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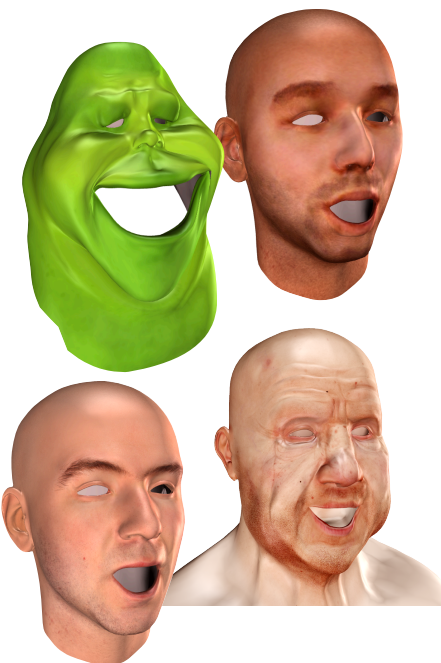
Real-time Performance-Based Facial Animation

Mark Pauly



ÉCOLE POLYTECHNIQUE
FÉDÉRALE DE LAUSANNE

Introduction



Overview

Facial Tracking using Blendshape Model

- rigid transformation + blendshape weights per frame

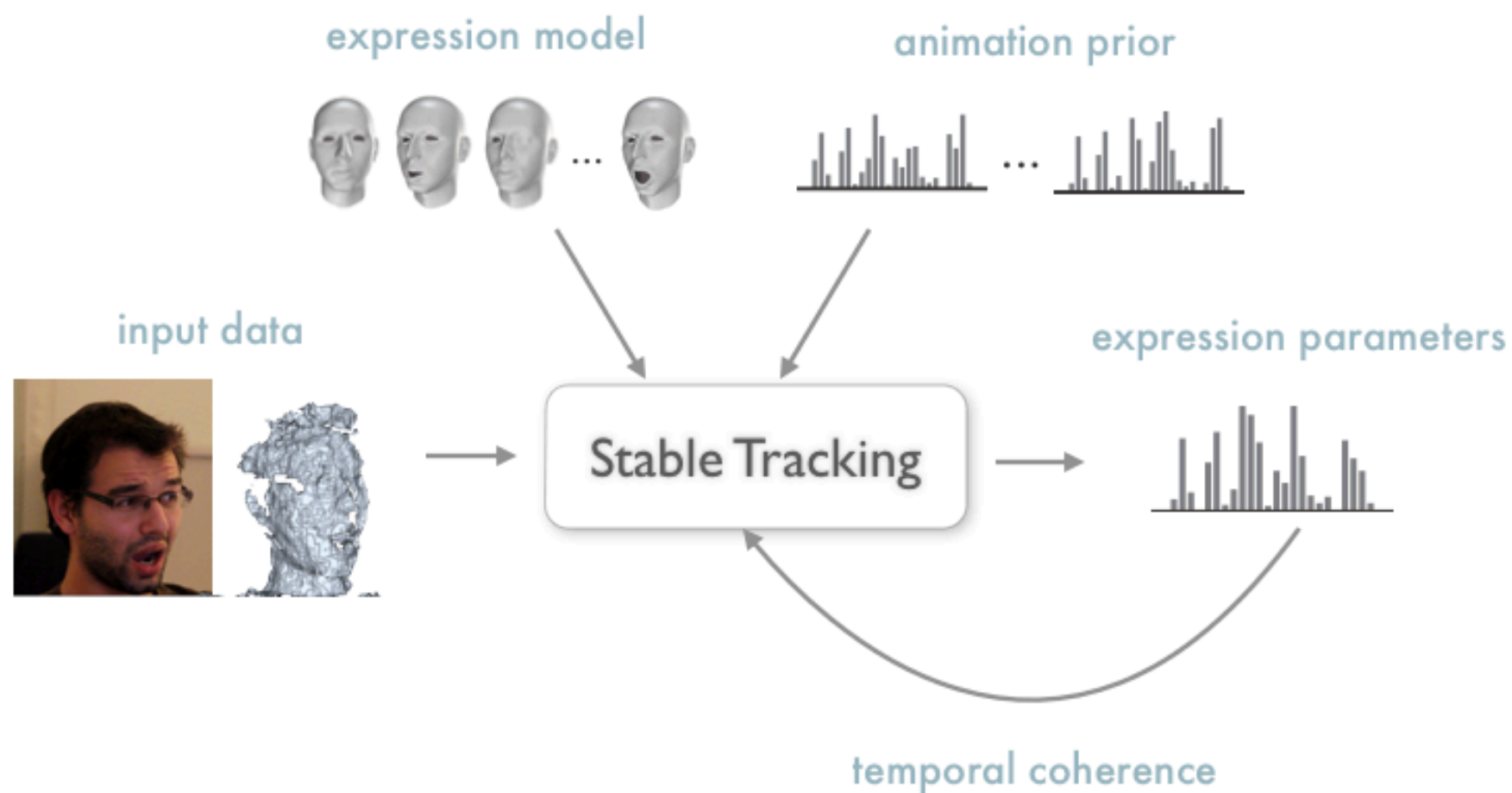
Personalized Blendshape Model

