



# Woven Artificial Profile (WARP): Face Video Synthesis from Audio and Profile

By- B21SK05





# DEMO

Demo of the fully functioning application.

Web application is created using FastAPI and React JS.

Link to Sample Output 1:

<https://drive.google.com/file/d/1QUofEIGhsWNXOKQIqPo7k6zstDtvkwJO/view?usp=sharing>



A decorative pattern of hexagons in various shades of blue and cyan. Some hexagons contain icons: a lightbulb, a thumbs up, a network of nodes, a smartphone, a magnifying glass, a gear, and a speech bubble. The number '1' is centered in a large cyan hexagon.

# 1

## Introduction

- Motivation
- Problem Statement
- Demographic
- Literature Work



# Motivation

## Indirect vs. Direct Communication

- ◇ Indirect modes of communication lack the essence of Direct means- tone, expressions, gestures and intent.
- ◇ Information can be easily misinterpreted via indirect communication.
- ◇ Video/Audio calls, though a great alternative, are highly demanding of time and availability of all parties involved.
- ◇ WARP aims to personalise indirect communication.





## Problem Statement–

Given just a face image and text, WARP is a highly versatile model that can generate realistic talking videos with audio.



# Demographic

- ◇ Entertainment & Broadcasting Industries
- ◇ Educational Institutes
- ◇ Marketing Sectors
- ◇ Virtual Assistants & Avatars
- ◇ Remote Officials
- ◇ General Public





# Literature Work

## Neural Voice Puppetry [5]

Audio driven network that takes audio as input and uses an intermediate 3D face model that reconstructs the target person speaking and checks for synchronisation.

**Disadvantage-** Audio centric.

## Temporal GAN [6]

Generative model capable of learning semantic representations unlabelled videos. Generates videos with number of frames equal to number of latent variables.

**Disadvantage-** Requires a large latent space. Audio inclusion is out of scope.

## DualLip [7]

Leverages task duality by lip reading and generation using unlabelled text and lip videos.

Synchronizes the lip generation model to the text.

**Disadvantage-** Replaces the lip on the guide face by vector concatenation.



A decorative graphic on the left side of the slide. It features a large cyan hexagon with the number '2' inside. Surrounding this central hexagon are several smaller hexagons of varying shades of blue and cyan. Some of these smaller hexagons contain white icons: a lightbulb, a thumbs-up, a smartphone, a magnifying glass, and a gear. There is also a network-like icon with a central node and several smaller nodes connected by lines.

# 2

## The Product

Modules, Implementation & Results





# Modules

- ◇ **Text-to-Speech:** *audio generation from text*
- ◇ **StyleGAN:** *fake face generation*
- ◇ **LipGAN:** *lip sync model*

WARP- Ensemble of the above three modules.





## Text-to-Speech

- Converts a given text to audio.
- VoiceRSS API service.
- Cloud based API
- Offers several options for language and voice

<http://www.voicerss.org/>

The screenshot shows a dropdown menu for selecting a language and voice. The menu is divided into sections for different languages, each with a list of available voices and their genders. The languages shown are English (Australia), English (Canada), English (Great Britain), and English (India). At the bottom, there is a text prompt '----- Select language and voice -----' and a downward arrow icon.

Language	Voice	Gender
English (Australia)	Zoe	Female
	Isla	Female
	Evie	Female
	Jack	Male
English (Canada)	Rose	Female
	Clara	Female
	Emma	Female
	Mason	Male
English (Great Britain)	Alice	Female
	Nancy	Female
	Lily	Female
	Harry	Male
English (India)	Eka	Female

----- Select language and voice -----



## StyleGAN [1]

- A style-based generator architecture for Generative Adversarial Networks .
- Generates fake faces.
- Produces high quality Images of size 1024x1024.
- StyleGAN[1] is an improved version of ProGAN [4].
- Generator has 2 networks (mapping and synthesis).
- Adaptive Instance Normalization (AdaIN).
- Discriminator is similar to Synthesis network.
- Celeba HQ dataset.
- FID score of the GAN is 167.26 for a sample of 200 fake images.



Image credits [1]





## LipGAN: Description

- [2]
- Generates lip synced transitional videos given an audio and source-destination images.
- Dataset- LRS2<sup>[3]</sup> dataset consisting of very short 1-10 second annotated videos.
- Generator: Audio Encoder, Face Encoder. For a given frame, output is a modified frame to sync with the corresponding audio segment.
- Discriminator: Audio and Face Encoder. Binary class output describing the level of synchronization.

