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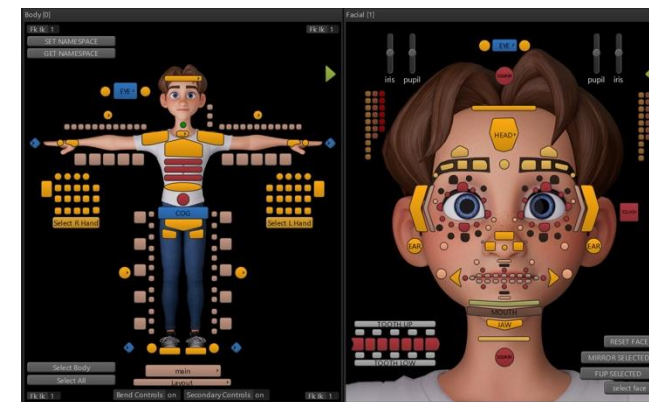
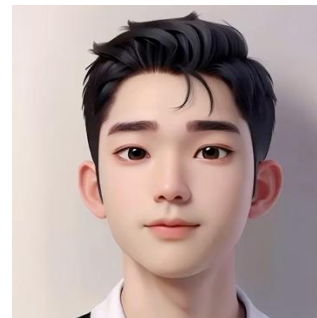
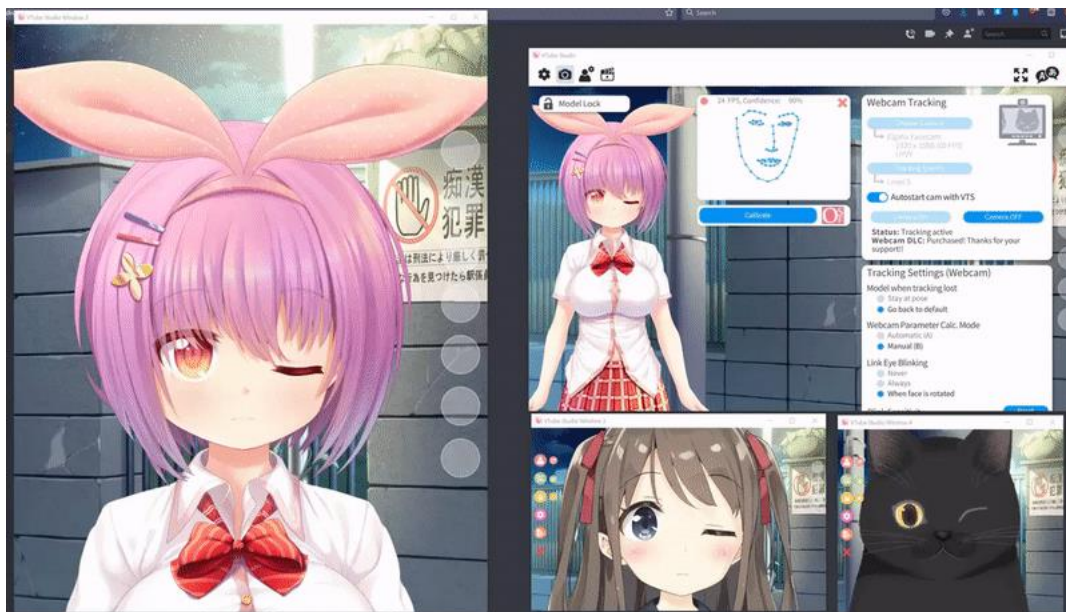
# AI 활용 특강 LLM for AI Vtuber(1)

