

Text Driven Talking Heads

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Abstract

The aim of this project is to build a head motion synthesizer for a lifelike animated avatar. The head motions will be predicted entirely from the text of transcribed speech with the aim of finding a mapping between the text and natural head motions. Unlike previous areas of research where the head motions are generated from recorded speech.

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Chapter 1

Introduction

1.1 Test

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Chapter 2

Background Information

2.1

Chapter 3

Project Goal

3.1

Chapter 4

Implementation

4.1

Chapter 5

Evaluation

5.1 System Performance

5.2 Subjective Analysis

5.3 Objective Analysis

5.4 Conclusion

Chapter 6

Discuss and Future Work

6.1 Data Driven System