- static face capture
- example based facial rigging

Tracking

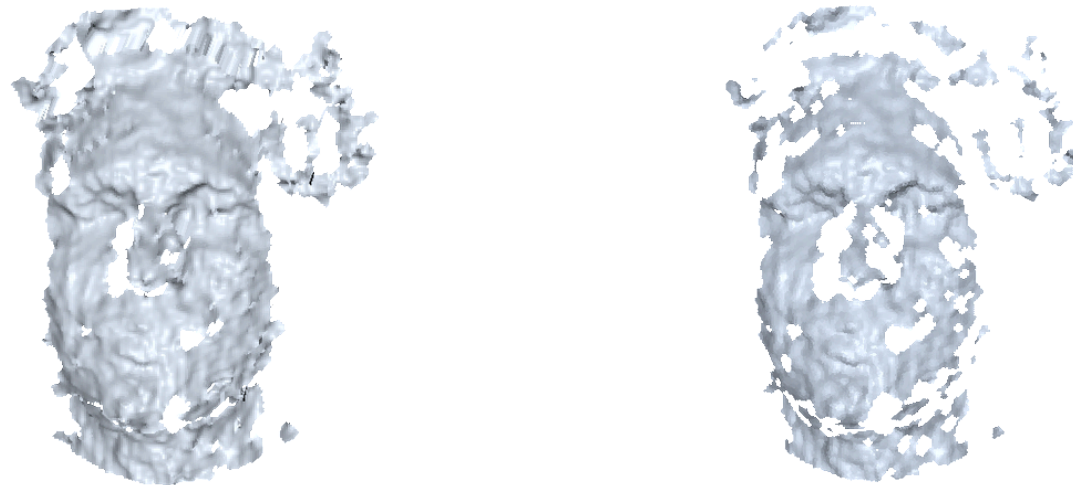
- rigid & nonrigid registration
- **animation prior**

Animation Pipeline



Facial Expression Model

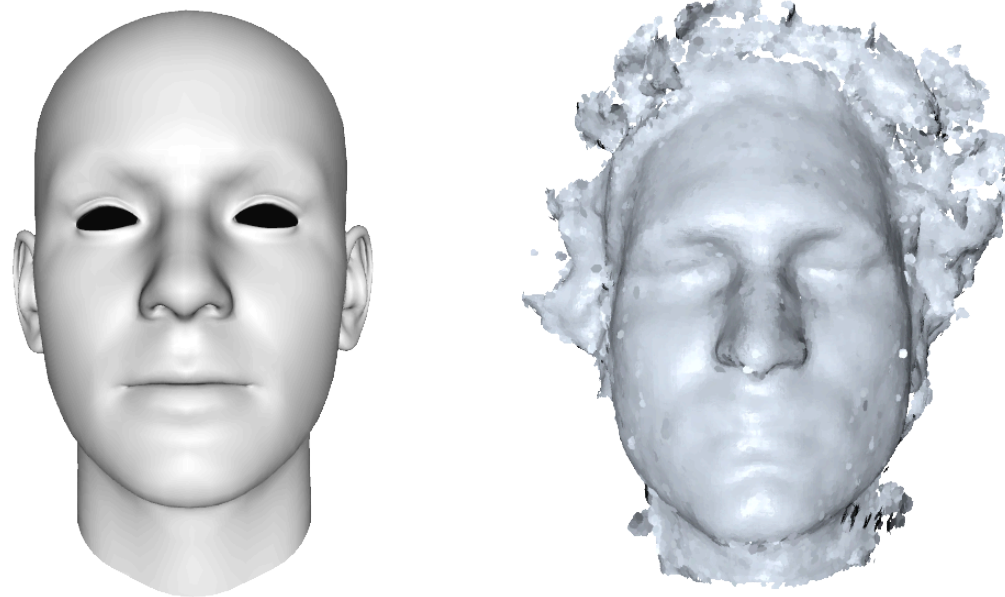
Static Face Capture



[Weise et al, 2009]

Facial Expression Model

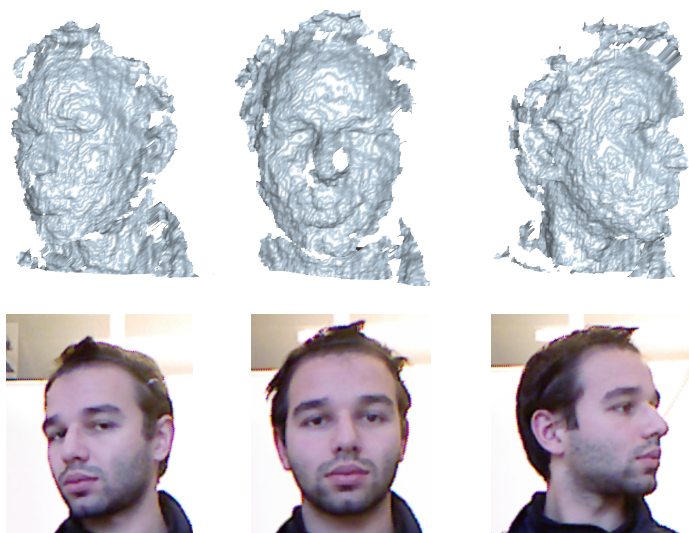
Face Fitting



[Li et al, 2009]