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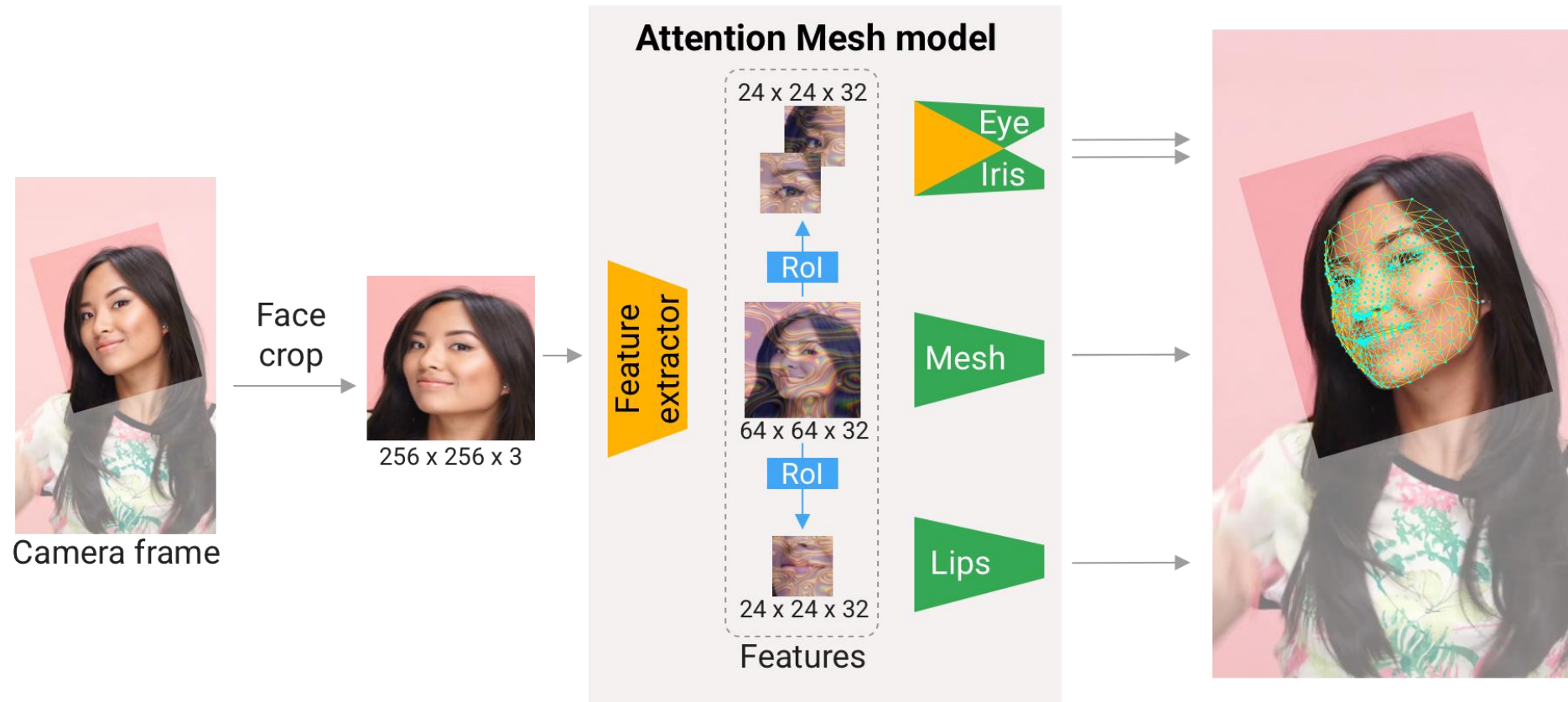
# How to running ~~AI Vtuber?~~

# 어떻게 버튜버 얼굴 움직이게 할려면?

- Input
  - VRM or moc3 etc... character file
  - The actual face of the target to be tracked

