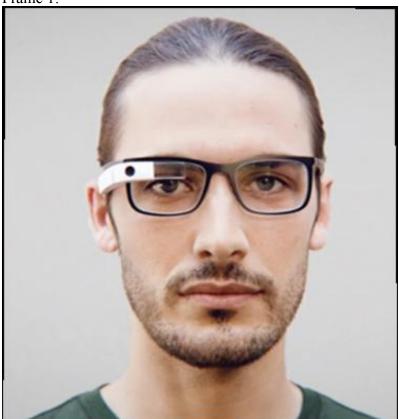
## HW 5 WriteUp

Morph (Face Sequences – Some Random Face from google -> Another Random face from google)

Total of 36 Map Points Used.

Frame 1:



Frame 2:



Frame 3:



Frame 4:



Frame 5:



Morph (Object – Nintendo SWITCH -> Sony PSV)

Mapping Points: (Left PSV, Right Switch) – total of 21 points used

## Start Switch Image



Target PSV Image



## Frame 1:



Frame 2:



Frame 3:



Frame 4:



Frame 5:

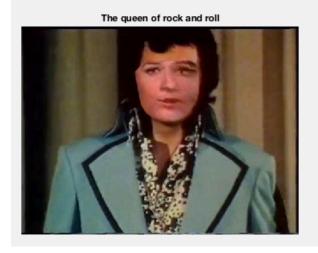


Face Swap In Frame (frames#25 or Last frame) Before Swap:





After Swap: (frame #25 or Last frame w/ Sigma 1)

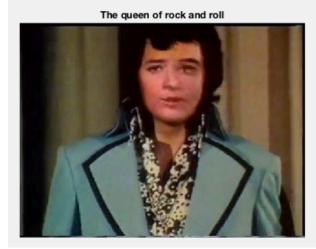




- a) The frame shown above is the last frame or frame #25
- b) The Sigma Value used is 1 (Edge is very sharp)

## Additional:

After Swap: (Frame #25 or Last frame w/ Sigma 8)





- a) The frame shown above is the last frame.b) The Sigma value used 8 (Edge is much more smooth and blurred)