Abstract

In this paper, we proposed a parametric model based facial animation synthesis. In the proposed algorithm various facial expressions are generated using the parametric models and the novelty of the algorithm is that new expressions can be generated by blending selected expressions. A complete parameterized model for faces would allow the animator to create any facial image by specifying the appropriate set of parameter values. Using the interface developed along with the proposed algorithm, these images can be used to develop an animation based on an interactive system, virtual reality and games. Interface allows selection of linear and non linear interpolation, play animation and save animation. In this paper we have highlighted advantages and disadvantages of linear and non linear interpolation and proposed a method which incorporates advantages of both.

Reference

Index Terms

Computer Science  Computer Graphics

Key words

Parametric model

facial animation

blending

interpolation

key-frame