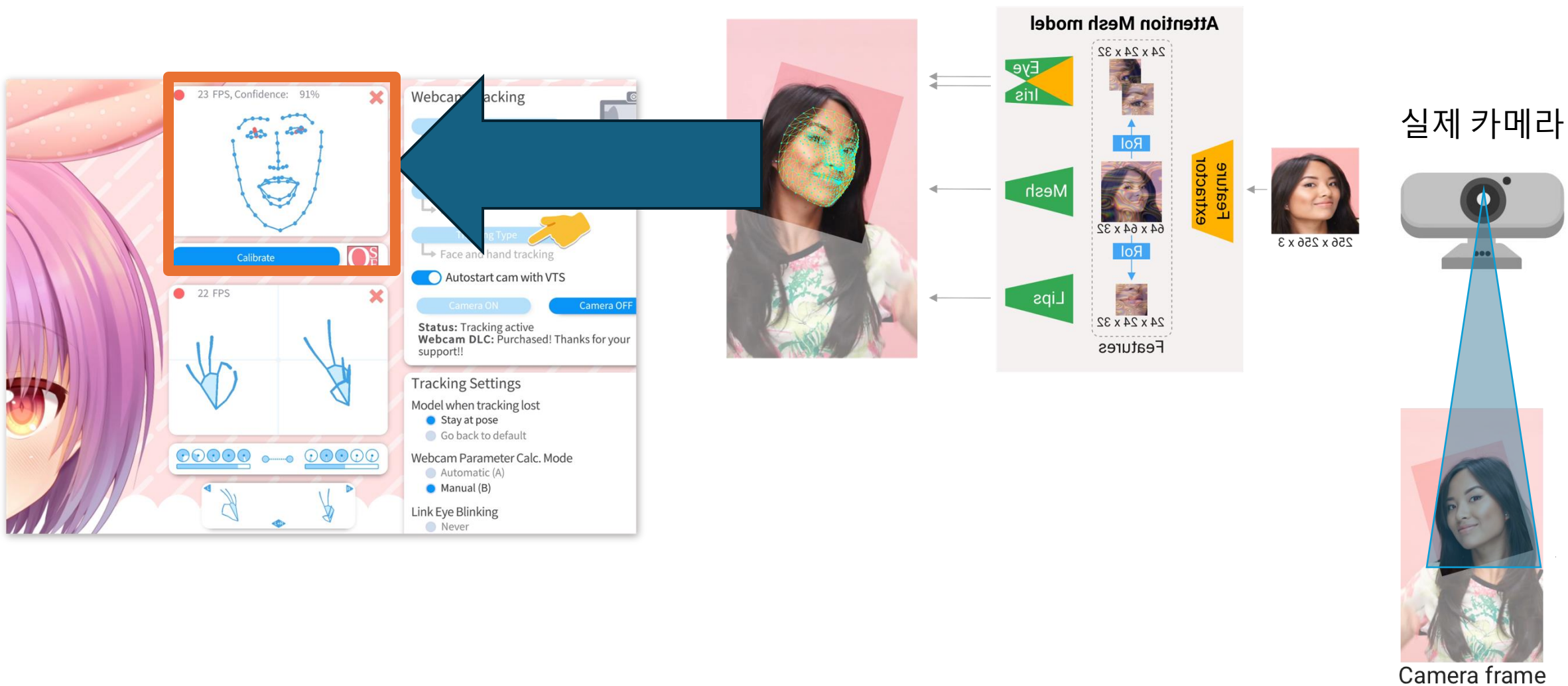


# How to get Face Tracking?



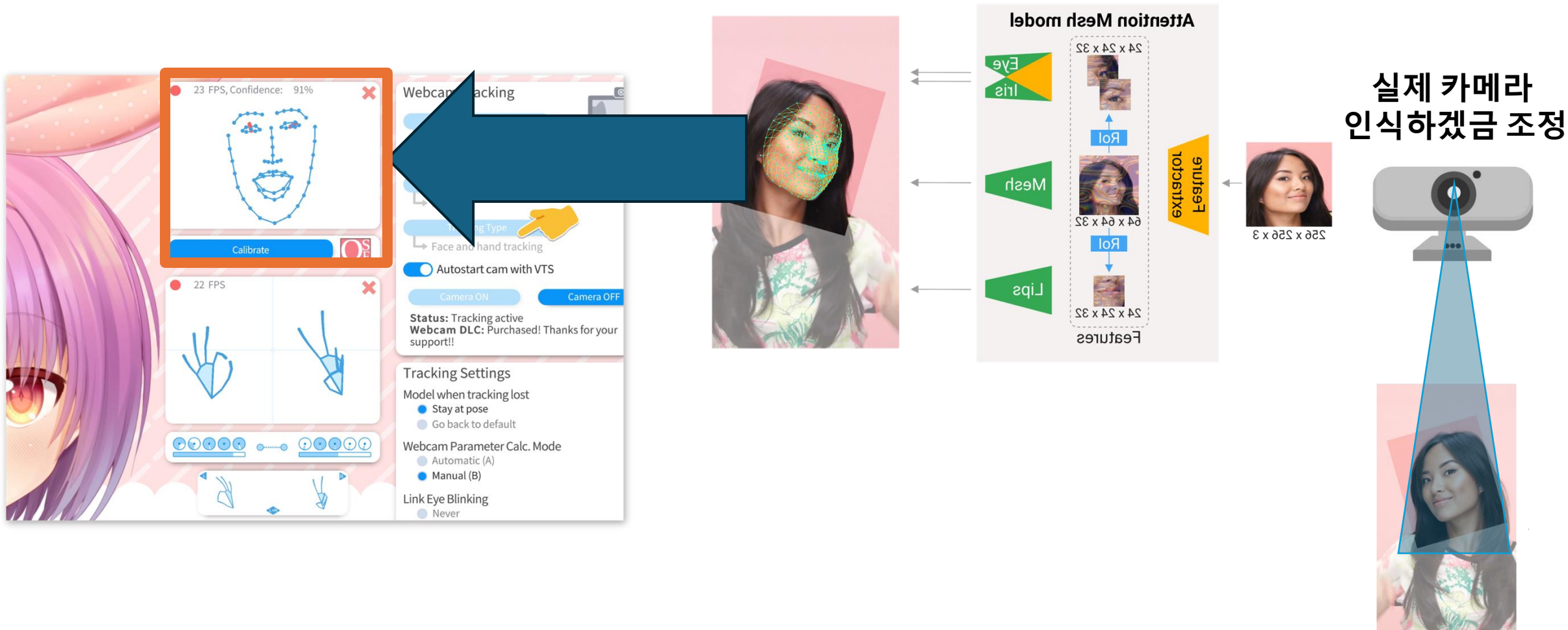
\* Media Pipe – face Tracking

# 평상시 베티버 할 때 상황



