Virtualna okruženja

Laboratorijske vježbe 5

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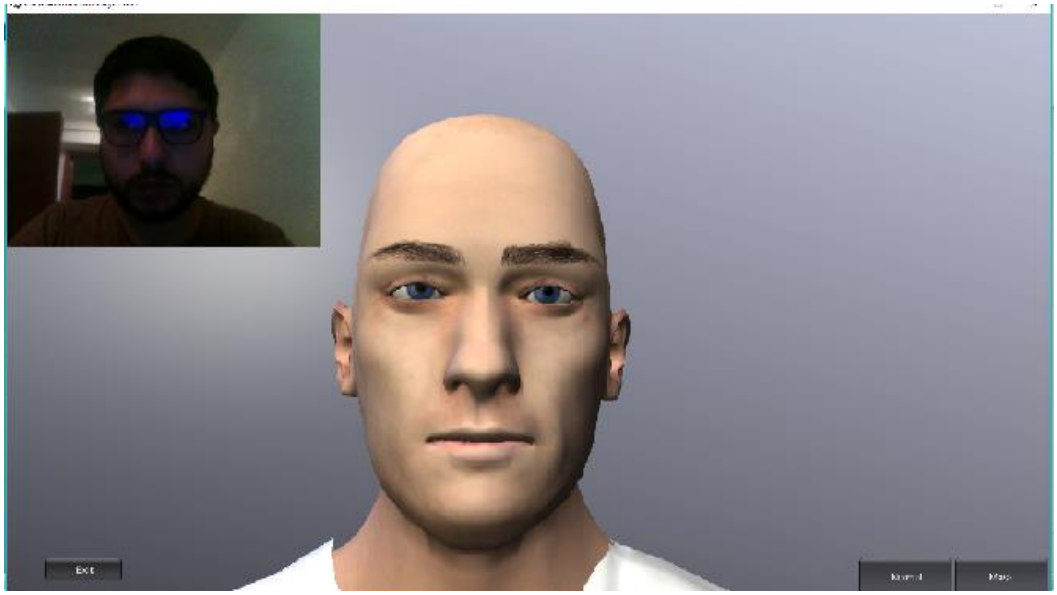
The goal of this task is to see the synchronization between the face and the program. Let’s see how it works with some screenshots and I'll try to respond as well as I can the questions raised at the lab tasks.

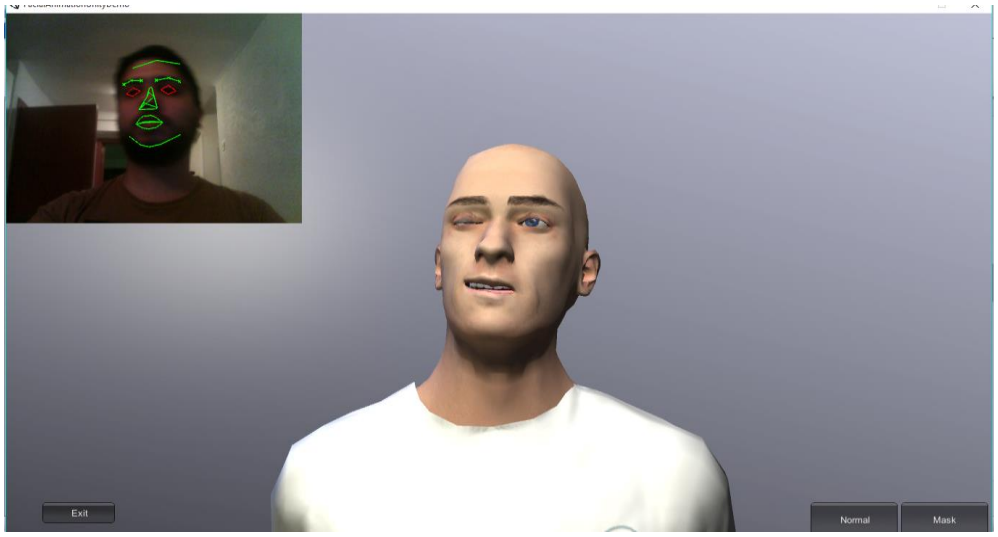
First of all I have to say that with my glasses it loses the synchronization really easily. So I had first to take off my glasses and then try to see what happens.



Another think that I want to remark is that when I wear the glasses and the program can track the movement the eyes are almost closed.

1- Is the system stable with regards to the speed with the movement of the head?

Well in terms of track the face movement its quite good it doesn't lose the face recognition but as we can see in the picture the track movement its possible and good but the way of how it looks the face it's not good



2- What happens when you rotate the head in different directions?

Let's see both cases with the head turned to the right and to the left.

