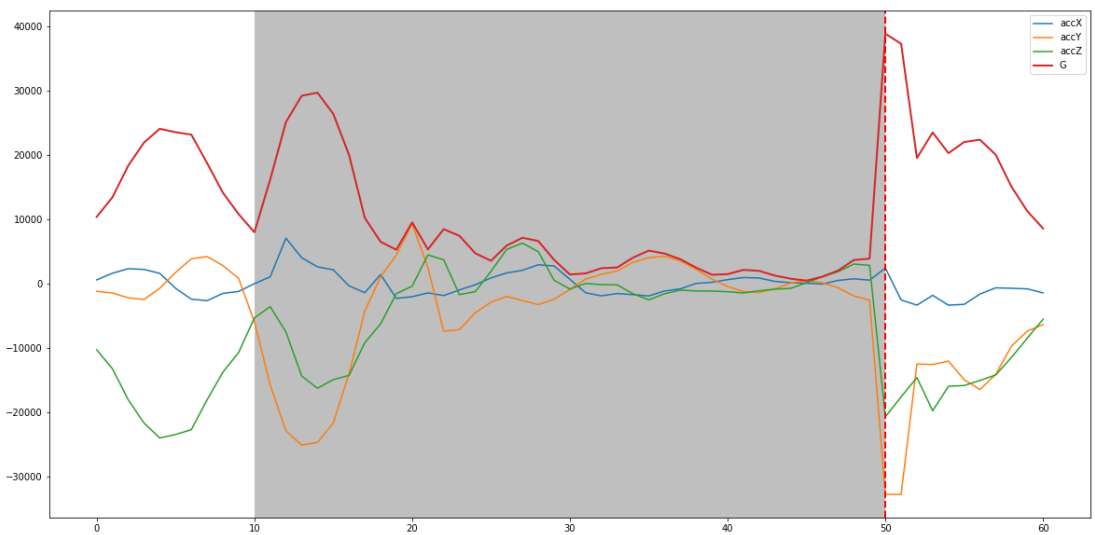
▼ Jump07

- 버클 체결 이후 동작을 실시하지 않고 잔 동작 이후 점프 실시 → high jump 만 추출



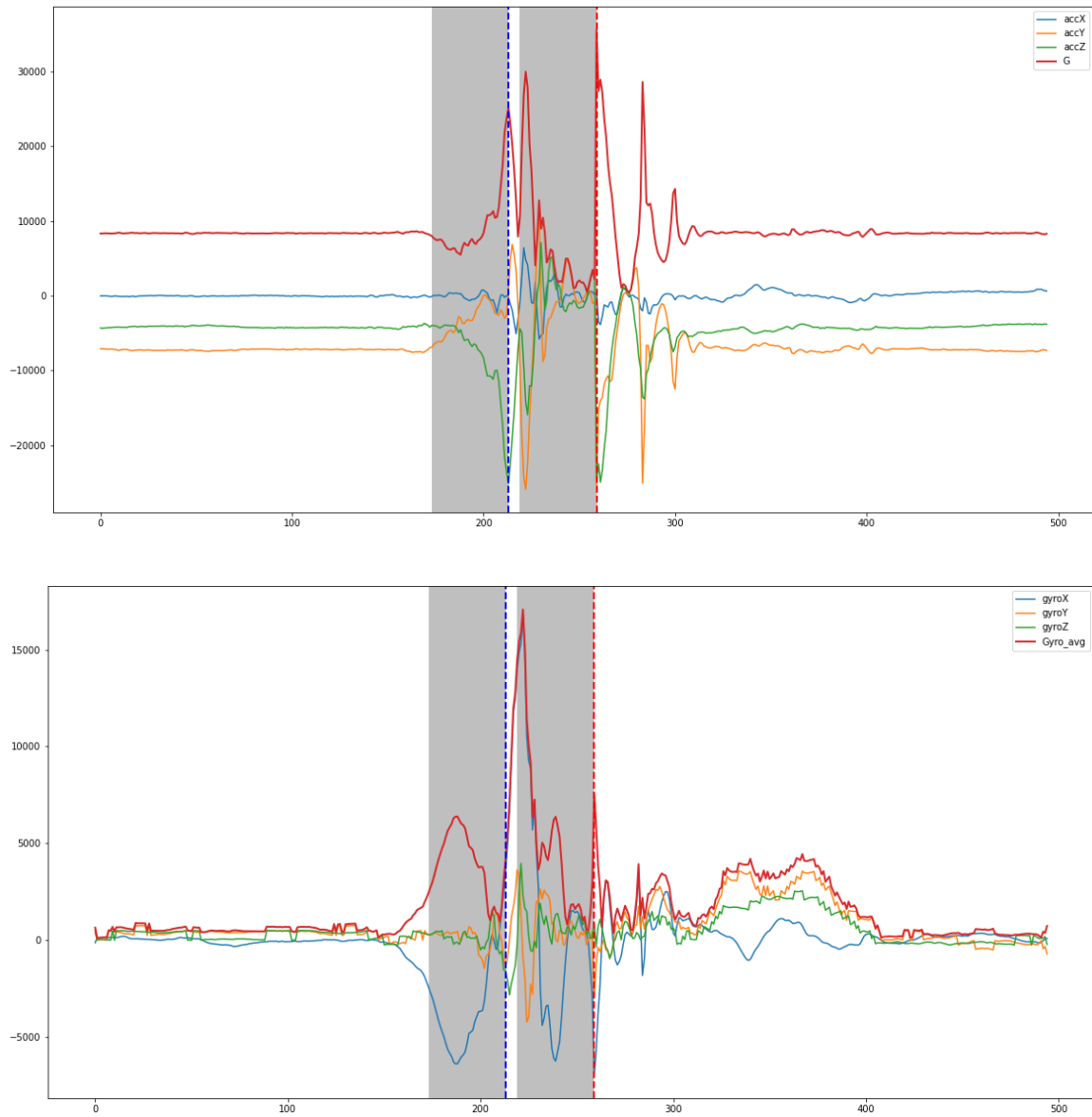


▼ <HJ007>

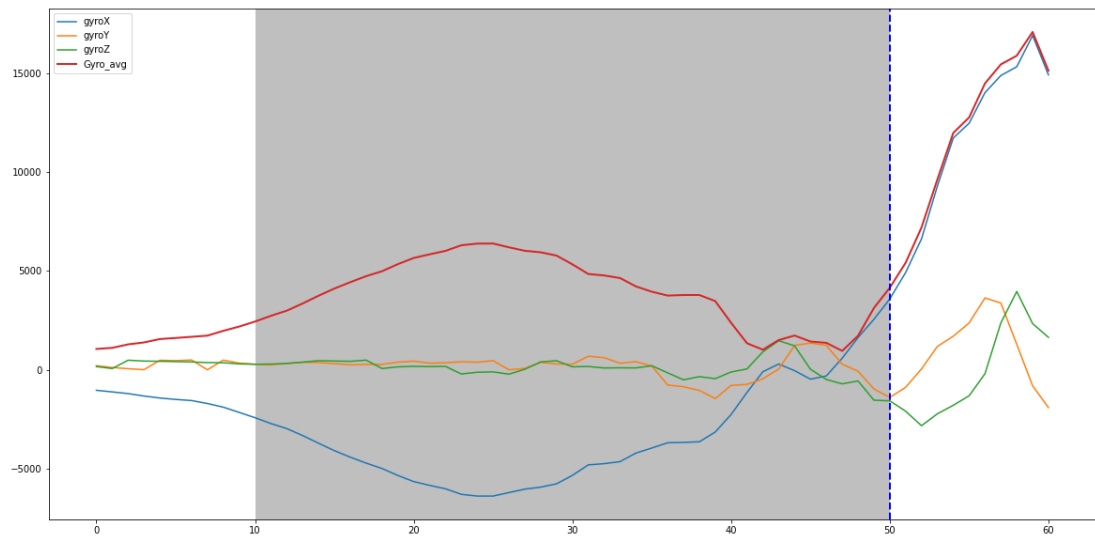
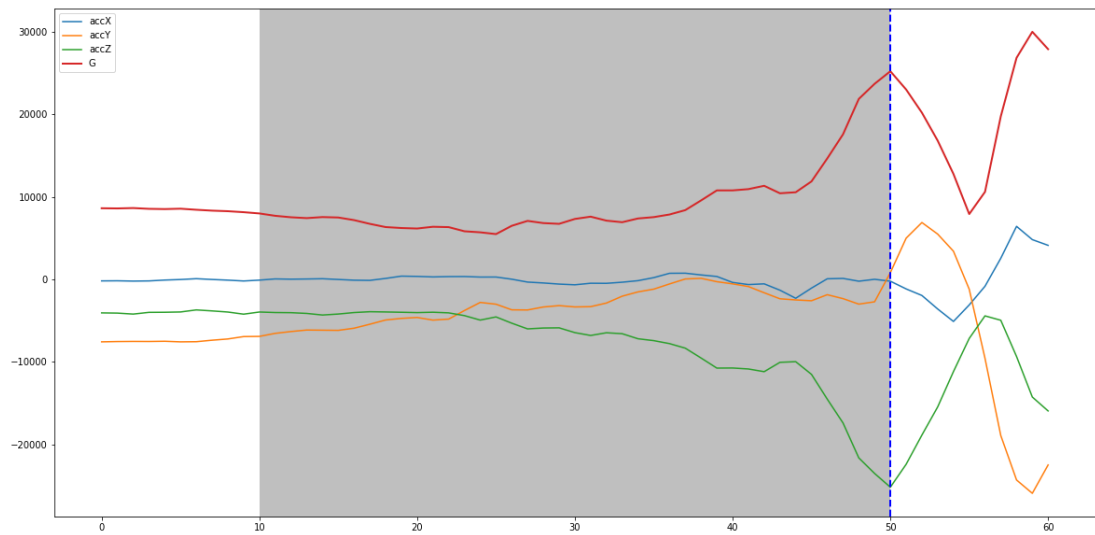