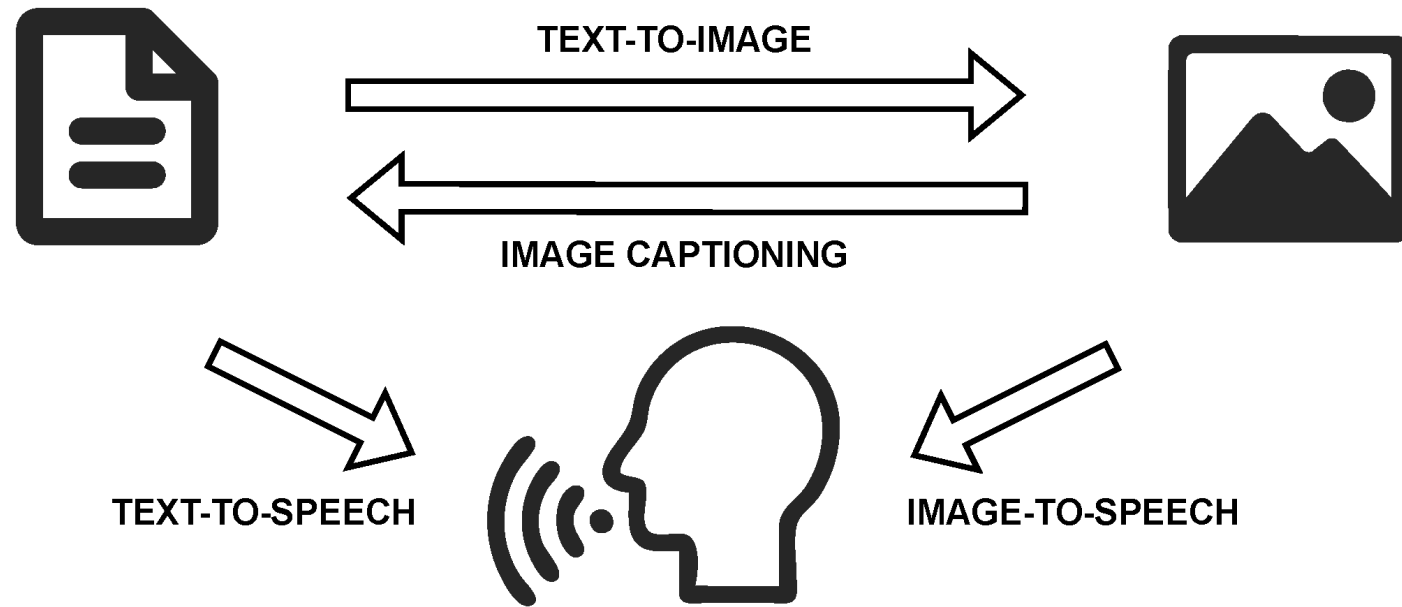


# 사람 없이 벙벙할려면?



말할때 나오는 표정 생성 기능 구현

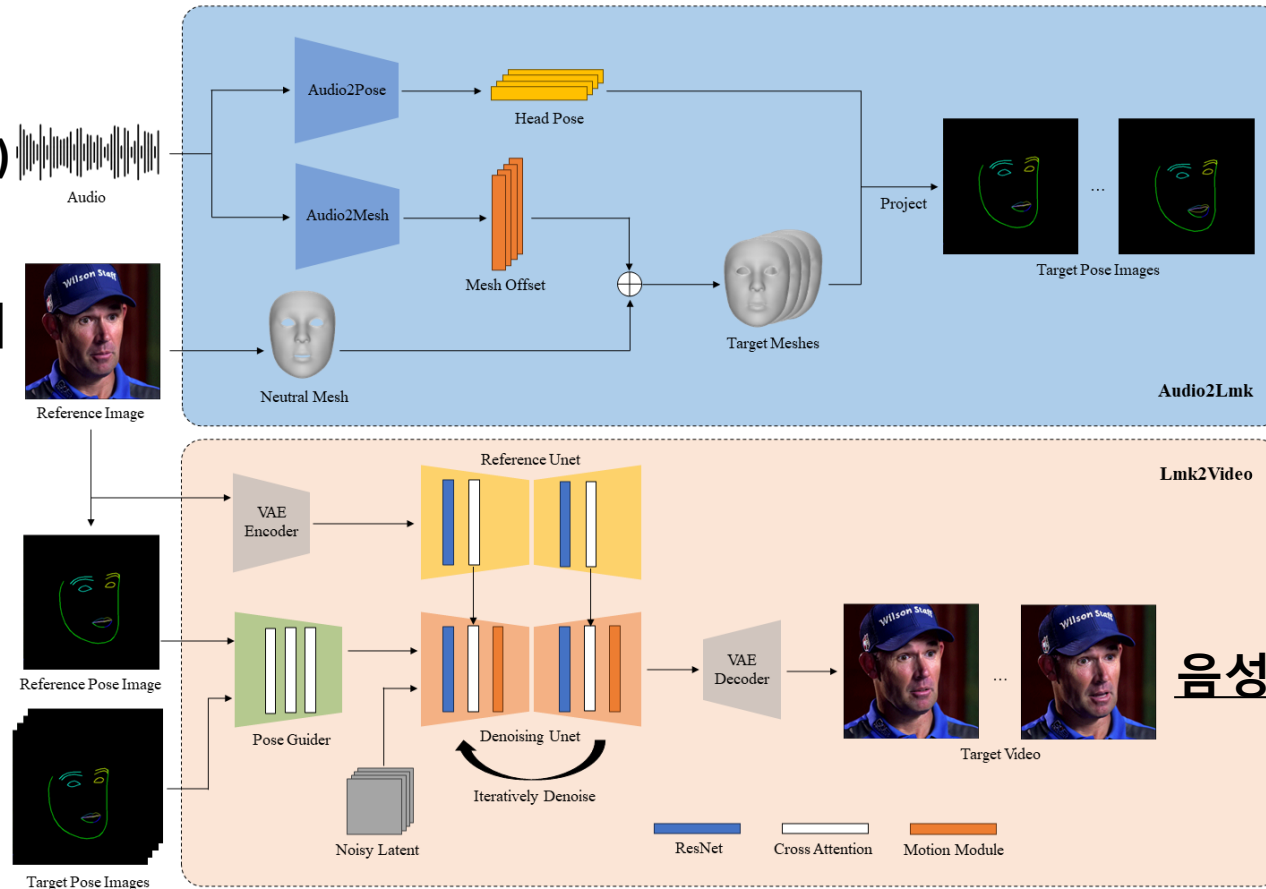
# How to Generate Audio Driven Synthesis



# AniPortrait: Audio-Driven Synthesis of Photorealistic Portrait Animations

내가 말해야하는 음성(TTS 결과)

얼굴 움직여야하는 대상 이미지



음성에 맞는 얼굴 생성

이미지 생성 기술은 Stable Diffusion 이라는 것을 확인할 수 있음..! (SD1.5 version)



