



# Fuzzy Connections in realistic real-time facial animation

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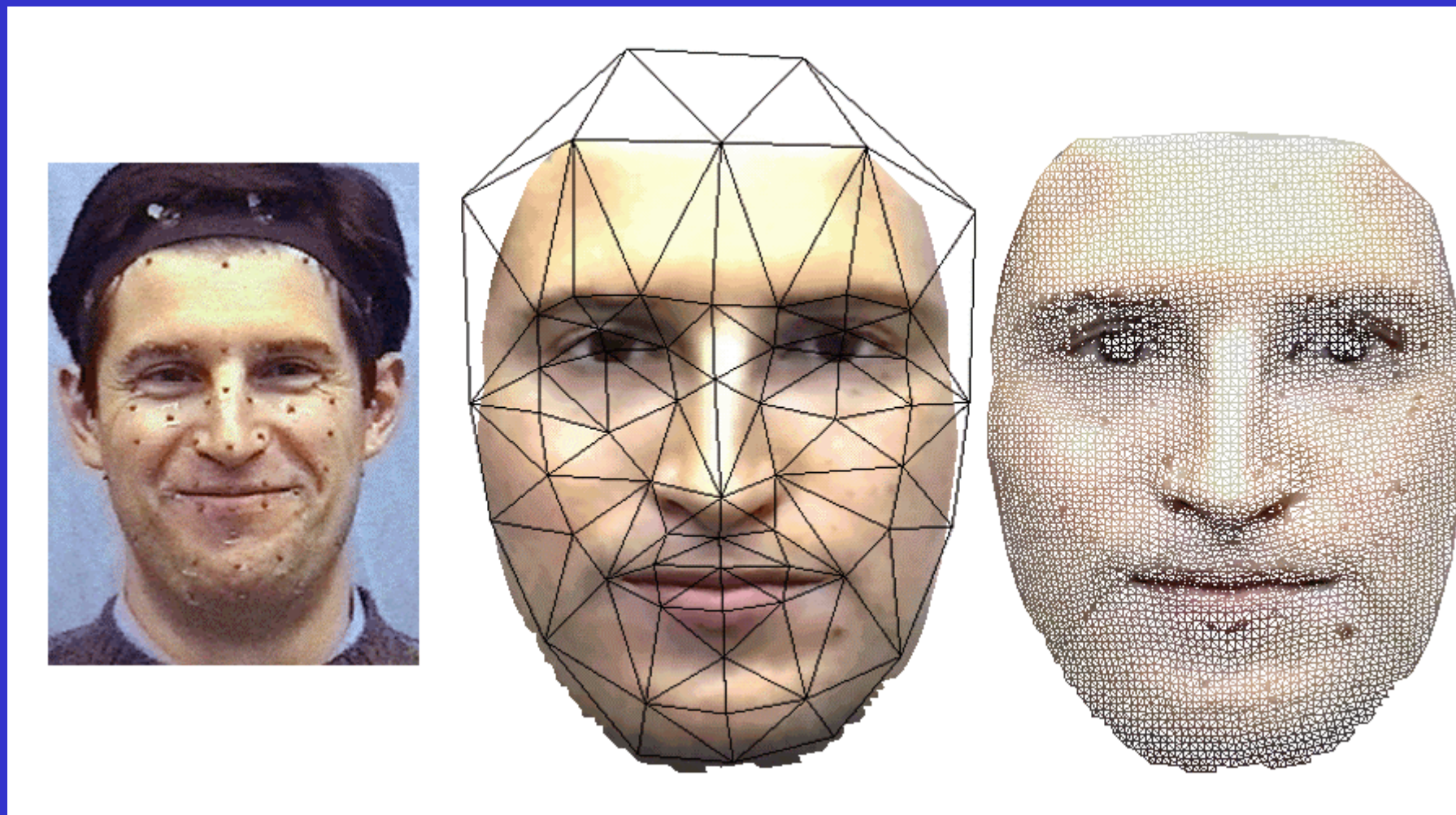
# Face Animation

- Anatomical synthesis: highly detailed biomechanics modeling of facial tissue (FEM, Multi-layer models... e.g. Koch et al., 1998; Badler, 2000).
- Exterior reproduction: highly detailed reproduction of the surface of the face, mainly in Computer Graphics (e.g. Lee et al., 1998; Guenter et al., 1998).

# Our real-time approach

- Hybrid approach;
- Two-layers model.
- Upper topological mesh.
- Lower control mesh.