▼ Jump08

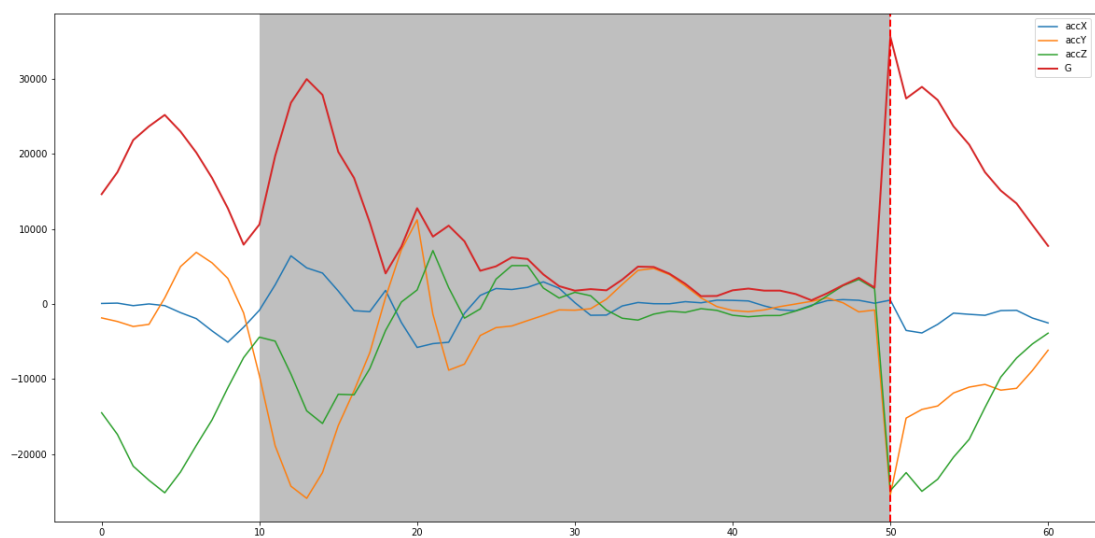
- low jump x1 + high jump x1

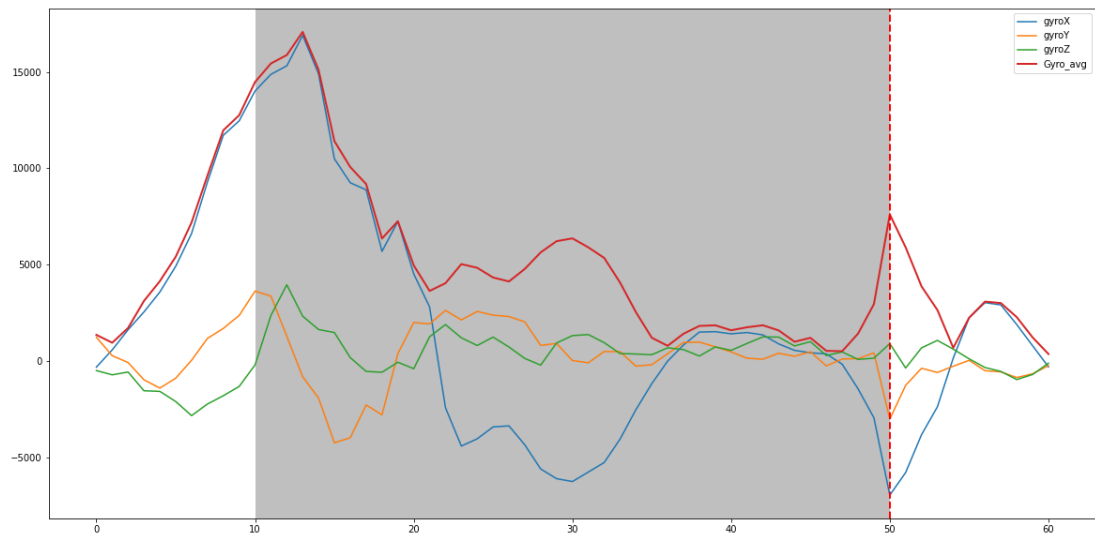


▼ <LJ007>



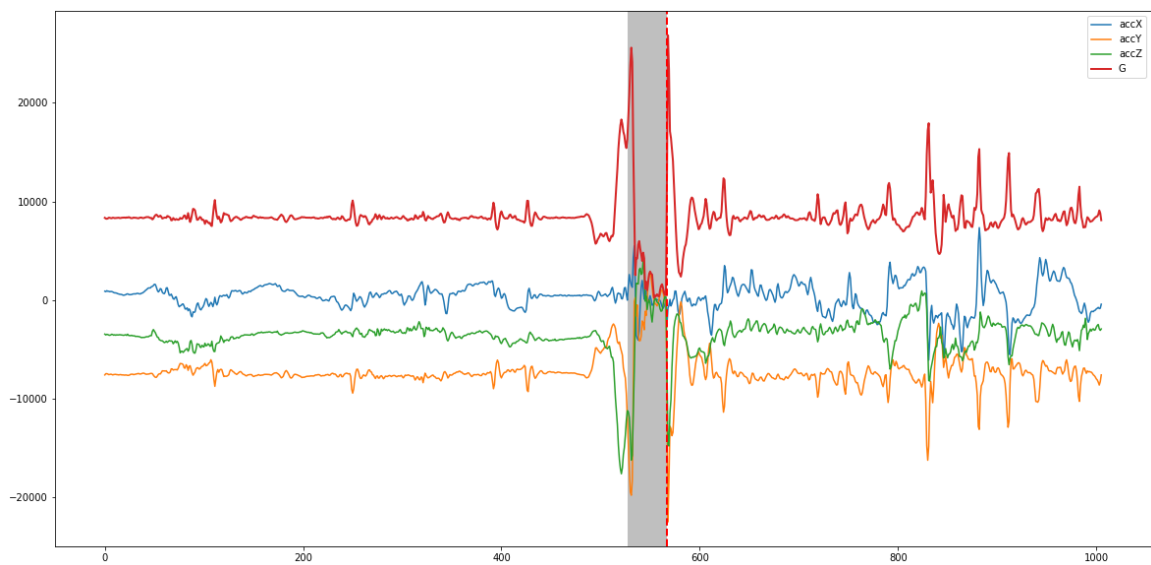
▼ <HJ008>

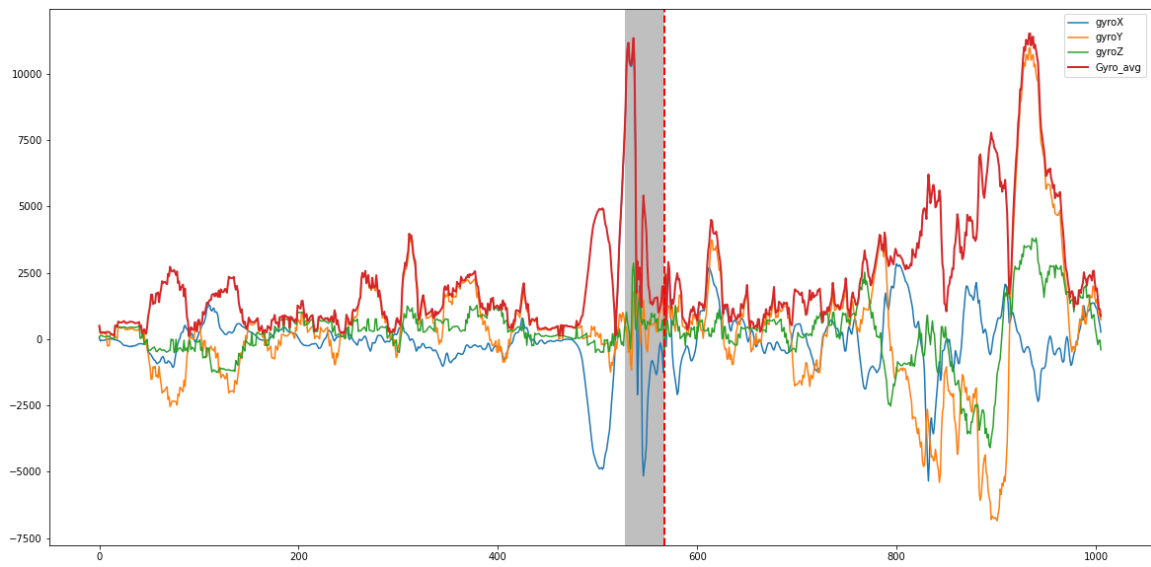