# Demo AniPortrait **Self driven**

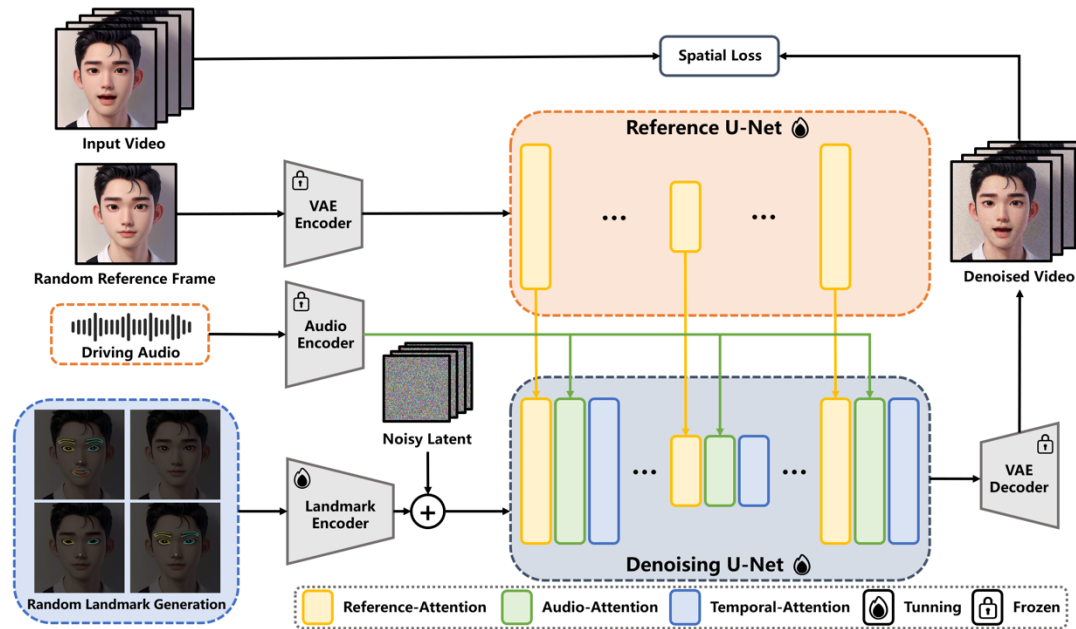


# Demo AniPortrait Face reenactment

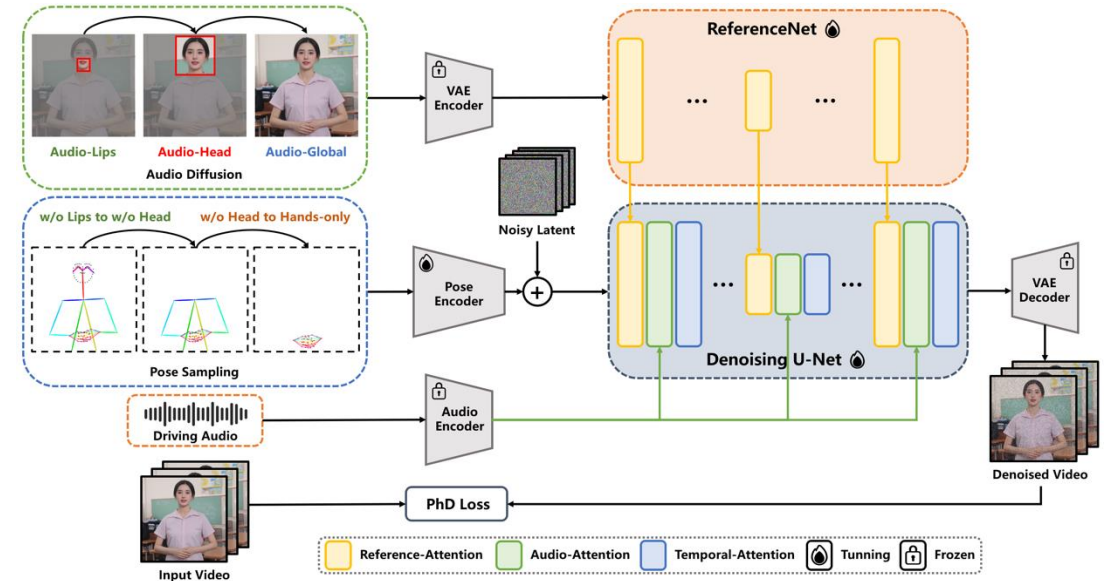


# EchoMimic: Lifelike Audio-Driven