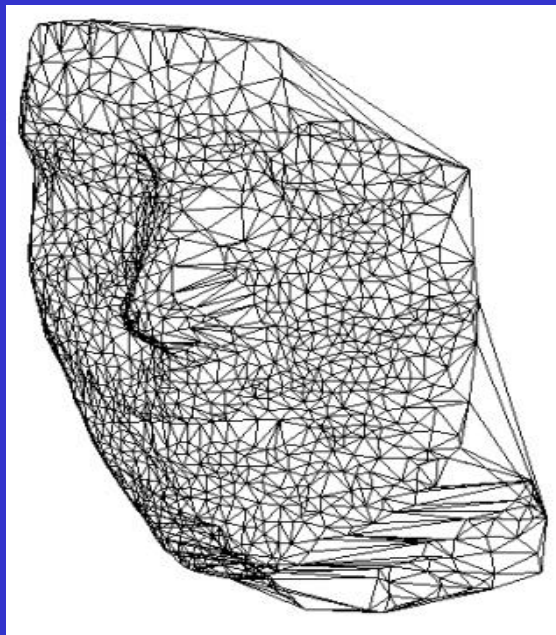
# Two-layers animation



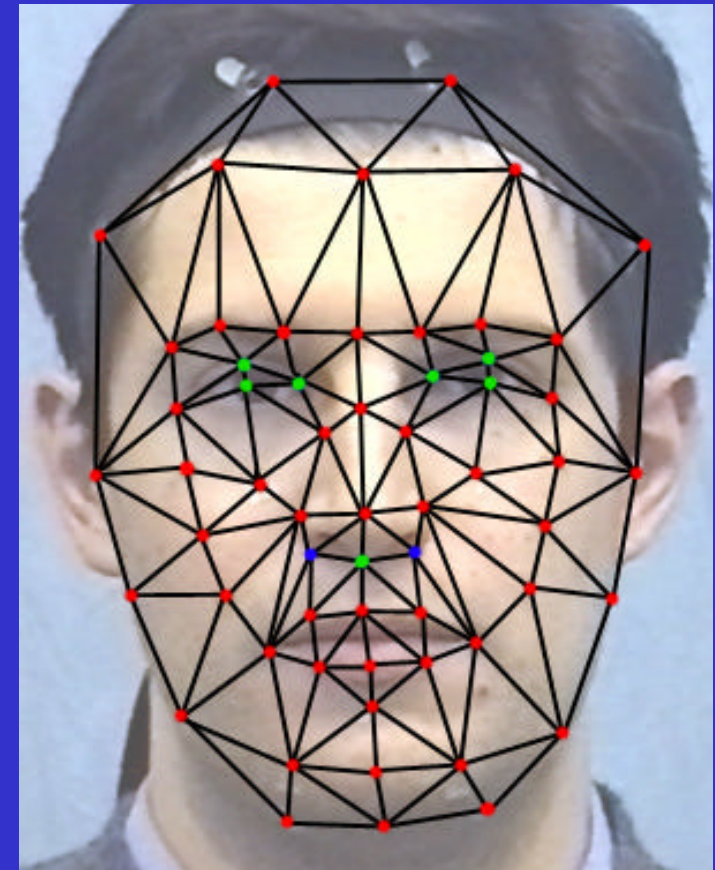
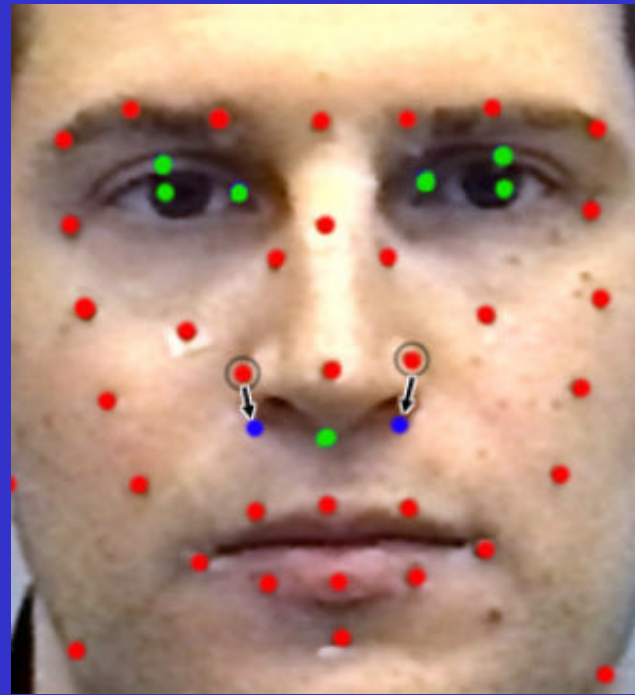
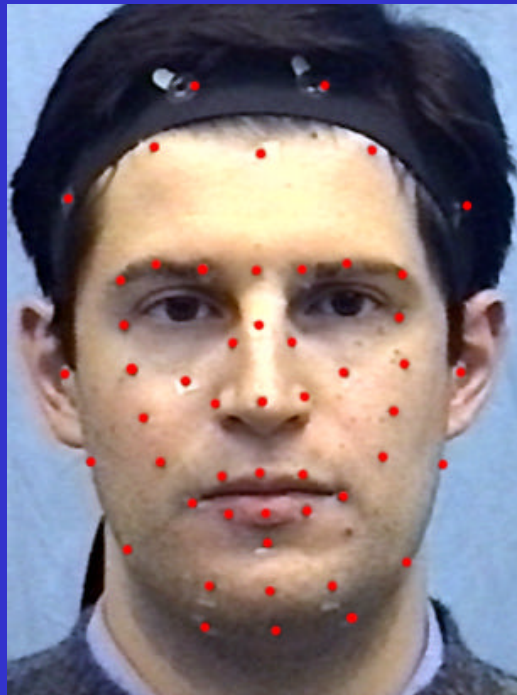
The deformation of the topological mesh is induced by a deformation of the control mesh.