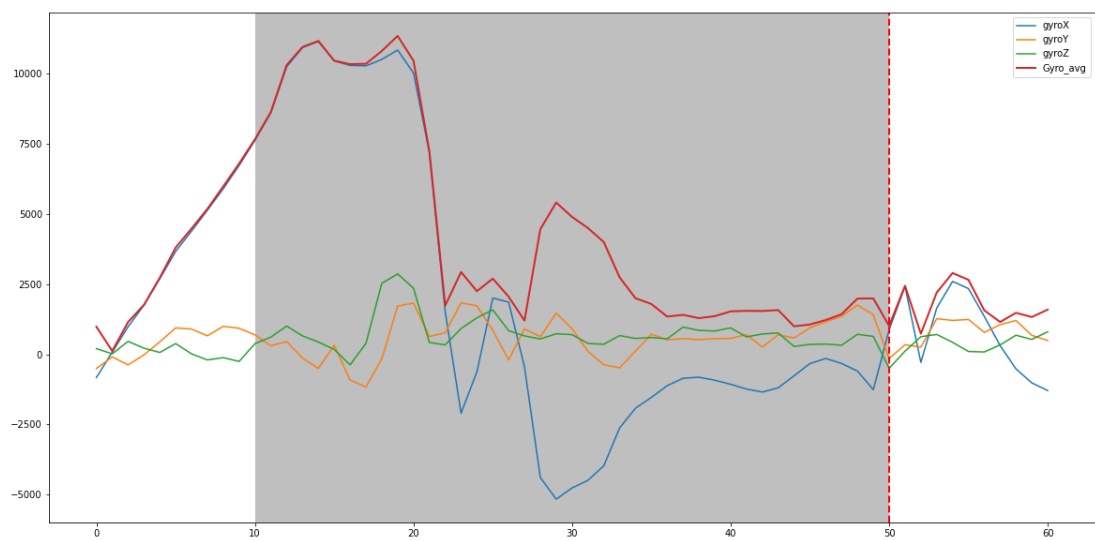
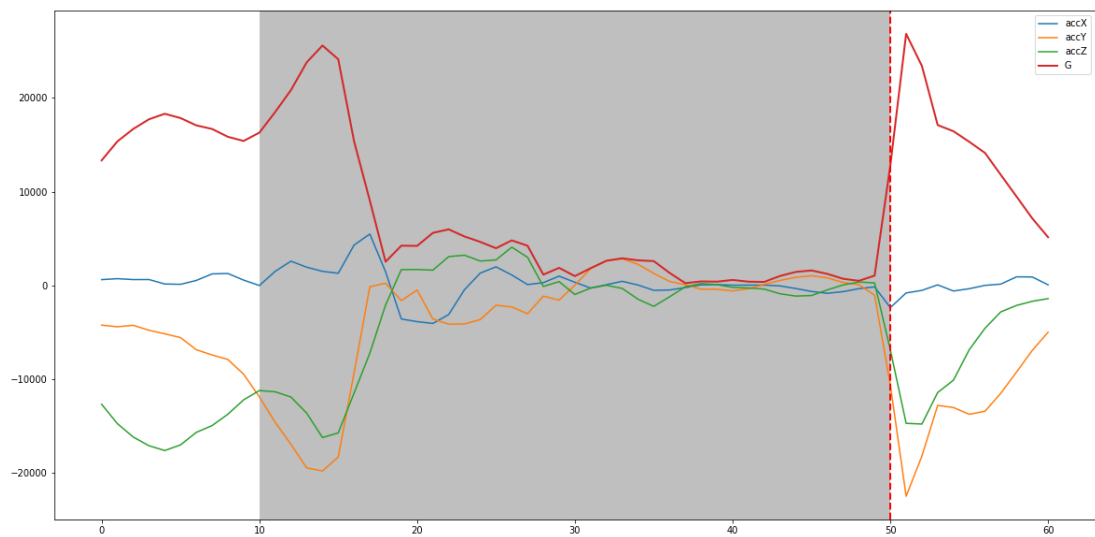
▼ Jump09

- 잔 동작이 많아 격발로 인지한 high jump만 추출



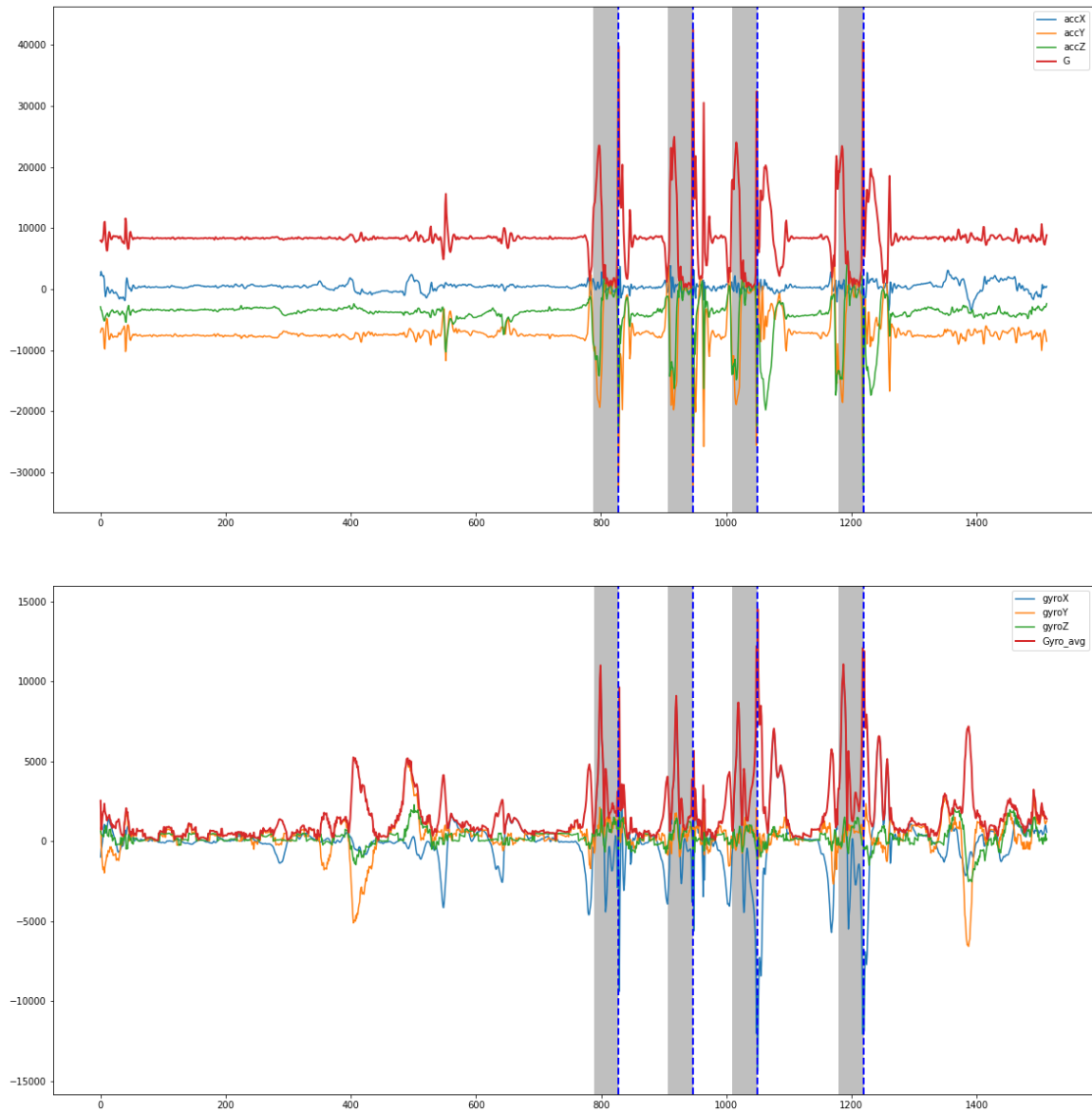


▼ <HJ009>

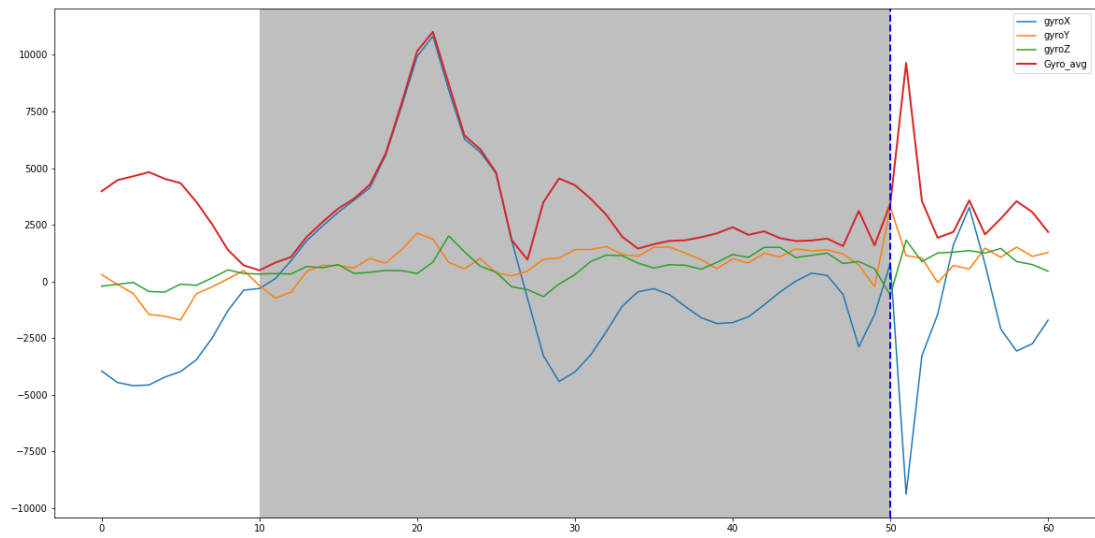
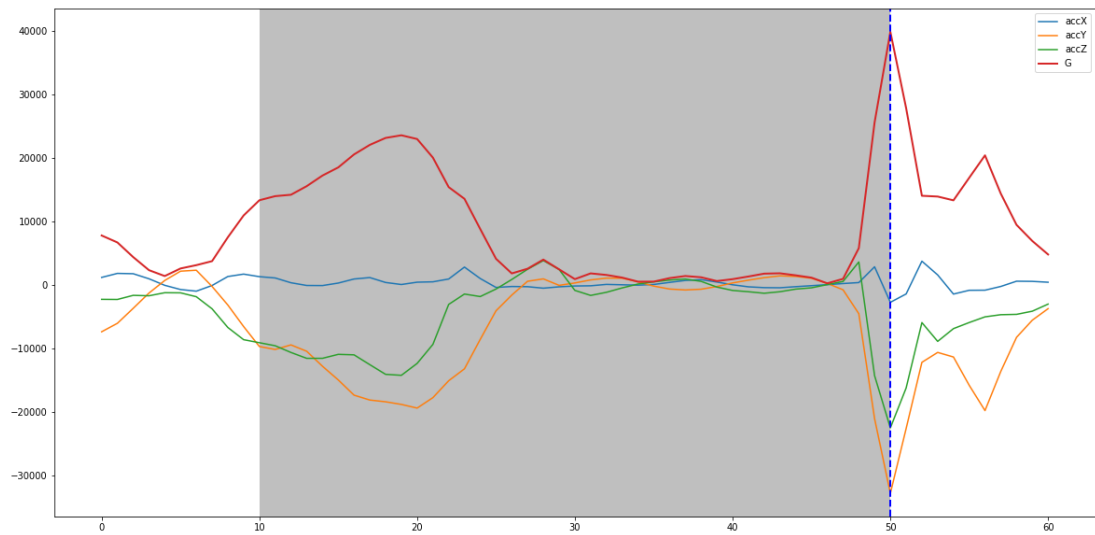