Facial Expression Model

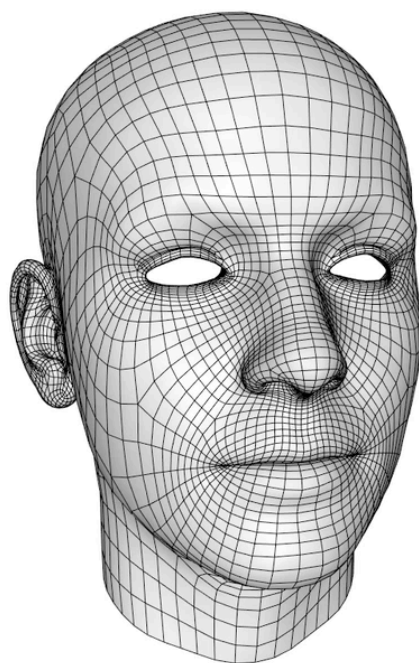
Texture Reconstruction



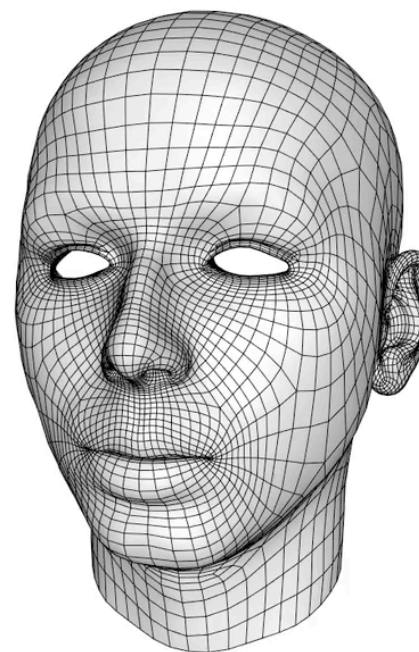
Poisson Image Editing
[Pérez et al, 2003]

Facial Expression Model

Example-based Facial Rigging



generic template



personalized expression model

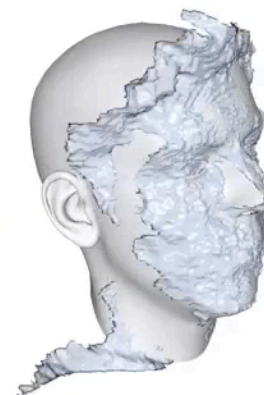
[Li et al, 2010]

