Combined compression and simplification of dynamic 3D meshes errata

After publication of the paper we have been notified that there are several mistakes in the paper, mainly concerning the parameters of datasets used.

In the section Evaluation, second paragraph should read:

We have used high precision datasets which describe human movement. We have used the dance sequence (7061 vertices, 201 frames), the human jump sequence[22,23] (15 830 vertices, we have chosen a subset of 200 frames) and a walk sequence (35 626 vertices, 187 frames) generated by the animation software SmithMicro Poser (http://graphics.smithmicro.com/go/poser).

In the section Evaluation, third paragraph should read:

For the human motion sequences, it can be Argus that a skinning approach, where a bone system is sent with the model in some basic pose, can achieve better compression ratios. However, aside from the fact that for some of the sequences a bone system is not known, we have also tested our approach on a sequence of falling cloth (9 987 vertices, 200 frames), where a bone system can be applied only with some difficulties,[24] and even then it produces quite high number of bones, higher than the number of eigentrajectories.

Table 1 should list correct numbers of vertices and frames:

Dataset	Human jump	Dance
Vertices	15 830	7061
Frames	200	201
Basic vectors	50	33
Original length (kb)	24 734	10 994
…	…	…

Finally, Table 2 also should be corrected:

Sequence	Method	Frames	Vertices	Basis vectors	Encoded data length (B)	Bitrate (bpfv)	KG error (%)
Chicken	Coddyac	350	3030	48	179 915	1.357209	0.145279
Chicken	Proposed	350	3030	48	165 109	1.245518	0.142822
...	...	...	...	...	...	...	...