▼ Jump10

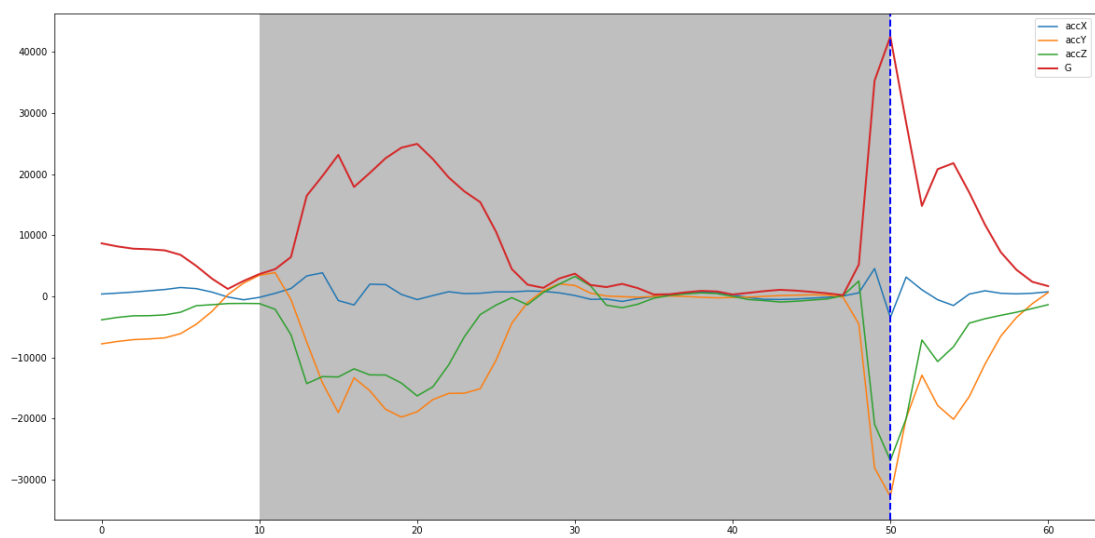
- low jump x 5

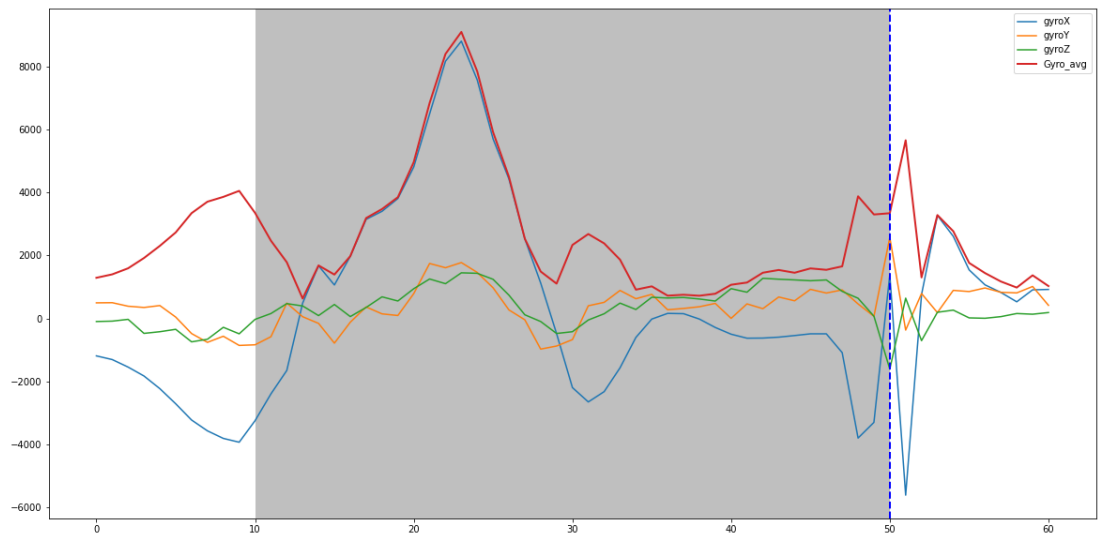


▼ <LJ008>

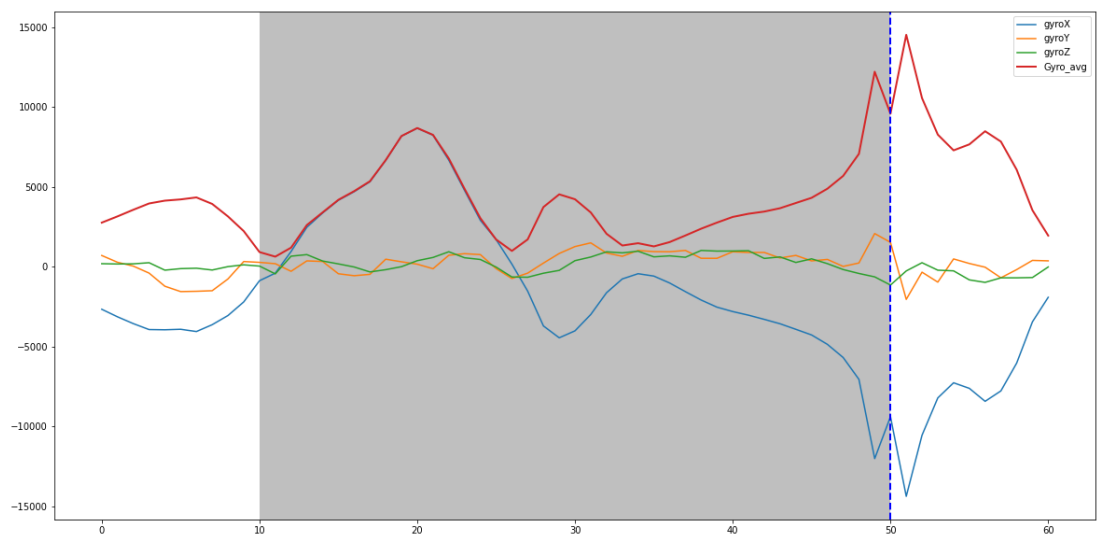
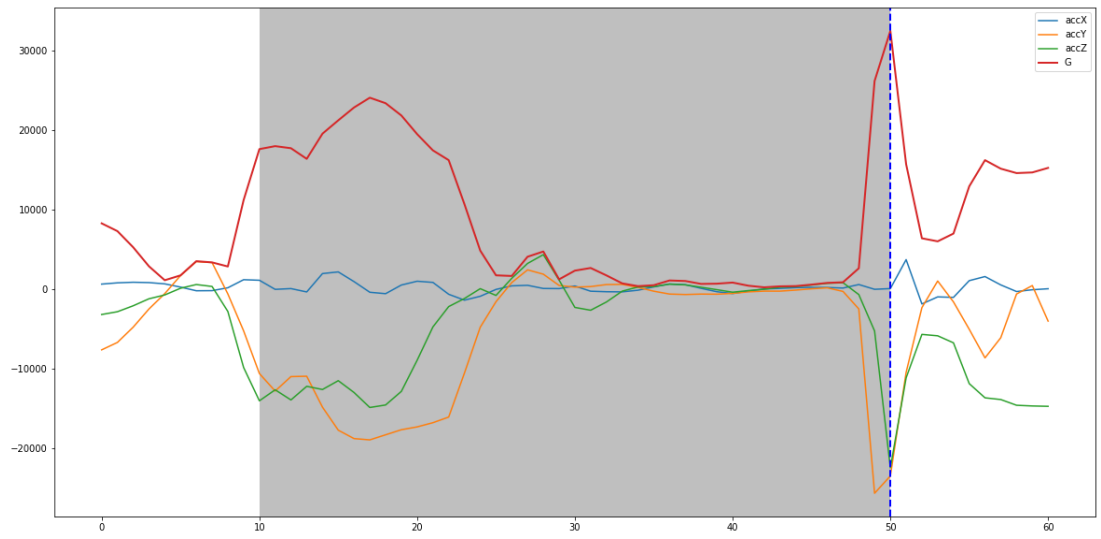