# Acquisition of topological mesh



# Construction of the control mesh



## 51 Markers are positioned on the subject (MPEG-4):

- *Difficulty in applying them:*

Around the eyes and inside the lips.

Base of the nose (visibility from the cameras).

- *To identify a local reference system (optional):*

Elastic band with four markers.

● Acquired markers (51)

● Virtual markers anchored to the head (7)

● Virtual markers anchored to real ones (2)

For a total of 60 markers

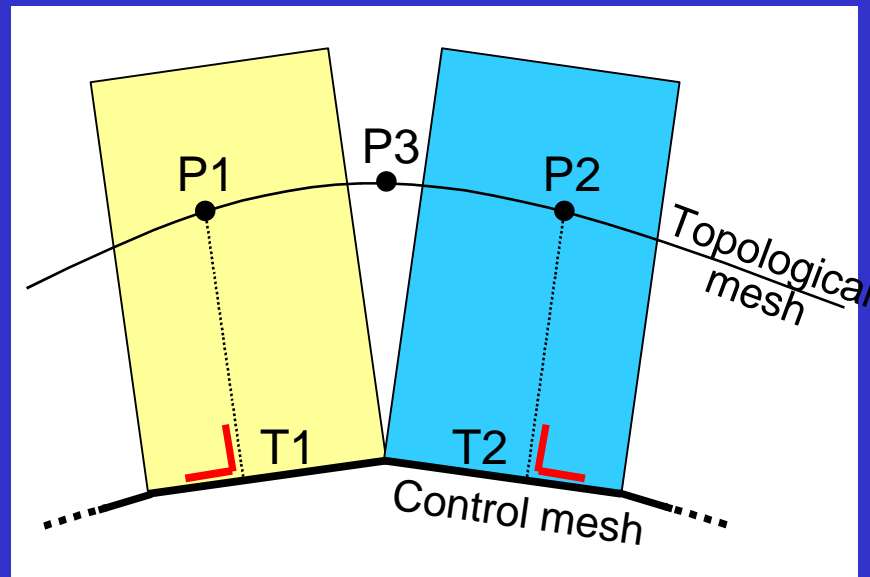


# Where is the problem in the connection?

$\forall P_i$  of the topological mesh:

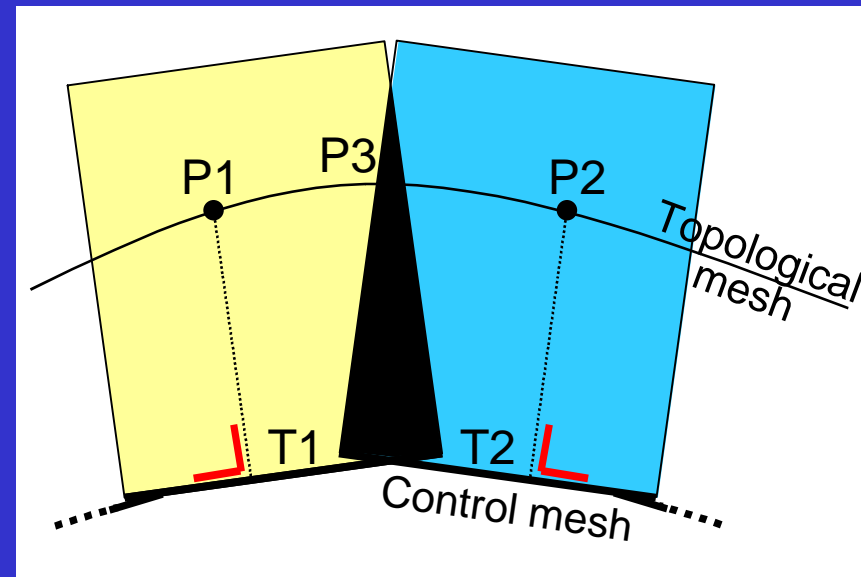
- 1) Determine the triangle onto which  $P_i$  is projected.
- 2) Compute the intrinsic coordinates of  $P_i$ .

Here is what happens close to the border of a control triangle:



$P1 \perp T1 \in T1$      $P3 \perp T1 \notin T1$   
 $P2 \perp T2 \in T2$      $P3 \perp T2 \notin T2$

No projection for P3.