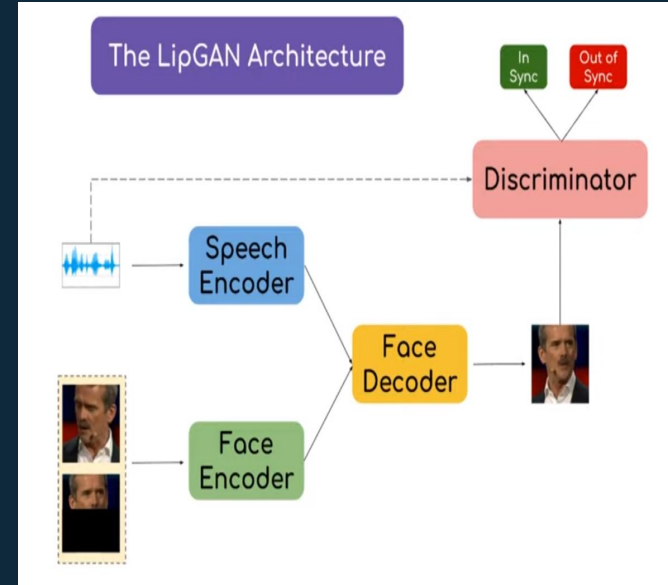
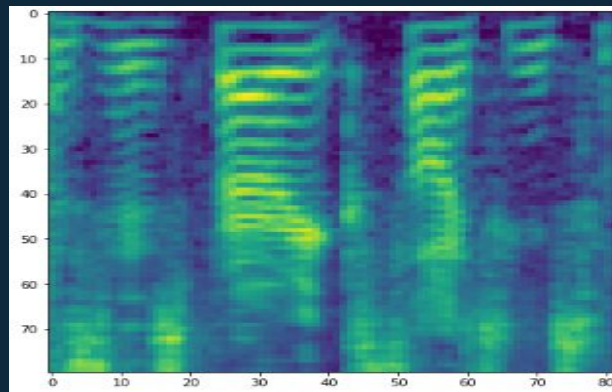


Image Source- [3]



## LipGAN: Preprocessing for Training

- Original data is just simple videos.
- 'Valid' frames: frames containing face views only.
- Use **dlib**'s Frontal Face Detector (FFD) to extract *valid* frames and keep the ones with the maximum bounding box area of face view.
- Extract audio using **ffmpeg**.
- Generate the Mel Spectrogram\* and save the Mel Frequency Cepstral Coefficients (MFCC) features using **Librosa**.



\* Spectrogram\*\* frequencies transformed to Mel Scale\*\*\*.  
\*\* FFTs of audio signals stacked on top of each other.  
\*\*\* scale of human audio perception rather than audio itself.



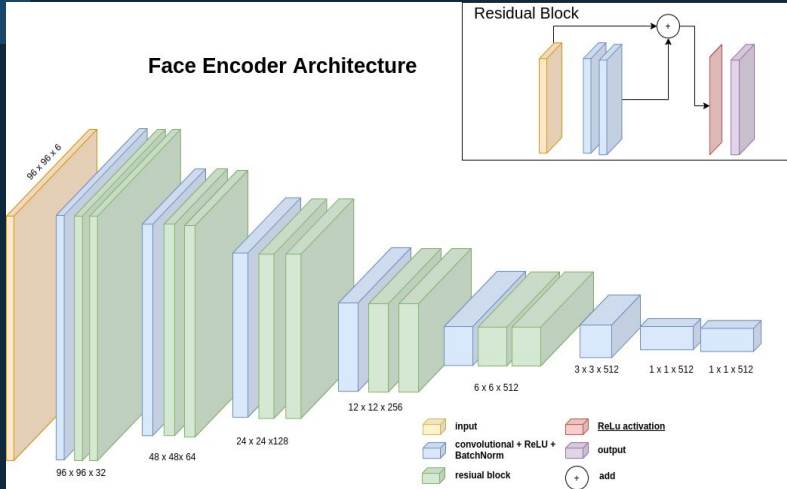
## LipGAN: Training

- The model takes a random masked frame (other than the ground truth), target audio segment and ground truth frame as input.
- The training objective is to recreate a frame matching the ground truth frame for a given audio segment. Similar to Conditional GAN.
- A joint embedding is formulated by concatenating the face and audio encoder outputs.
- The decoder has a Sigmoid head for classifying the recreated frame as real/fake wrt. the ground truth.