▼ <LJ009>

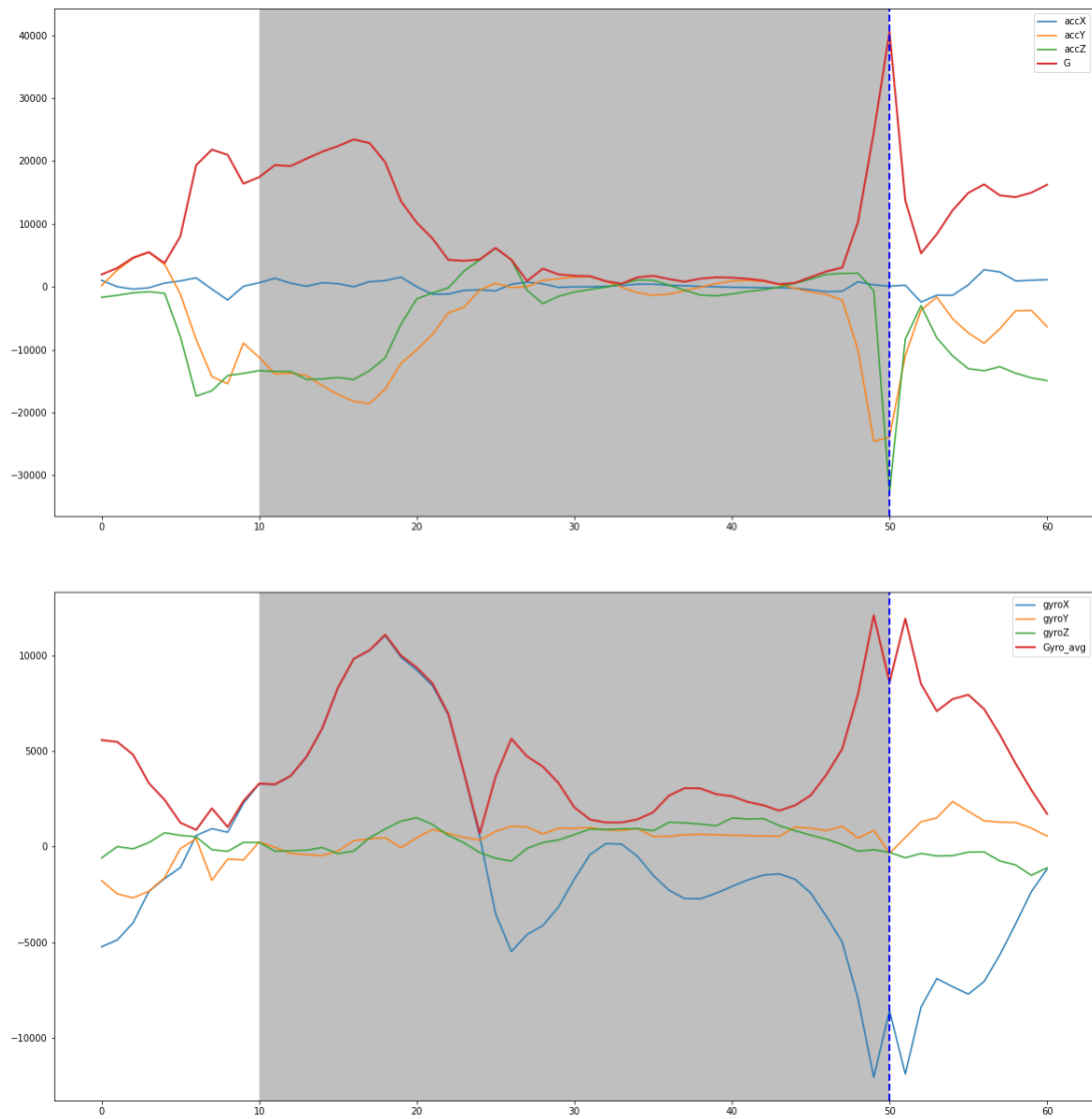




▼ <LJ010>

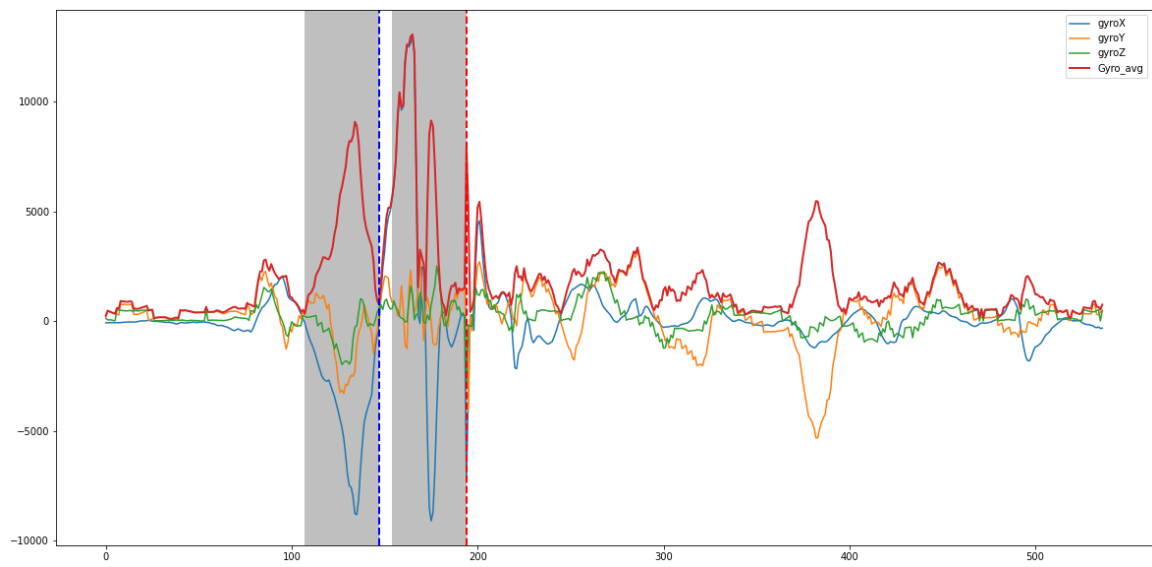
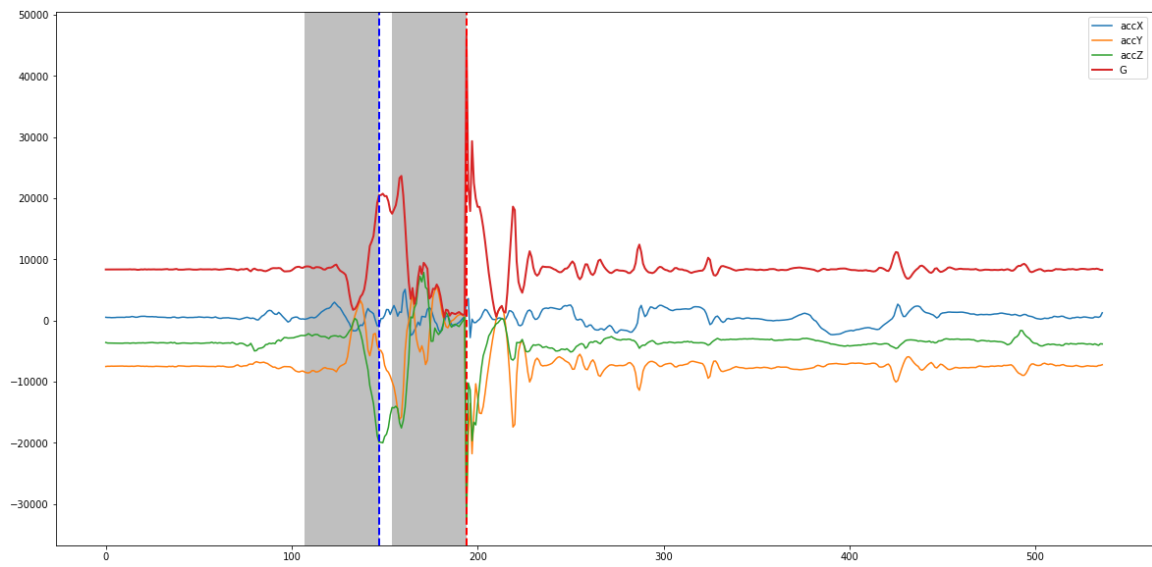