Rigid Tracking

Stable rigid head tracking



front



side

Non-rigid Tracking

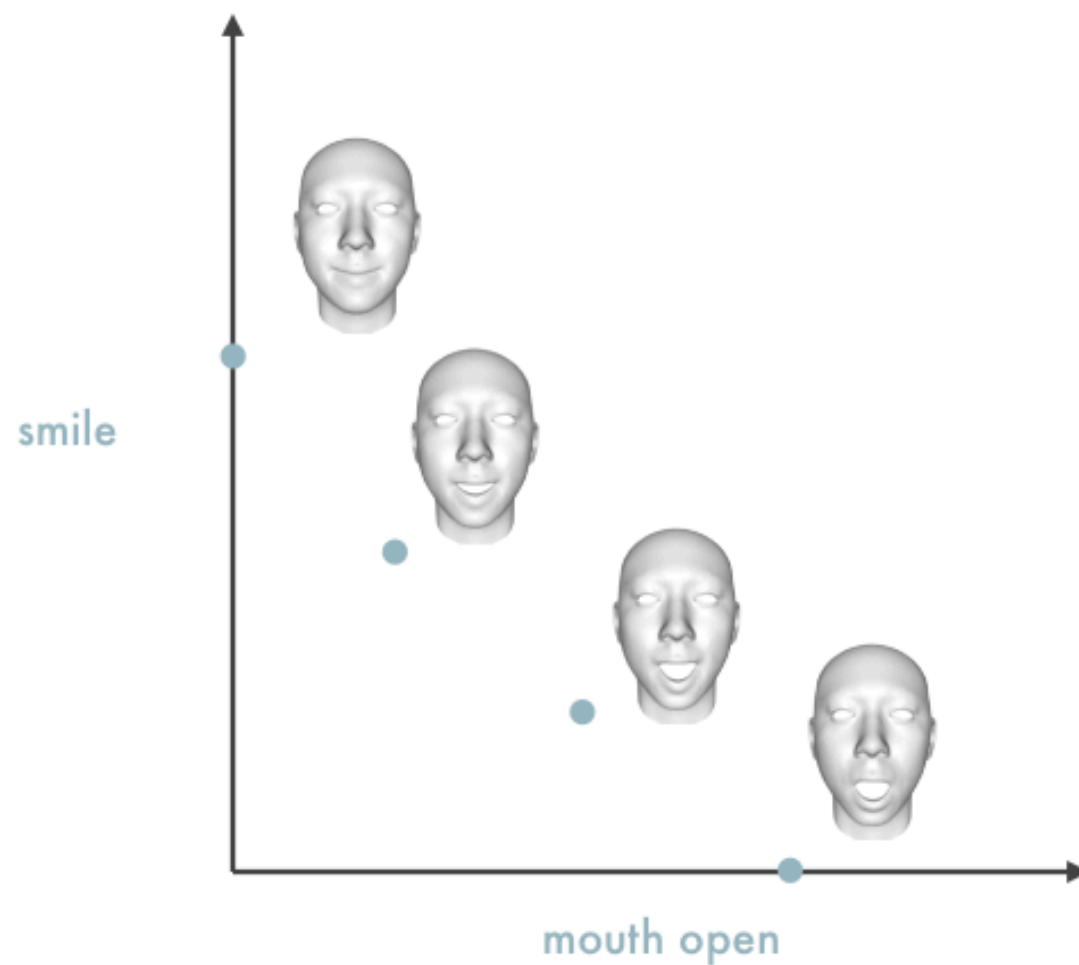
Estimate blendshape weights

- similar to scans & color image
- plausible animation

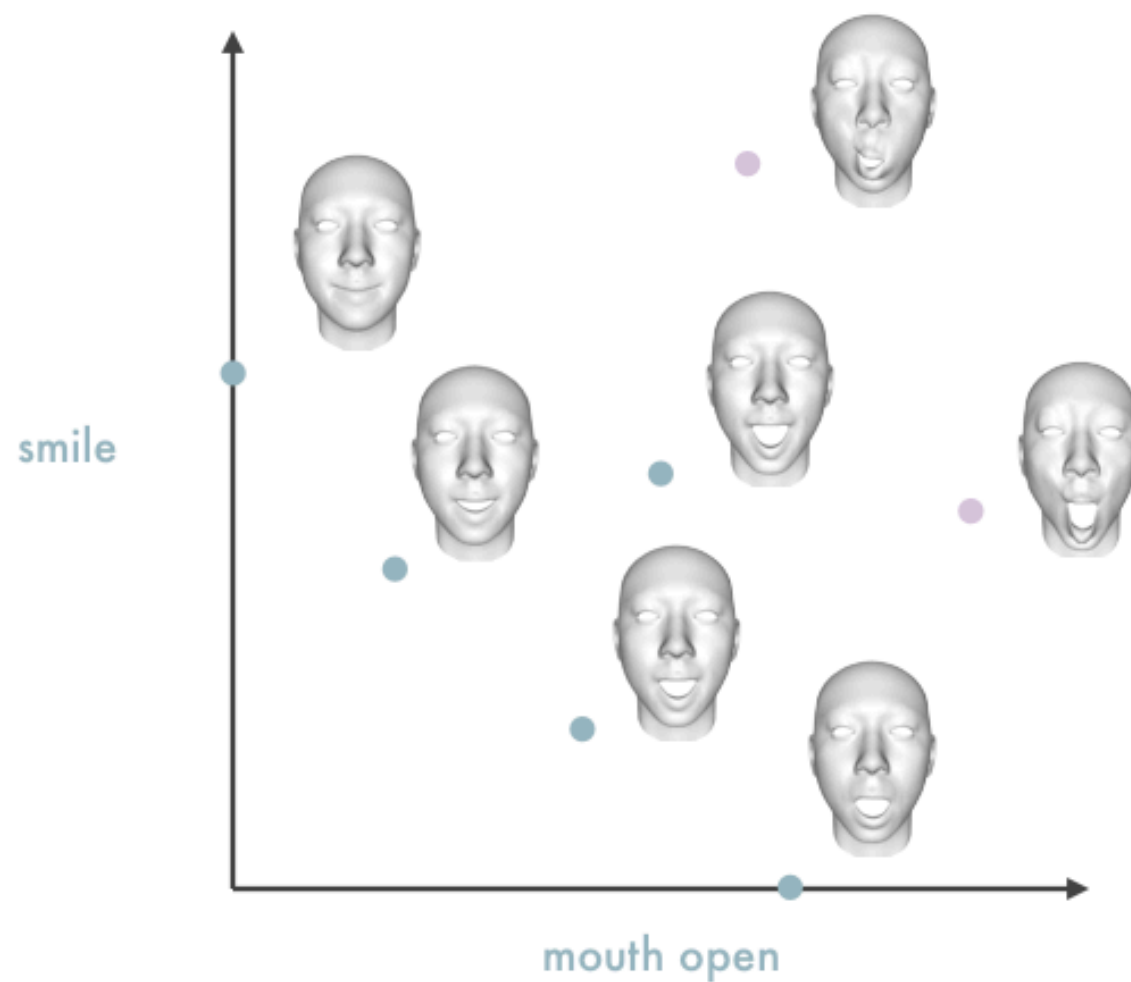
MAP estimation

- non-rigid registration based on geometry & texture
- animation prior from existing animation sequences

