CAIRO UNIVERSITY
FACULTY OF ENGINEERING
DEPARTMENT OF COMPUTER ENGINEERING

Retratista

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Abstract

الملخص

Acknowledgement

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4 System Design and Architecture

In this chapter, we discuss our working pipeline and system architecture in details. Generally, our system takes a speech note, textual description or numerical attributes as an input. It processes the input description and outputs the initial human face portrait that corresponds to the given description. Afterwards, the user is allowed to manually control some facial attributes and morphological features and to rotate the face and render it in multiple poses. In the first section, we give an overview about the system. Then, we discuss the system architecture in the second section. In the subsequent sections, each module implementation is discussed in details.

4.1 Overview and Assumptions

As mentioned above, our system basically enables the user to describe a human face in words or using numerical values and turns it into a full human face portrait that can be manipulated and rendered in multiple poses. The system relies heavily on generative models and text processing, both are iteratively designed to obtain the required results. The overall flow can be described as follows :

- The input speech notes are translated to text.
- The textual description (extracted from speech input or manually entered) is processed to extract the numerical values of the required facial features.
- The numerical values are used generate a face embedding vector that encodes the facial attributes in low dimensional space ($512D$).
- A generative model is specifically designed to translate from the low dimensional embedding into the full face portrait ($1024X1024$).
- The generated face portrait can be further refined by navigating the face embedding space and re-generating the face portrait.
- Once the user settles on the final face portrait, the system can render that face in multiple poses to provide further identification.

The previous flow provides a very versatile framework to generate face portrait and adjust it to your liking. However, there is an extremely large number of facial attributes and morphological features to describe a human face. Consequently, we have to choose a descriptive subset of these attributes to consider in the face description. We consider 32 facial attributes for face description, which are listed as follows :

- Overall face :
  - Gender : Male / Female.
  - Age : Young / Old.
  - Thickness : Chubby / Slim.

  - Shape : Oval / Circular.
  - Skin Color : Black / White.
  - Cheeks : Normal / Rosy.
- Eyes :
  - Color : Black / Blue / Green / Brown.
  - Width : Wide / Narrow.
  - Eyebrows : Light / Bushy.
  - Bags Under Eyes : On / Off.
- Nose :
  - Size : Big / Small.
  - Pointy : On / Off.
- Ears :
  - Size : Big / Small.
- Jaw :
  - Mouth Size : Big / Small.
  - Lips Size : Big / Small.
  - Cheekbones : Low / High.
  - Double Chin : On / Off.
- Hair :
  - Color : Black / Blonde / Brown / Red / Gray.
  - Length : Tall / Short.
  - Style : Straight / Curly / Receding Hairline / Bald / with Bangs.
- Facial Hair :
  - Beard / None.
- Race :
  - White / Black / Asian.
- Accessories :
  - Glasses : Sight / Sun.
  - Makeup : On / Off.
  - Lipstick : On / Off.

4.2 System Architecture

Now, let's discuss our system architecture. The system consists of 6 modules, 3 core modules of the project and 3 auxiliary modules.

4.2.1 Block Diagram

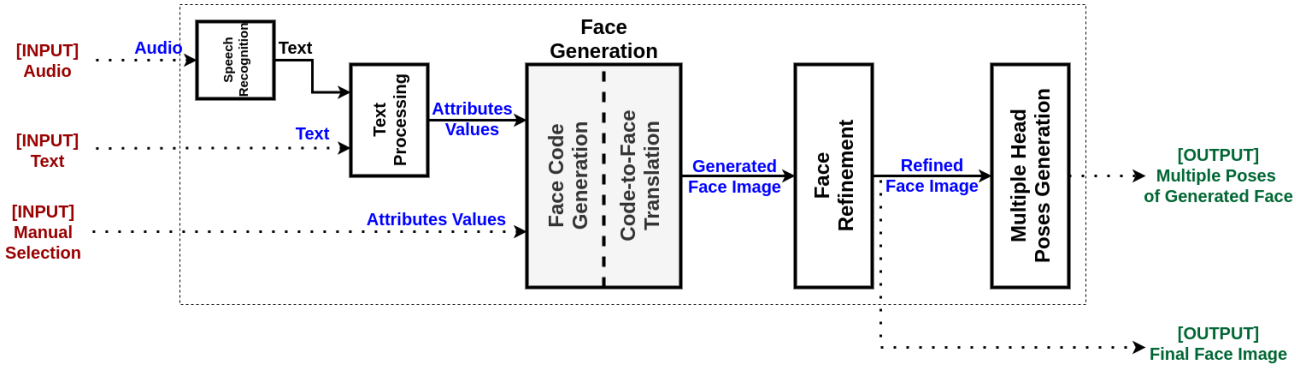

Figure 4.1: Block diagram of complete system architecture

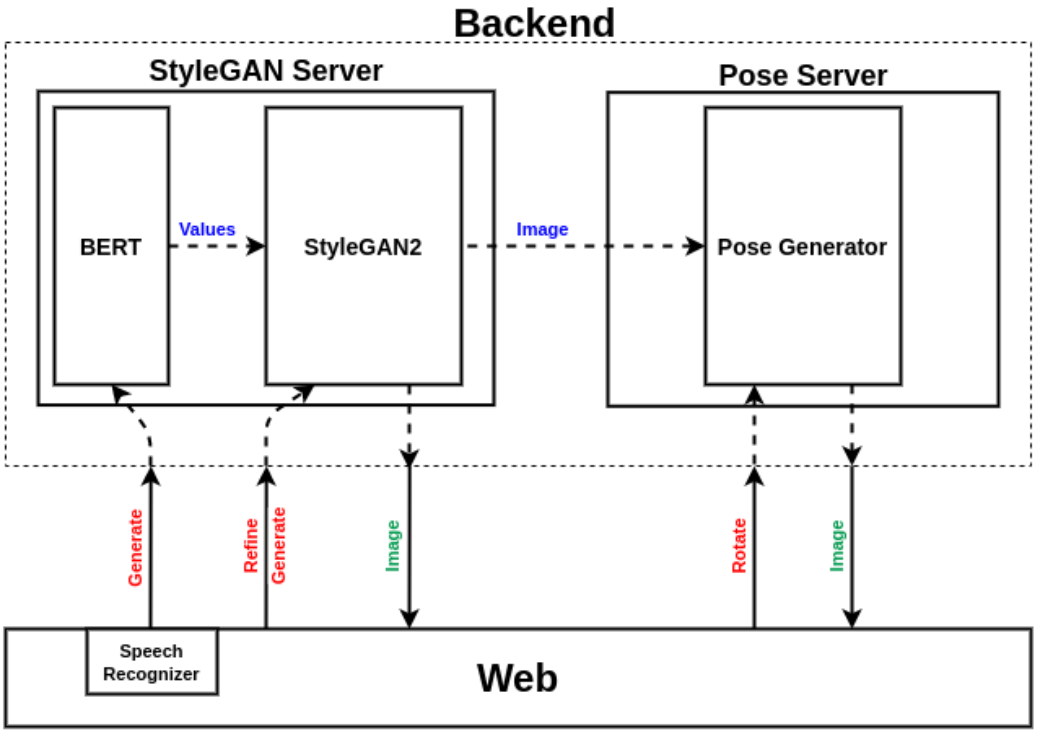

Figure 4.2: Block diagram of application design

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4.3.1 Functional Description

4.3.2 Modular Decomposition

4.3.3 Design Constraints

4.3.4 Other Description

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