▼ <LJ011>

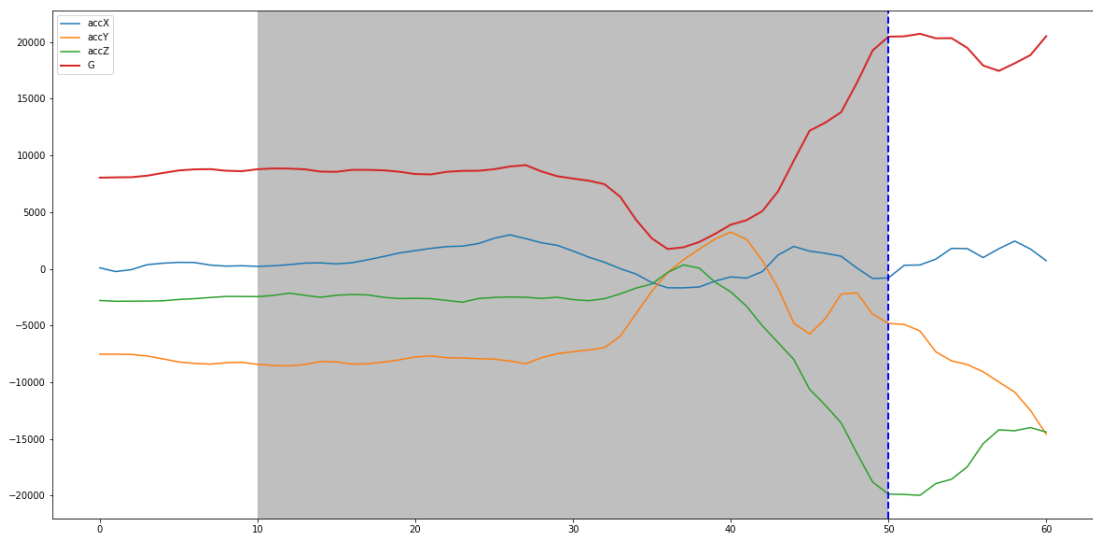


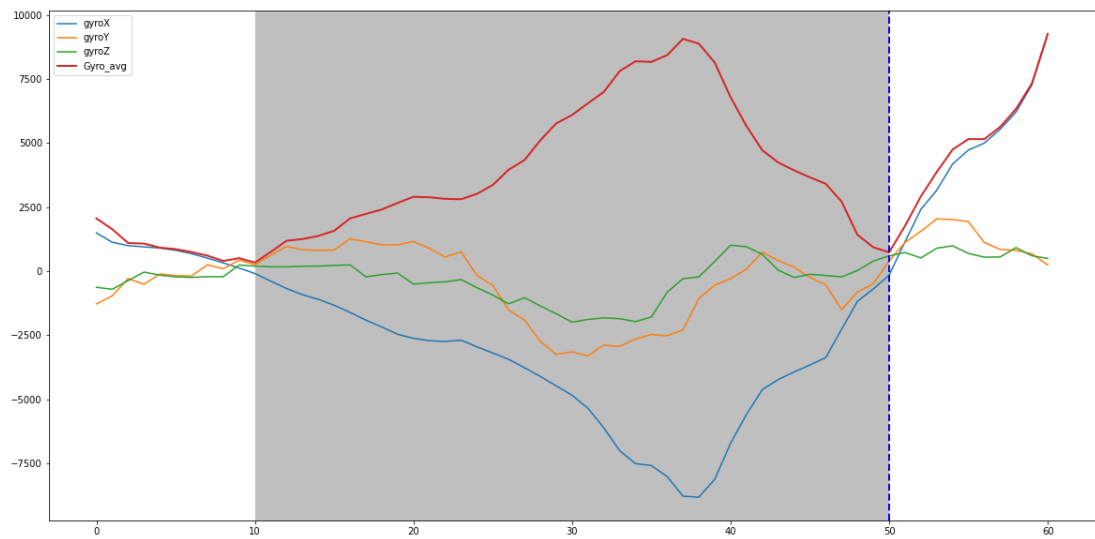
▼ Jump11

- low jump x1 + high jump x1

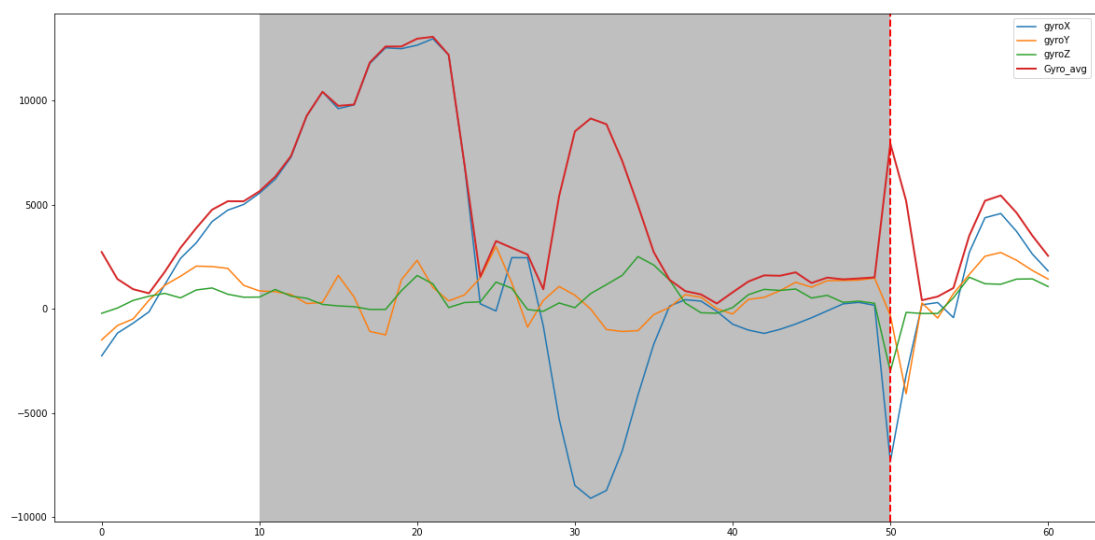
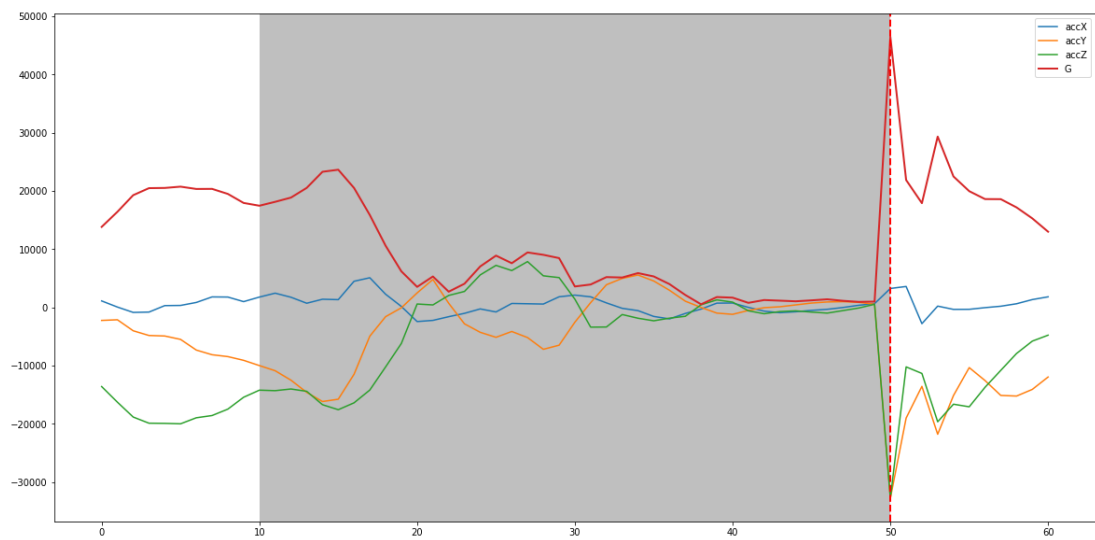


▼ <LJ012>





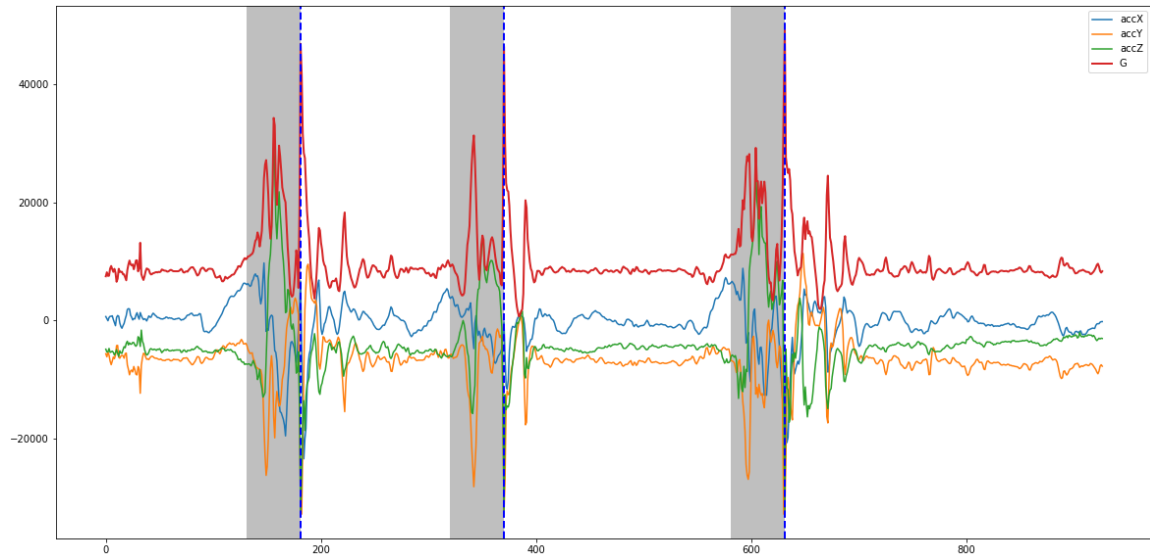
▼ <HJ010>



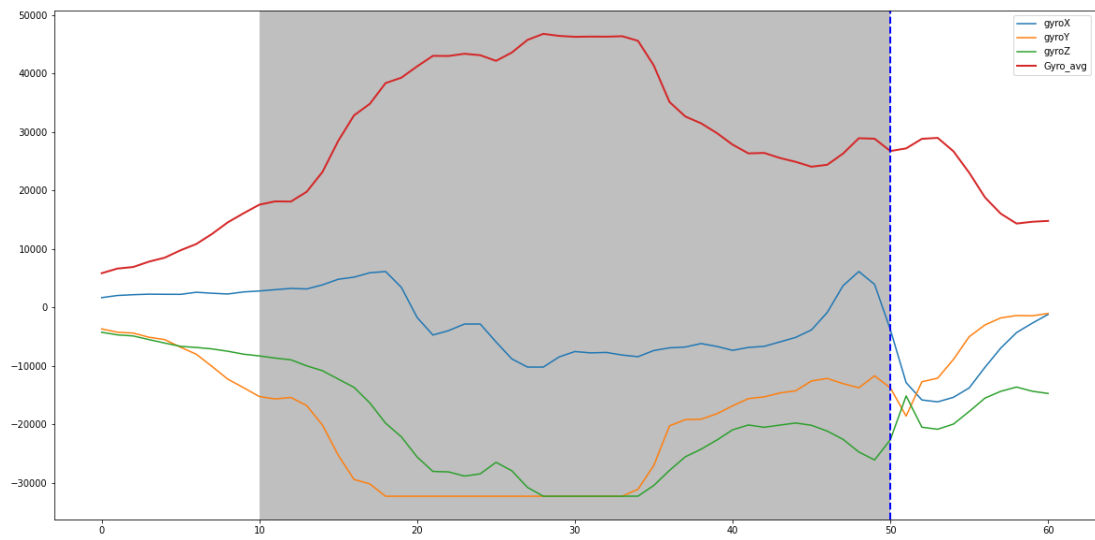
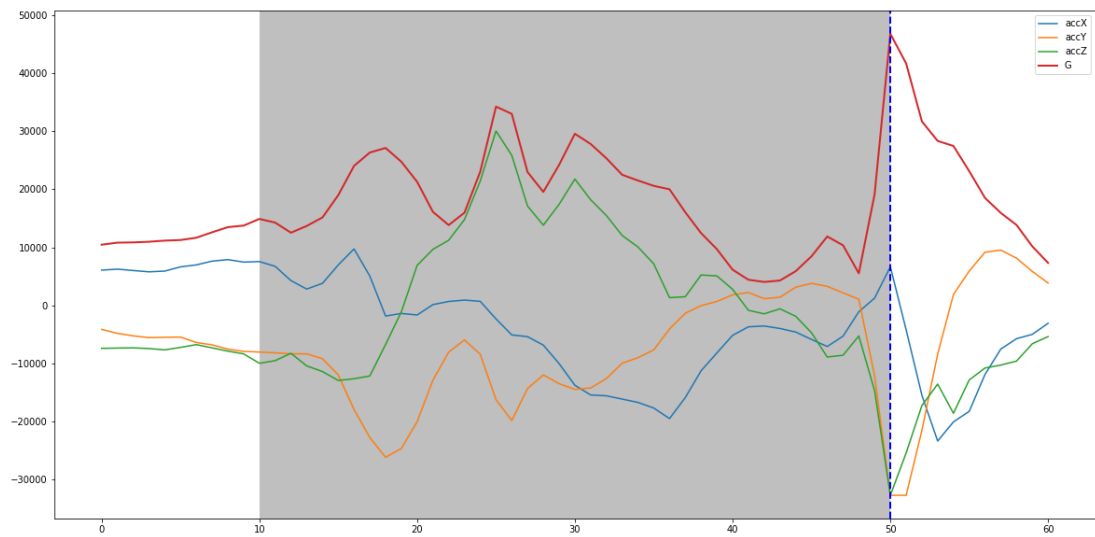
Jump + Spin

