

# 3D Face RECloud product analysis

01

Our tool is



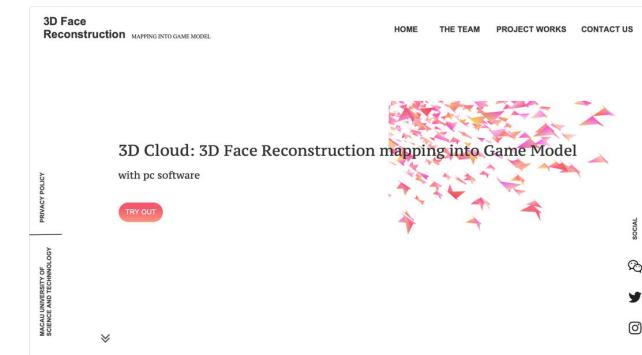
Axure RP >> Rapid Prototyping

Enterprise-level software



Generate such html file

## Wireframe VS High-fidelity



Prototype are generally divided into two types as aboves

High-fidelity can be more intuitive to understand the product to be done, and reduce the time cost of checking details in the following programming and testing.

# 02

System main color

LOGO meaning:



- Linear
- Colorful
- Special irregular font
- 3D feeling, dynamic and lively

3D Face Recloud:

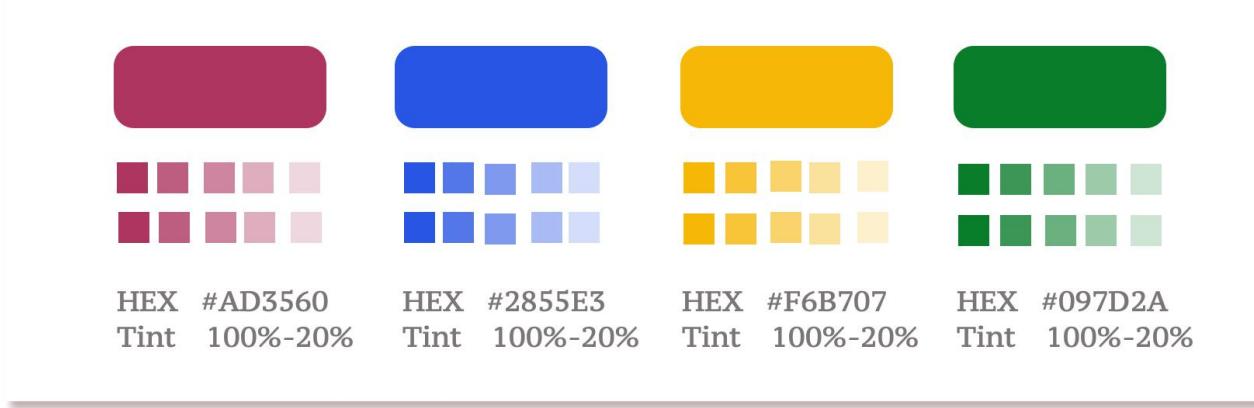
3D Face Reconstruction mapping into Game Model

