Realistic animation of an expressive human face has been possible for some years, but the creation process requires a considerable texture detailisation, modelling, muscle animation and plenty of human resources. In this connection necessity of using automatization techniques might exist. According to [] neuron networks show the most significant impact on solving non-trivial challenges such as facial recognition and generating 3D objects. Besides the neuron networks can be useful in creating 3D person avatar in VR/AR projects. For instance, Microsoft Corporation has been developing 3D hologram communication application [].