▼ JumpSpin01

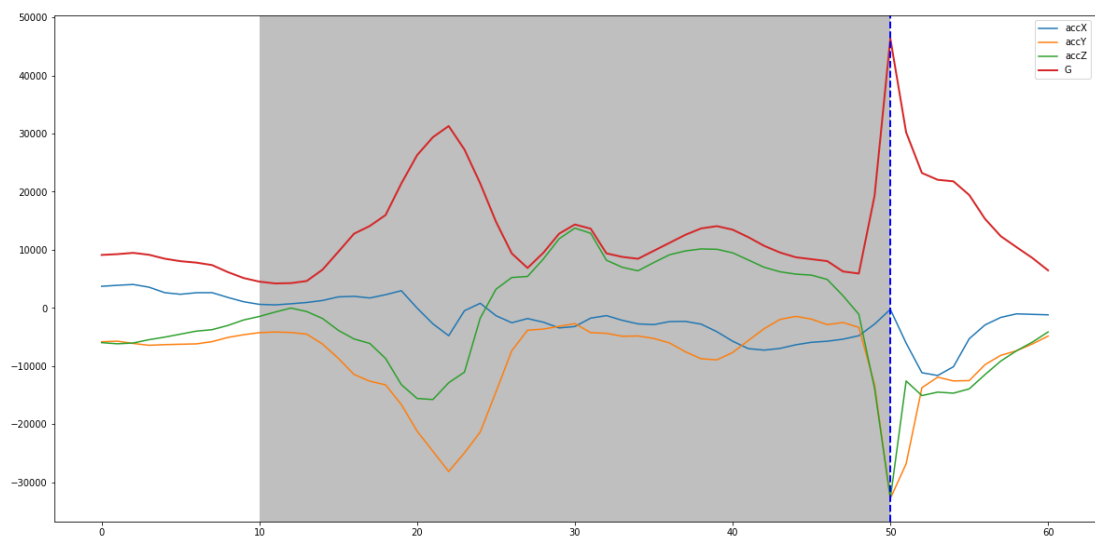
- low jump spin X 3

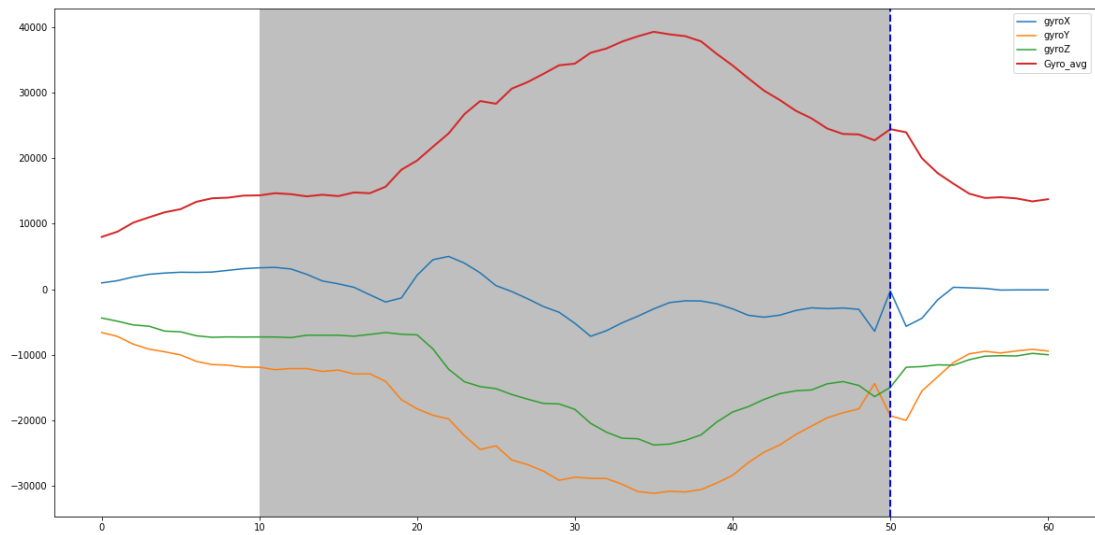


▼ <SLJ001>

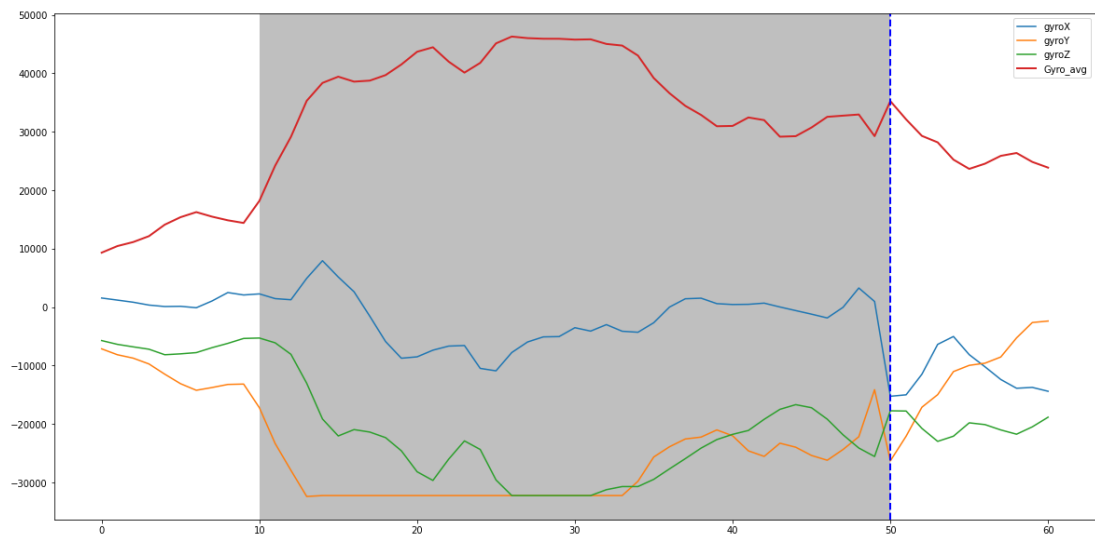
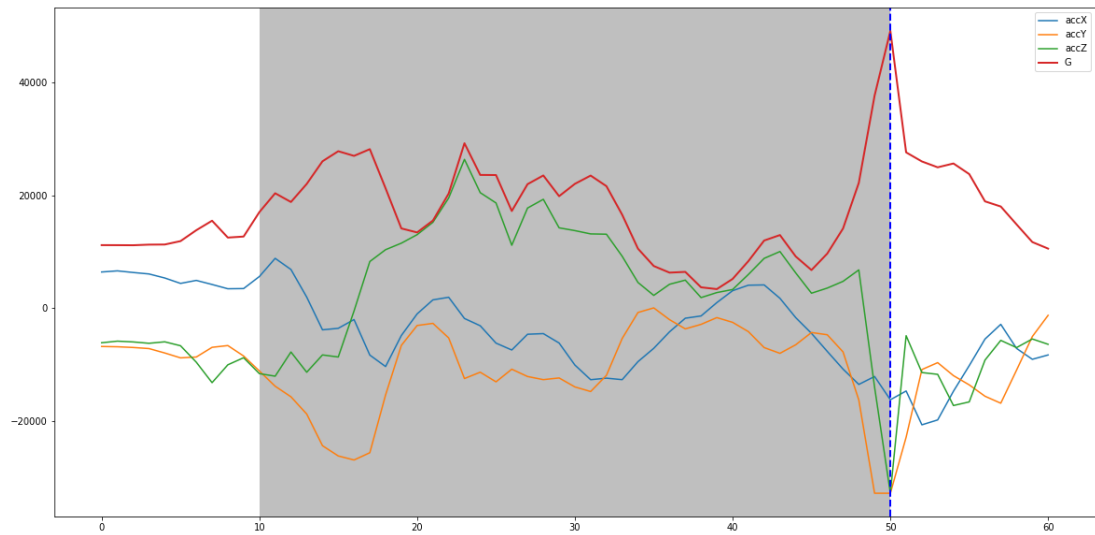