Portrait Animations through Editable Landmark Conditioning

v1



v2



# Demo EchoMimic

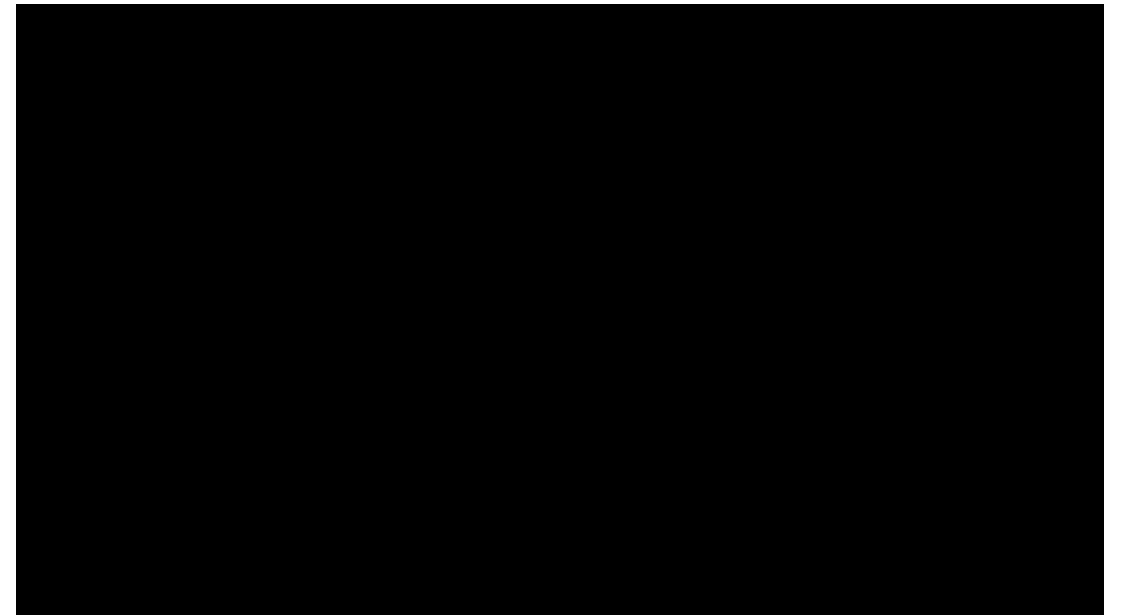
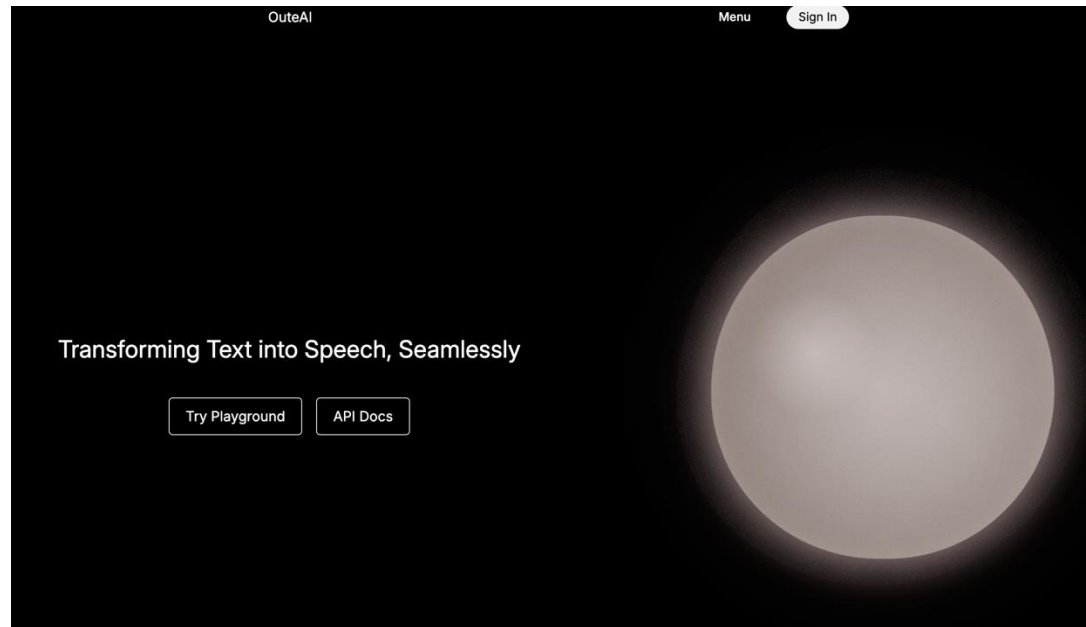
**v1**