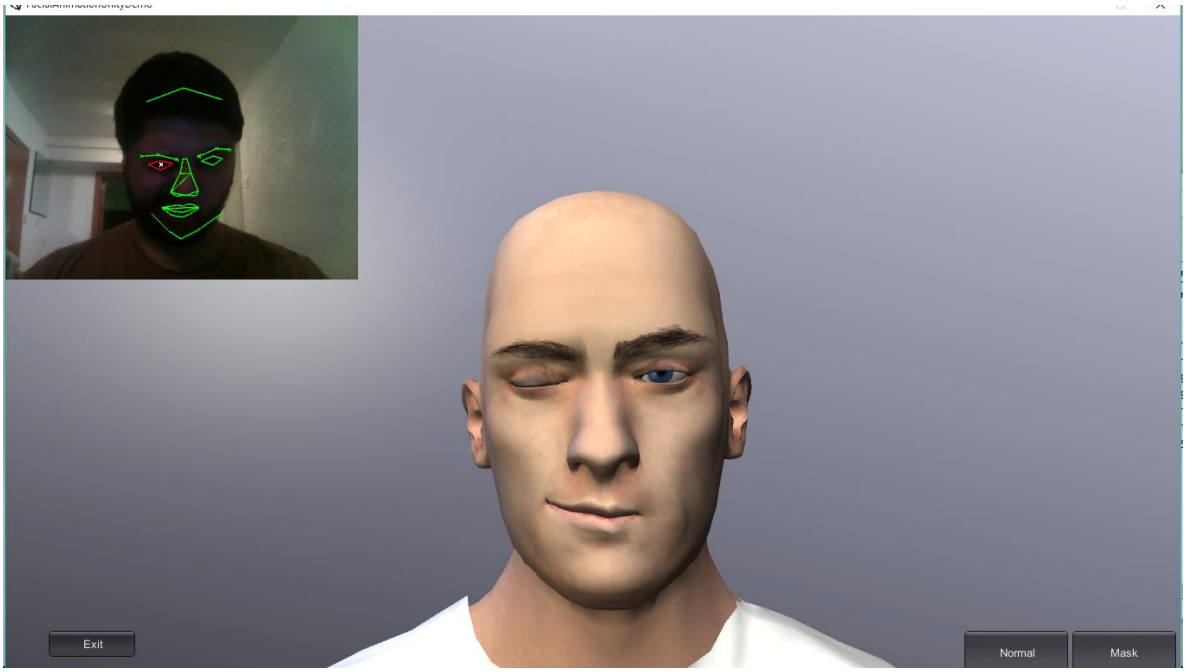
As we can see it’s quite good following the face but some points like the chin area it doesn’t have a good result. This is something normal because all the points that we need to take are hidden.

As we saw the neck is has also problems with the representation.

3- Does the system track the movement eye lead and eyes?

Yes it does, and I had a really good result.

One eye closed



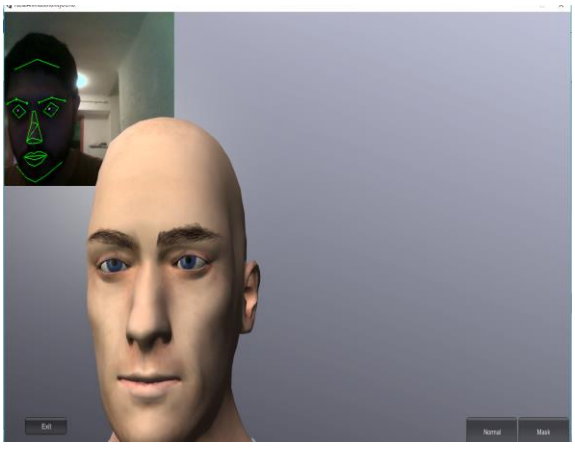
Raising the eye brows.

Closed eyes

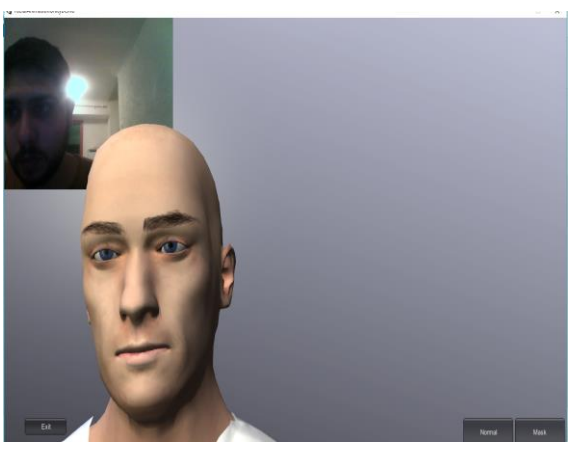
4- What happens with the system when your face it's not totally visible for the camera?

It loses the synchronization between face and program.

In picture one I’m almost on the limit and if I go just a little bit far it loses totally the track movement.



Picture 1

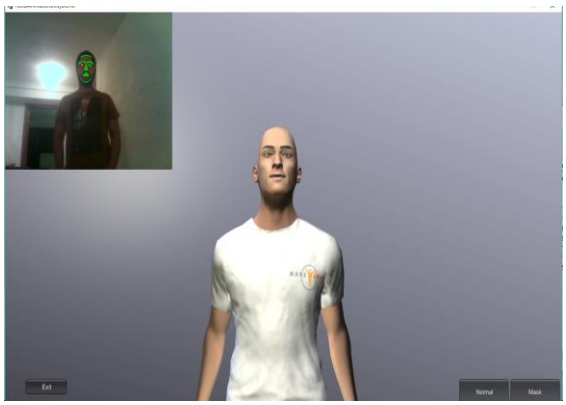


Picture 2

5-How does movement reflect in animation?

As we can see it does a good job. If I approach to the camera the sprite it's closer and if I walk away from the camera the sprite it's also farther.

Picture 1



Picture 2