▼ <SLJ002>



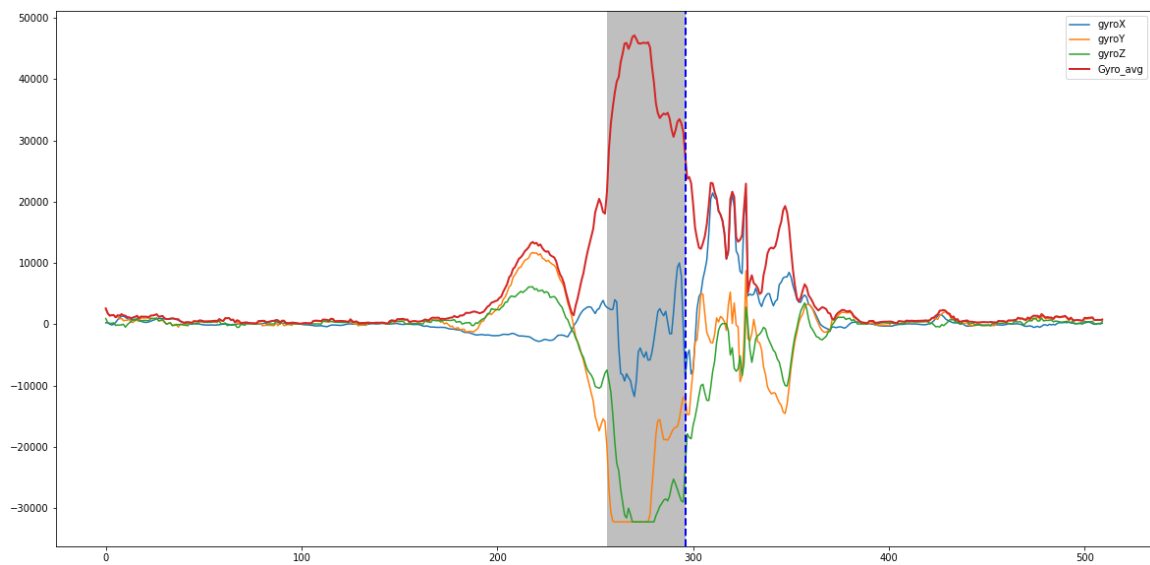
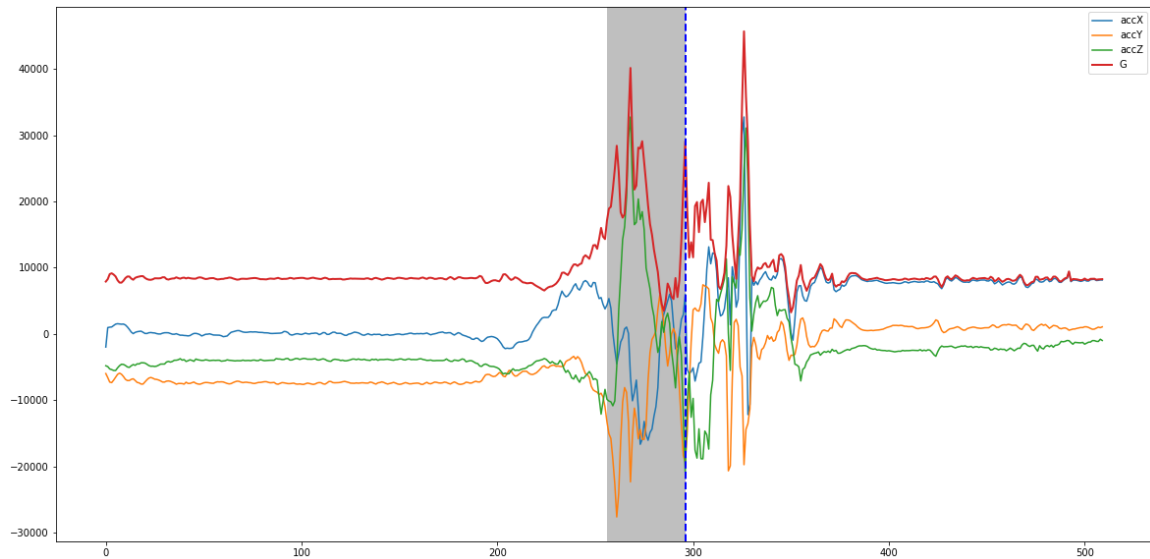


▼ <SLJ003>

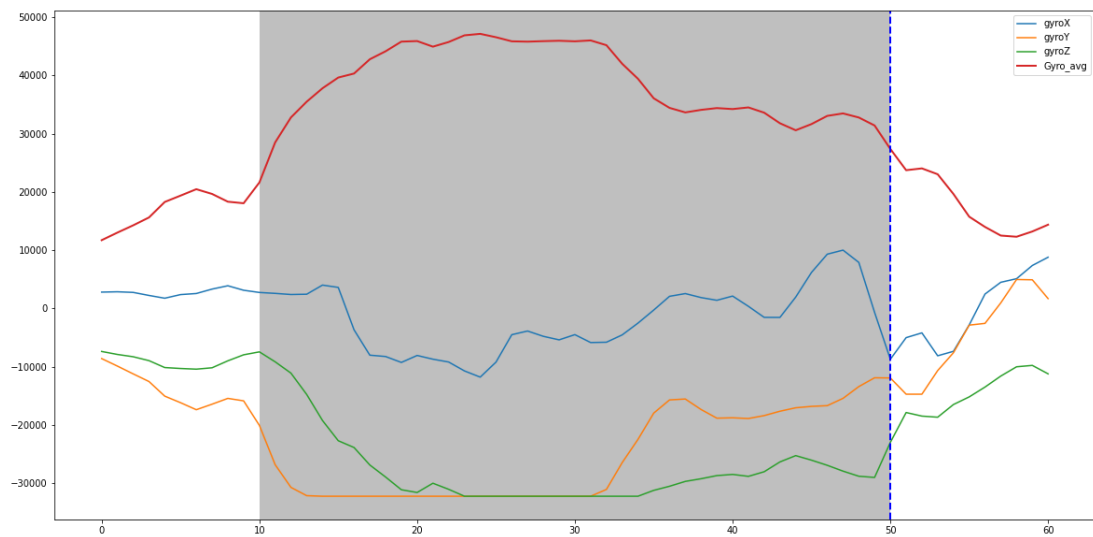


▼ JumpSpin02

- low jump spin X 1

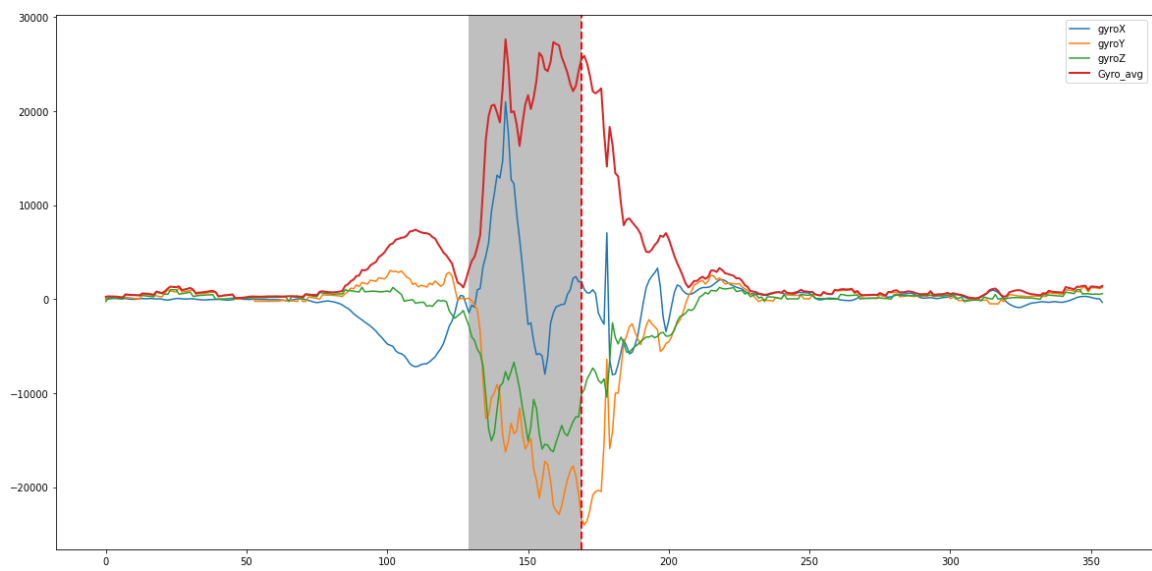
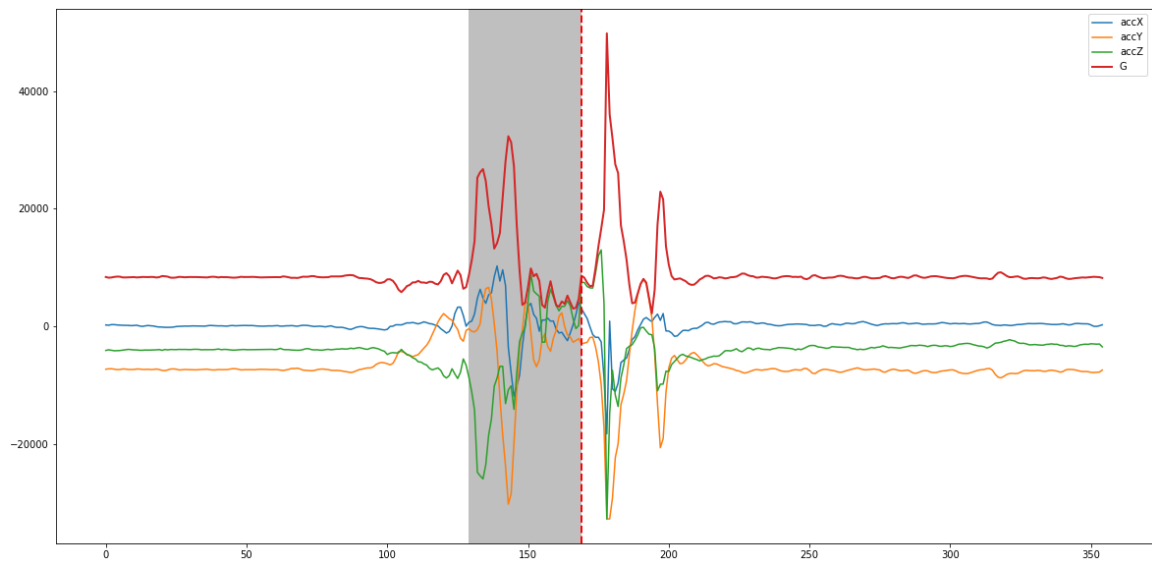


▼ <SLJ004>



▼ JumpSpin03

- high jump spin X 1



▼ <SHJ001>