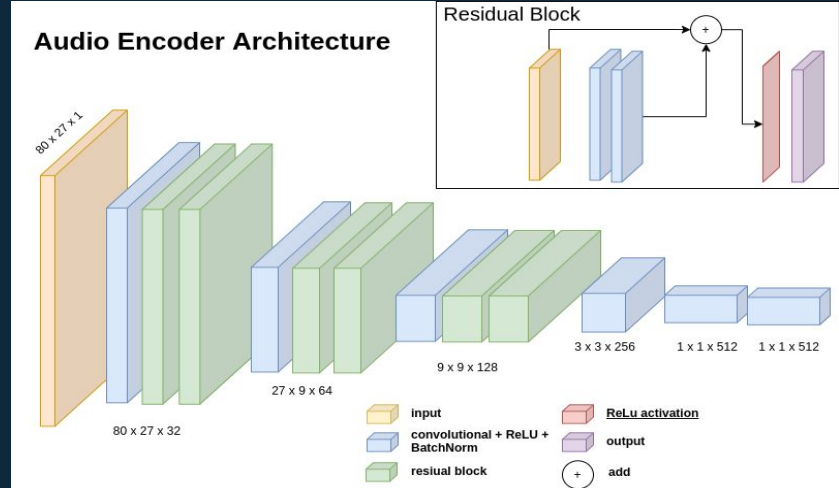




### Face Encoder Architecture



### Audio Encoder Architecture



Architecture Diagrams for Face and Audio Encoders generated using <https://app.diagrams.net/>



## WARP: Video Generation

- The model gets the text as input and generates the audio using TTS technique.
- If no user image is given, it generates a fake face for the video.
- Extracts the Mel Spectrogram from the audio and initializes the frames to match the audio length.
- For each frame, the model predicts the face view with accurate lip pose corresponding to the audio segment.
- Stitches and writes the video together using OpenCV.
- Uses ffmpeg to combine the audio and video for the final output.





A decorative pattern of hexagons in various shades of blue and cyan. Some hexagons contain icons: a lightbulb, a thumbs up, a smartphone, a magnifying glass, a gear, and a speech bubble. A central, larger cyan hexagon contains the number 3.

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## Extras

- Timeline
- Contributions
- References



# Contributions

Nethra Gunti

S20180010061

- LipGAN Preprocessing
- LipGAN Training
- Video Generation

Tarun Teja Obinna

S20180010120

- StyleGAN
- LipGAN Training
- Web Application

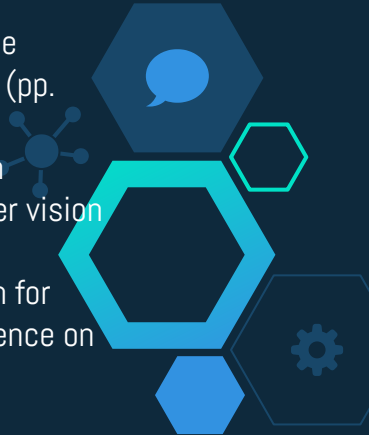
Nithin Ramancha

S20170010120

- Text-to-Speech
- Web App UI
- Web Application



# References

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  2. Prajwal K R, Rudrabha Mukhopadhyay, Jerin Philip, Abhishek Jha, Vinay Namboodiri, and C V Jawahar. 2019. Towards Automatic Face-to-Face Translation. In proceedings of the 27th ACM International Conference on Multimedia (MM '19).
  3. T. Afouras, J. S. Chung, A. Senior, O. Vinyals, A. Zisserman, Deep Audio-Visual Speech Recognition, arXiv:1809.02108.
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  6. Saito, M., Matsumoto, E., & Saito, S. (2017). Temporal generative adversarial nets with singular value clipping. In Proceedings of the IEEE international conference on computer vision (pp. 2830-2839).
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# Thanks!

Nethra Gunti (S20180010061)  
Tarun Teja Obbina (S20180010120)  
Nithin Ramancha (S20170010120)





# Credits

Special thanks to all the people who made and released these awesome resources for free:

- ◇ Presentation template by [SlidesCarnival](#)
- ◇ Photographs by [Unsplash](#)