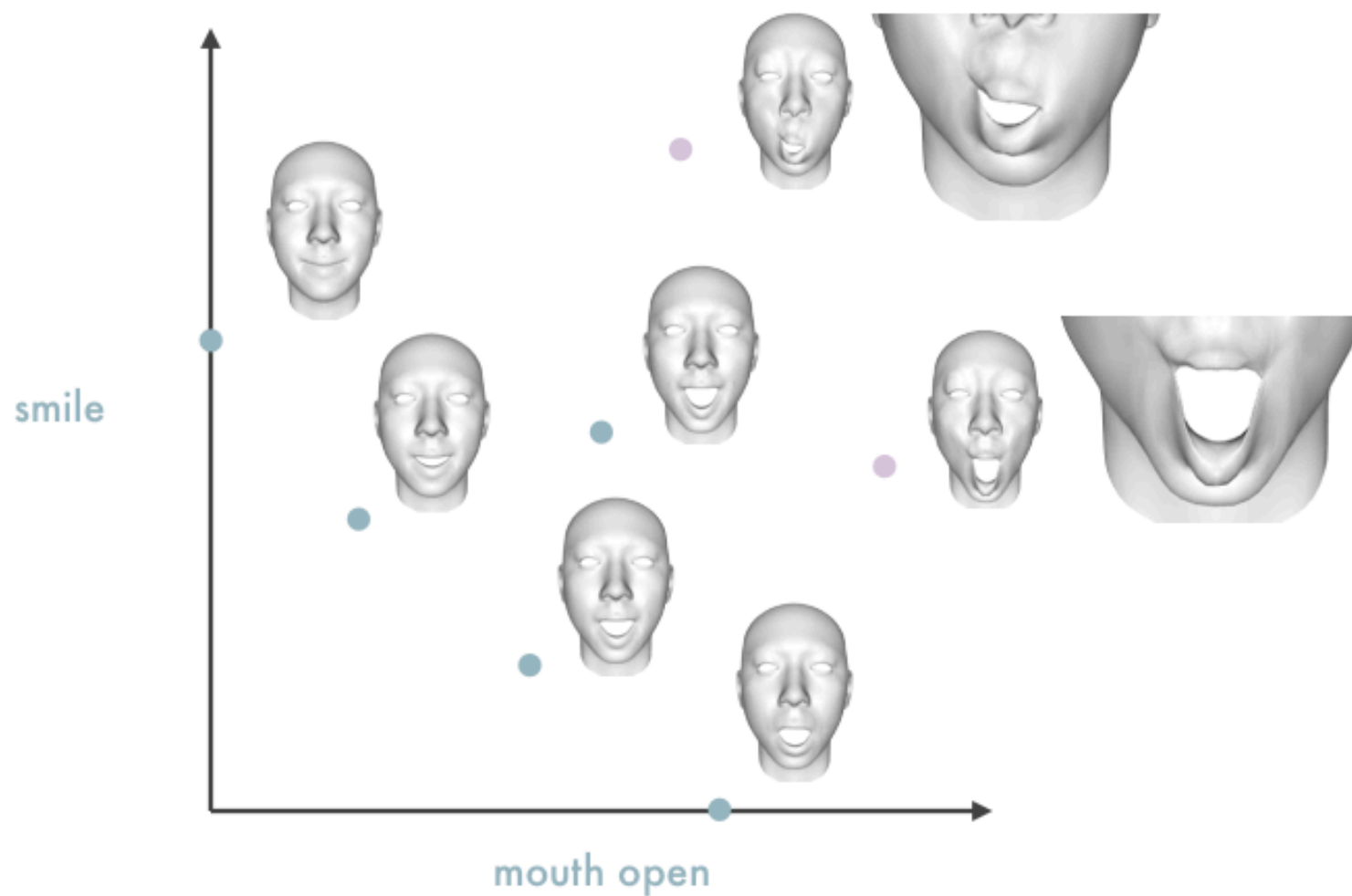
N-Dim Expression Space



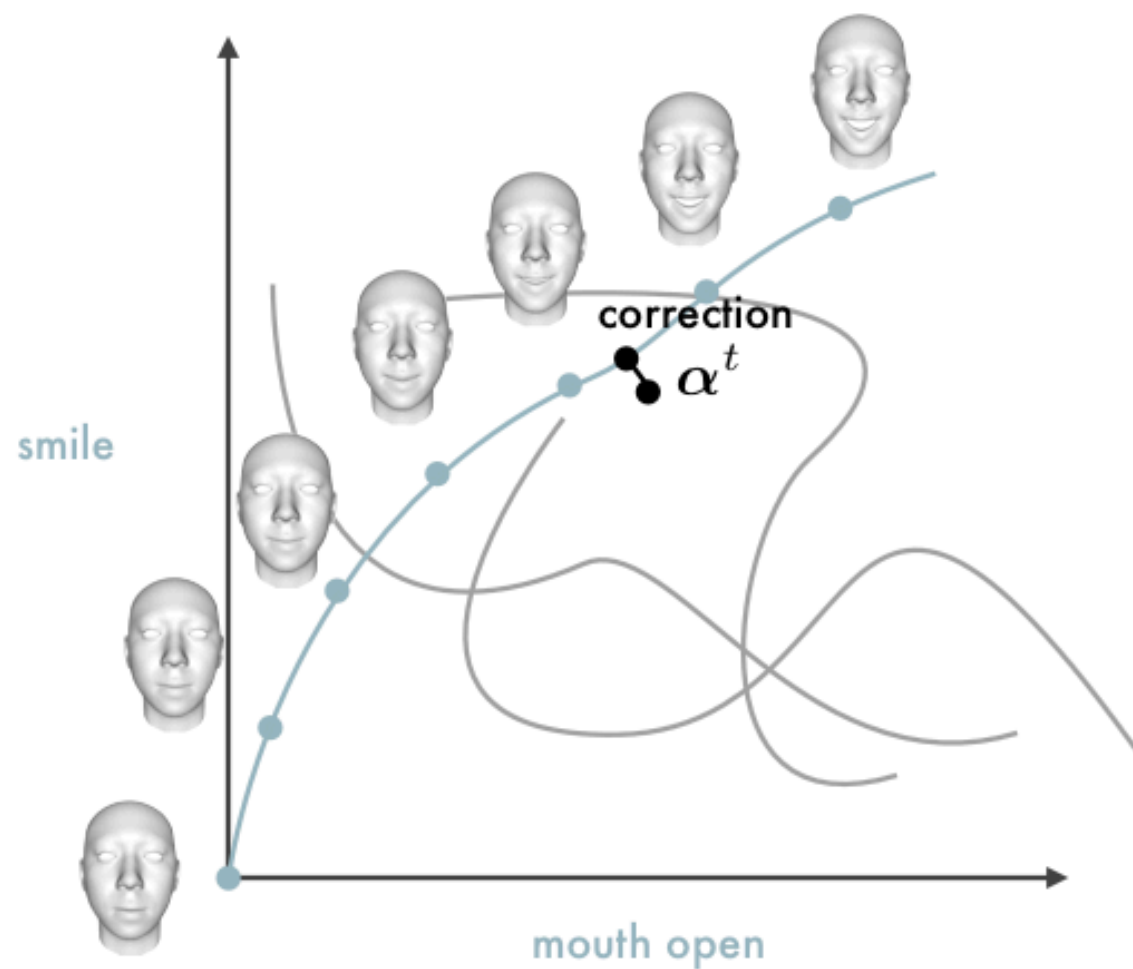
N-Dim Expression Space



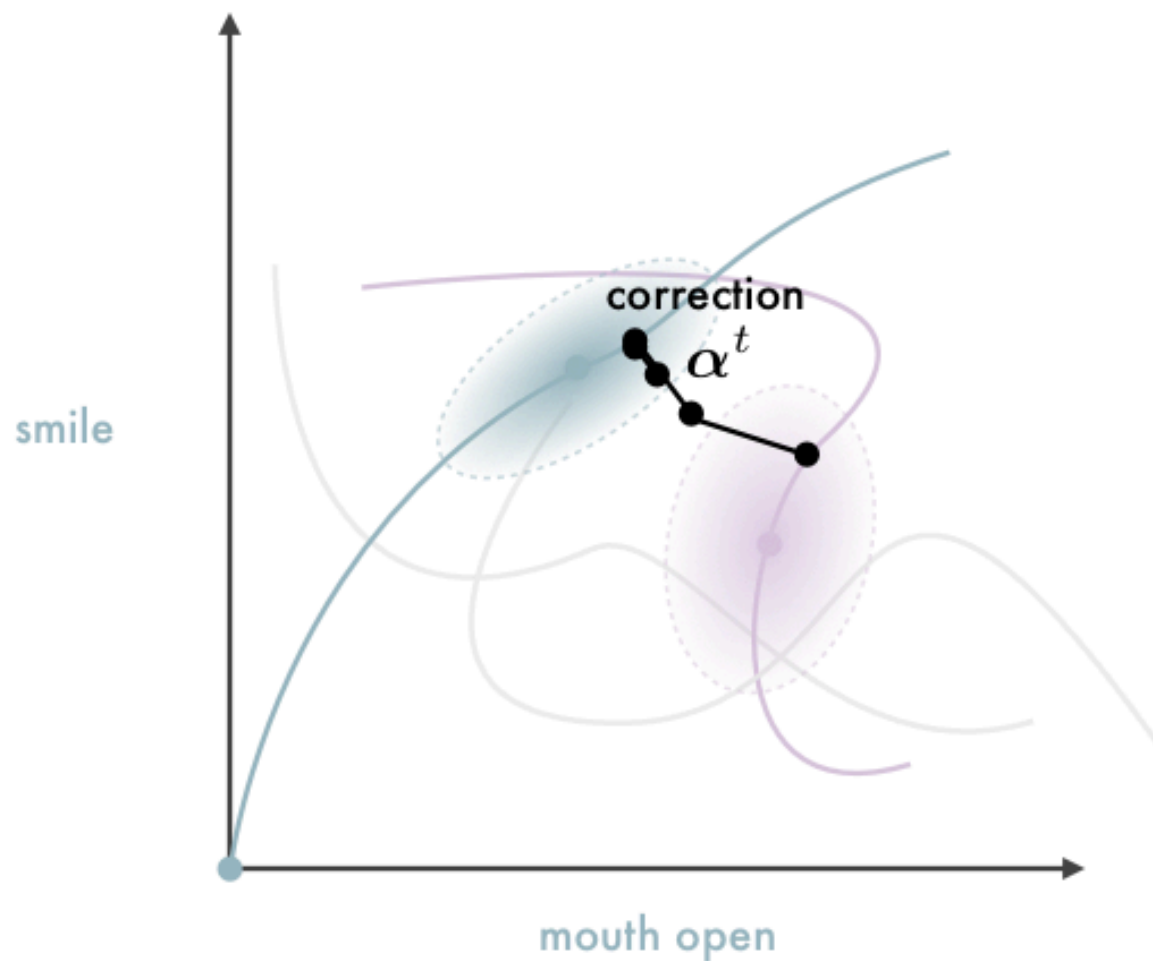
N-Dim Expression Space



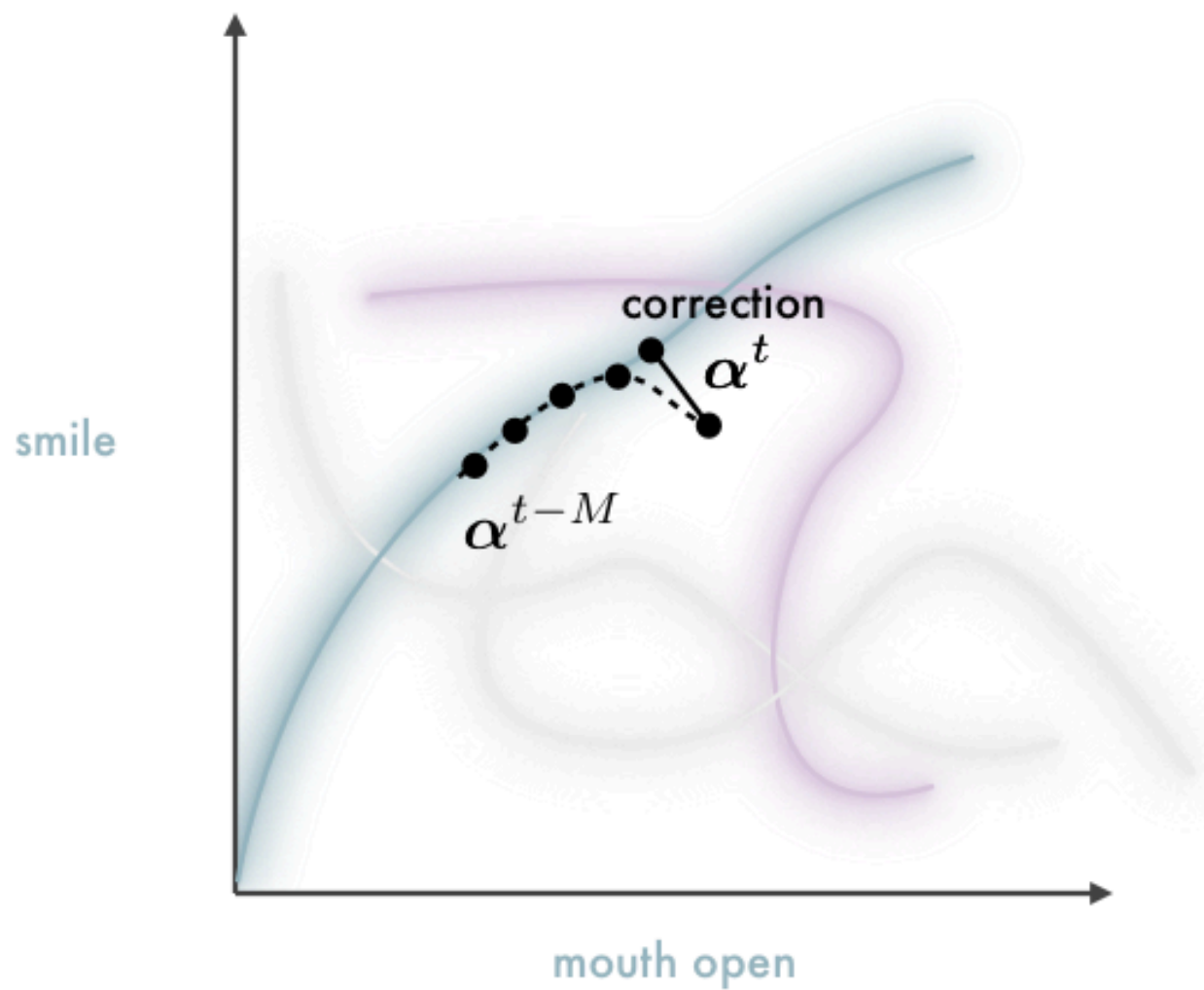
Animation Manifold



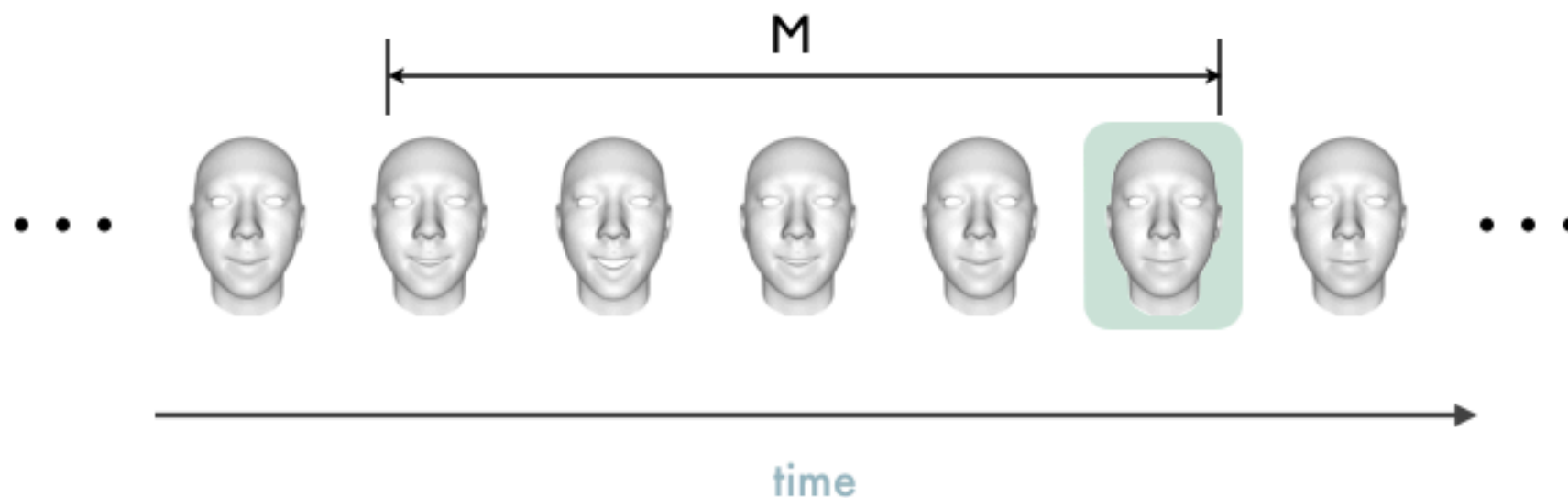
