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Chapter 1
Computer Facial Animation: A Survey

Zhigang Deng and Junyong Noh

1.1 Introduction

Since the pioneering work of Frederic I. Parke [1] in 1972, significant research efforts have been attempted to generate realistic facial modeling and animation. The most ambitious attempts perform the face modeling and rendering in real time. Because of the complexity of human facial anatomy and our inherent sensitivity to facial appearance, there is no real-time system that generates subtle facial expressions and emotions realistically on an avatar. Although some recent work has produced realistic results with a relatively fast performance, the process for generating facial animation entails extensive human intervention or tedious tuning. The ultimate goal for research in facial modeling and animation is a system that (1) creates realistic animation, (2) operates in real time, (3) is automated as much as possible, and (4) adapts easily to individual faces.

Recent interest in facial modeling and animation has been spurred by the increasing appearance of virtual characters in film and video, inexpensive desktop processing power, and the potential for a new 3D immersive communication metaphor for human-computer interactive. Much of the facial modeling and animation research is published in specific venues that are relatively unknown to the general graphics community. There are few surveys or detailed historical treatments of the subject [2]. This survey is intended as an accessible reference to the range of reported facial modeling and animation techniques.

Strictly classifying facial modeling and animation techniques is a difficult task, because exact classifications are complicated by the lack of exact boundaries between methods and the fact that recent approaches often integrate several methods to produce better results. In this survey, we roughly classify facial modeling and animation techniques into the following categories: blend shape or shape interpolation (Section 1.2), parameterizations (Section 1.3), facial action coding system-based approaches (Section 1.4), deformation-based approaches (Section 1.5), physics-based muscle modeling (Section 1.6), 3D face modeling (Section 1.7), performance-driven facial animation (Section 1.8), MPEG-4 facial animation (Section 1.9), visual speech animation (Section 1.10), facial animation editing (Section 1.11), facial animation transferring (Section 1.12), and facial animation compositing (Section 1.13).

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Data-Driven 3D Facial Animation

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Overview

Editors: Zhigang Deng, Ulrich Neumann

- The contributions span both active researchers in academia and graphics/animation experts working in leading studios
- There is no other book available that specifically and systematically describes the new and popular data-driven facial animation techniques developed in recent years

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