Video Object Segmentation separates foreground object from background.

**Algorithm**
- Seek the best proposal per-frame
- Refine the segmentation on a locally connected graph.

**Limitations**
- Strongly rely on the quality of the generated proposals
- Suffer challenging scenarios such as fast motion and occlusions

**Our Approach**
- Inference on a fully connected graph built over object proposals.
- Segmentation as grouping of multiple potentially imperfect object proposals

**Contributions**
- SVM classification and resampling to retain proposals with higher discriminative power
- Novel energy function combines appearance with long-range point tracks to ensure robustness with respect to fast motion and occlusions

Project website: [https://graphics.ethz.ch/~perazzif/fcop](https://graphics.ethz.ch/~perazzif/fcop)