Probabilistic Expression Prior



Probabilistic Animation Prior



Temporal Joint Probabilistic Distribution



$$p(\alpha^t, \dots, \alpha^{t-M}) = \sum_{k=1}^K \pi_k \mathcal{N}(\alpha^t, \dots, \alpha^{t-M} | \mu_k, C_k C_k^T + \sigma_k^2 I).$$

MPPCA model

weights

mean

principal components

Gaussian noise

MAP Estimation



$$\alpha^t = \arg \max_{\alpha} p(\alpha | D, \alpha^{t-1}, \dots, \alpha^{t-M})$$

MPPCA

$$\approx \arg \max_{\alpha} \underbrace{p(D|\alpha)}_{\text{likelihood}} \underbrace{p(\alpha, \alpha^{t-1}, \dots, \alpha^{t-M})}_{\text{prior}}$$

geometry



$$p(G|\mathbf{x}) = \prod_{i=1}^V k_{geo} \exp\left(-\frac{\|\mathbf{n}_i^T(\mathbf{v}_i - \mathbf{v}_i^*)\|^2}{2\sigma_{geo}^2}\right)$$

texture



$$p(I|\mathbf{x}) = \prod_{i=1}^V k_{im} \exp\left(-\frac{\|\nabla I_i^T(\mathbf{p}_i - \mathbf{p}_i^*)\|^2}{2\sigma_{im}^2}\right)$$

Demo



www.faceshift.com