**v2**

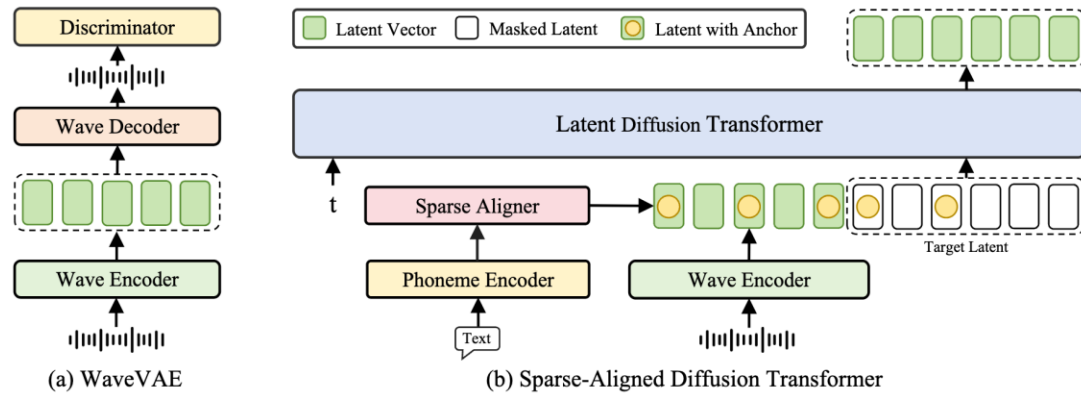


# Llama-OuteTTS



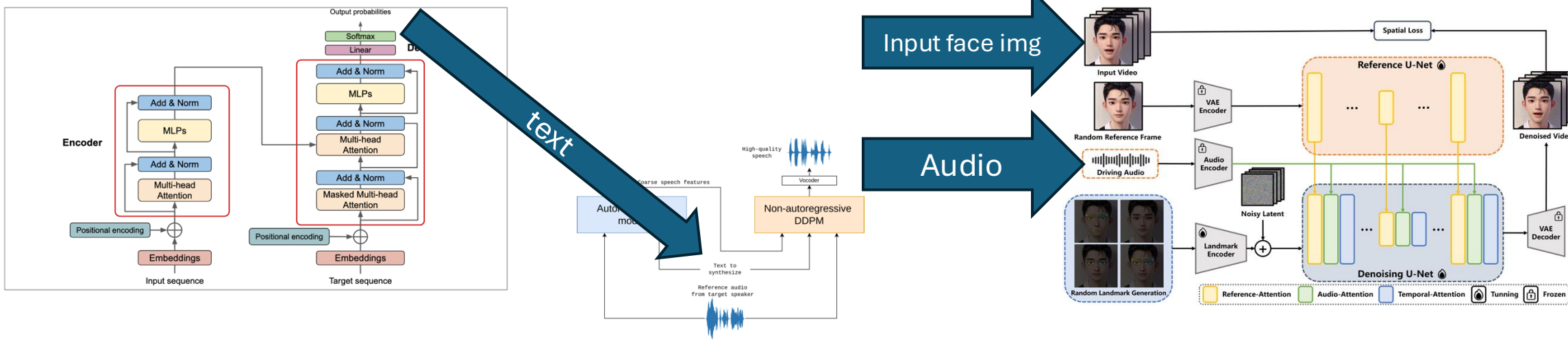
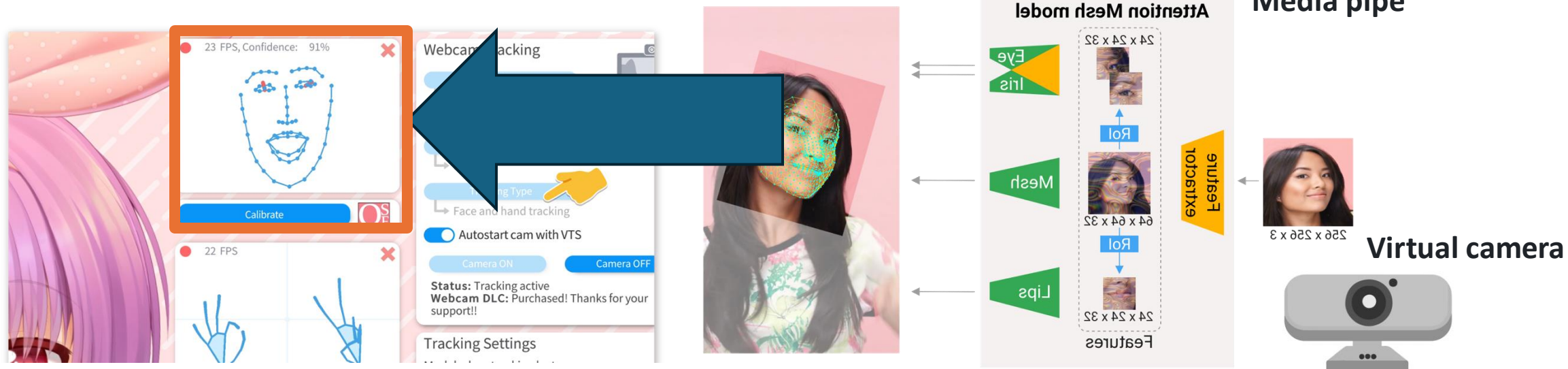
Read more : <https://github.com/edwko/OuteTTS?tab=readme-ov-file>

# ByteDance/MegaTTS3





# Develop AI Vtuber target



# 이러한 것들을 구동하기 위해서 필요한 것?

- ~~• 좋은 컴퓨터 부품과 API 호출할 돈만 준비되면 가능하다!~~

실습해보기  
버튜버 만들기 위해 필요한  
기능 구동해보기