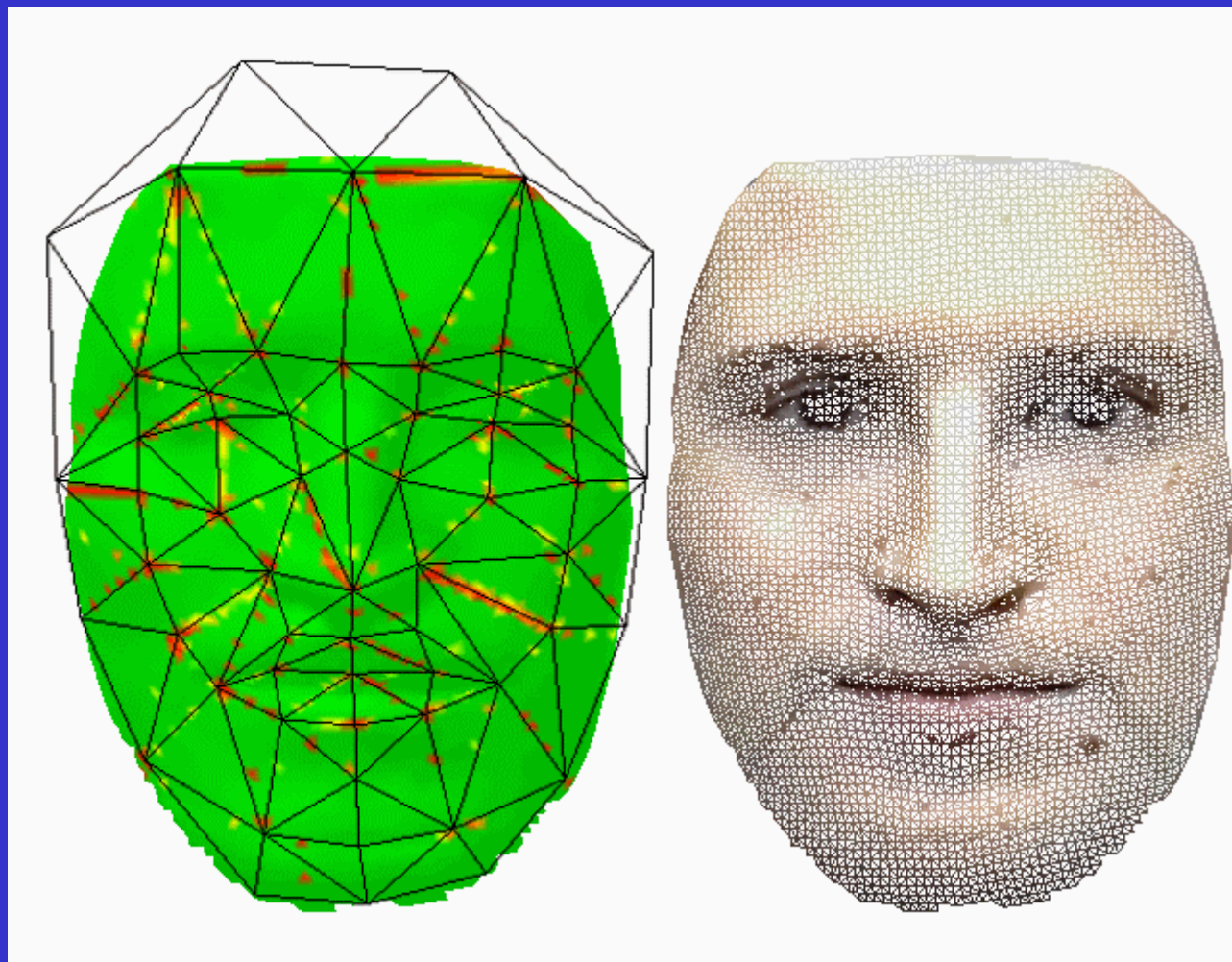


$P1 \perp T1 \in T1$      $P3 \perp T1 \in T1$   
 $P2 \perp T2 \in T2$      $P3 \perp T2 \in T2$

Two projected points for P3.

**Here is where fuzzy assignment comes into play.**

# Fuzzy association

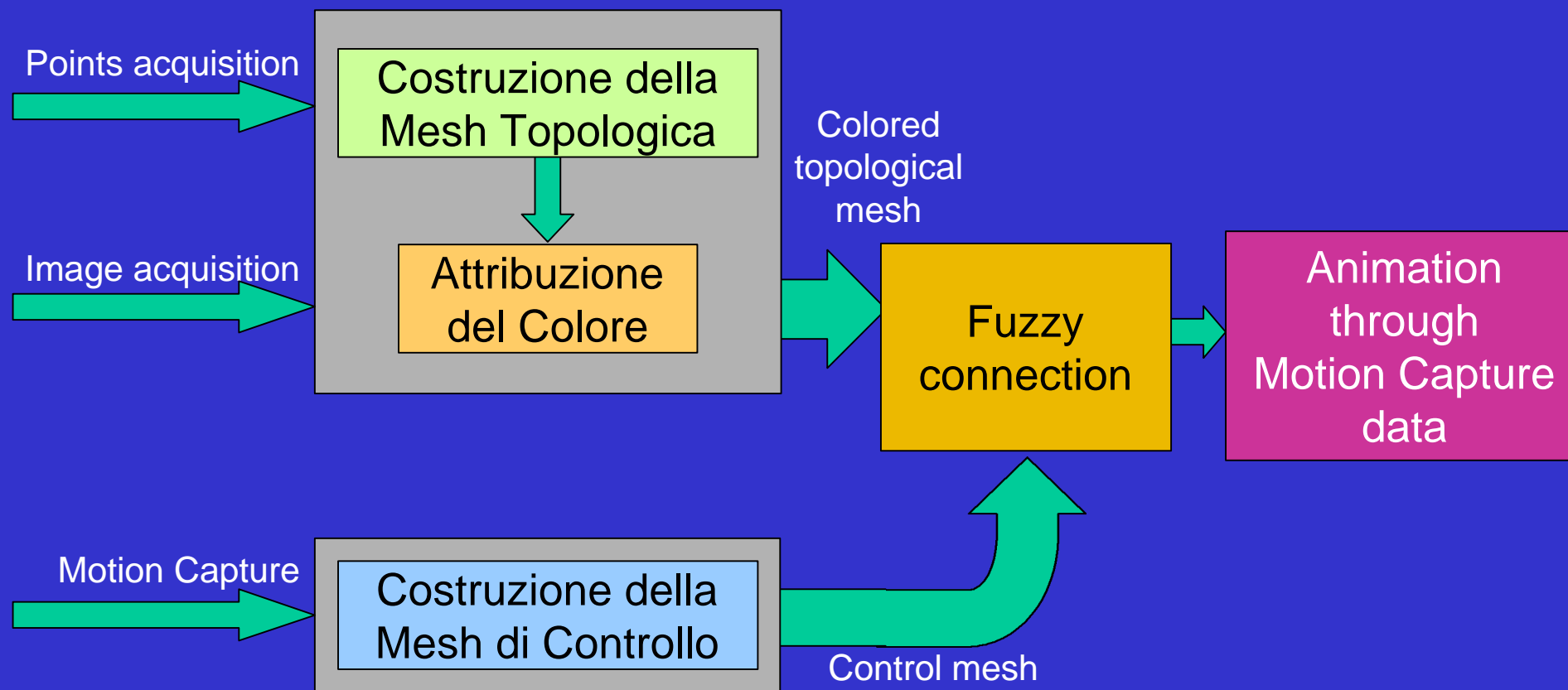


Rigid association

Fuzzy association



# General schema of the system



Results are available at MAVR's  
home page:

<http://www.inb.mi.cnr.it/borghese.html>