Cloud vs. RECloud

- REC
  - Reconstruction
  - Cloud system

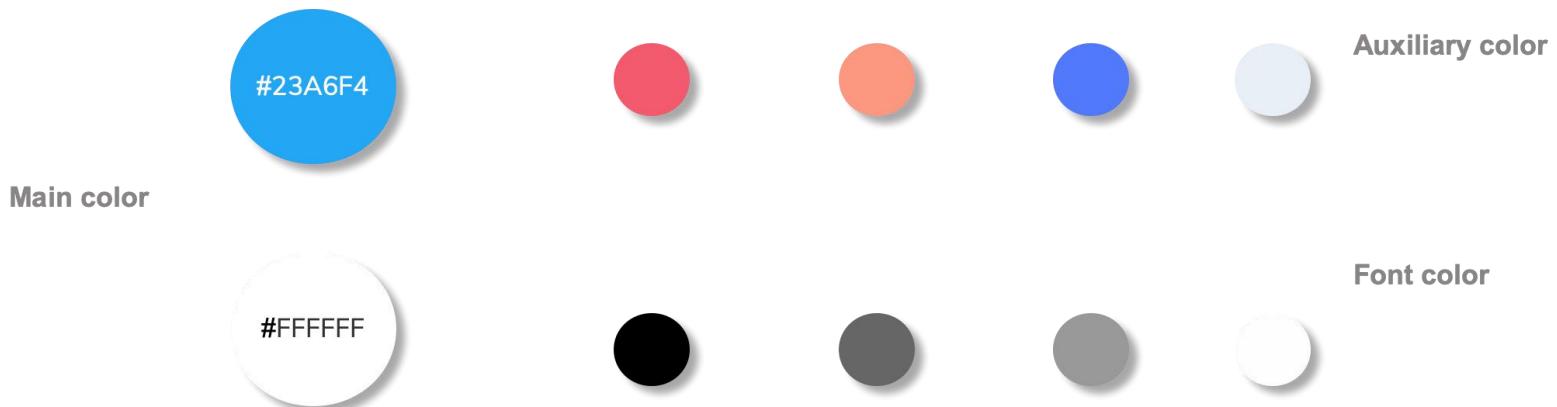
# COLOR

logo

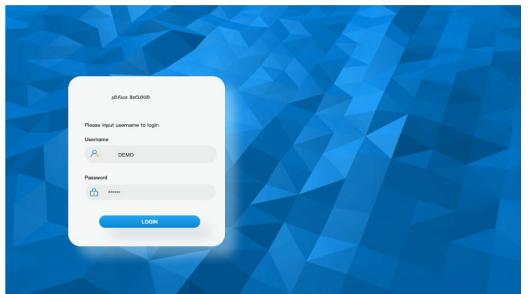


# COLOR

3D Face RECloud



03



vs



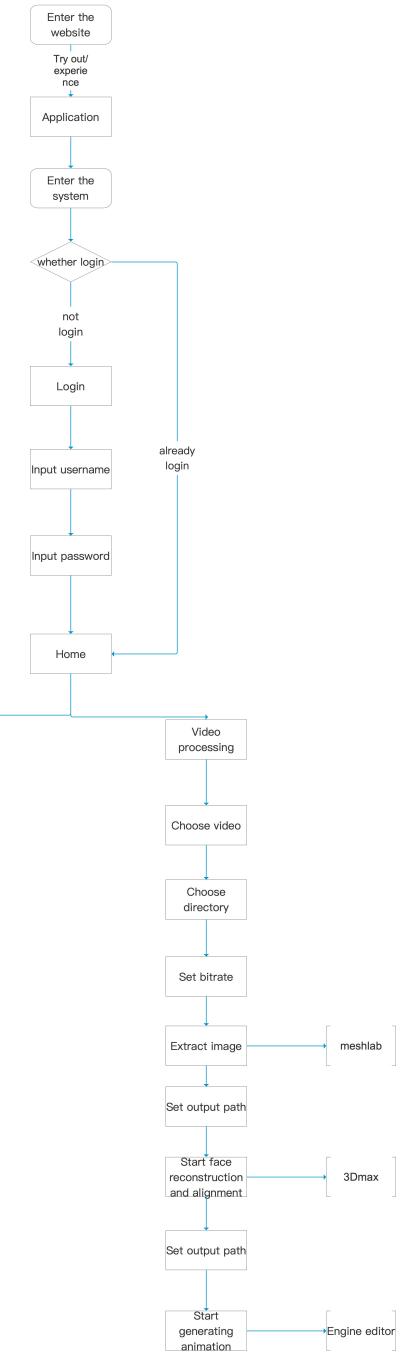
The main color of our system is blue, it is cool color

People will feel calm in an environment with high frequency colors (such as green, blue and purple). And it's easier to get excited in the environment of low and medium frequency colors (such as red, orange and yellow).



## Dynamic background -> 3d theme

### Logic diagram – Main function system



## 3D Face RECloud Modify record

NUM	Version	Date	Modify content	Modifier
1	V1.0	2020.9.14	Function point combing	Xutianhao
2	V1.1	2020.9.16	Complete the logic diagram	Xutianhao
3	V1.3	2020.9.18	Home page + user manual	Xutianhao
4	V1.4	2020.9.20	Team page	Xutianhao
5	V1.5	2020.9.25	Project works page	Xutianhao
6	V1.6	2020.9.29	Contact page	Xutianhao
7	V1.7	2020.10.1	Main function system	Xutianhao
8	V1.8	2020.10.5	Revise system	Xutianhao
9	V1.9	2020.10.10	Detailed page illustration	Xutianhao

Detailed page illustration

## 3D Cloud: 3D Face Reconstruction mapping into Game Model

with pc software

TRY OUT



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### The Home Page

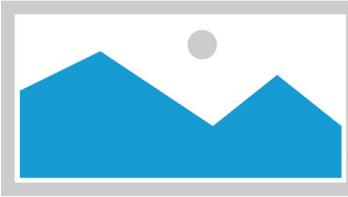
1. There are some navigators which will guide users well.
2. Users are able to click try out button to enter application page.
3. The Instagram, twitter and Wechat buttons in the lower right corner of this page, which they can click them to obtain more information about us.

## LOGIN

Users need to login the default demonstration account  
With limited authority in the system

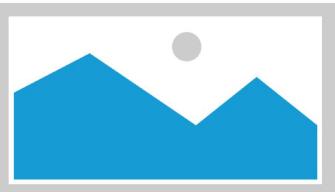
Enter the home page

With picture processing and video processing two functions



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## PICTURE PROCESSING

Handling single picture  
Choose the right path that stores specific picture

Set the output path  
Do not worry about whether the path exists or not

Clicking the reconstructing face button

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## User manual

1. There are several brief introductions and tips to guide you how to use it well.
2. After learning all introductions, users can experience it immediately by clicking the button at the bottom of the page.

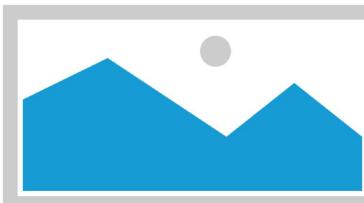
## VIDEO PROCESSING

User can choose video as input  
Must set the bit rate

Extract the image at each frame

Reconstruct faces of each frame as 3D object files

Generate the animation by these constructed faces



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## EASY TO USE

Simple online system for games, etc. to realize face reconstruction and modeling

Experience now

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# PRIVACY

## DATA PROTECTION

Data protection is a very important issue. We guarantee that your data is protected and handle with care in accordance with the applicable statutory regulations.

We use various technical processes to protect your data from accidental or deliberate manipulation, loss, destruction, and access by unauthorized parties. Furthermore, our organizational structure ensures that few employees deal with sensitive data. We guarantee that we do not sell or rent any customer data. To protect your data from unauthorized parties during transmission, it is not only encrypted but also verified for clarity and authenticity.



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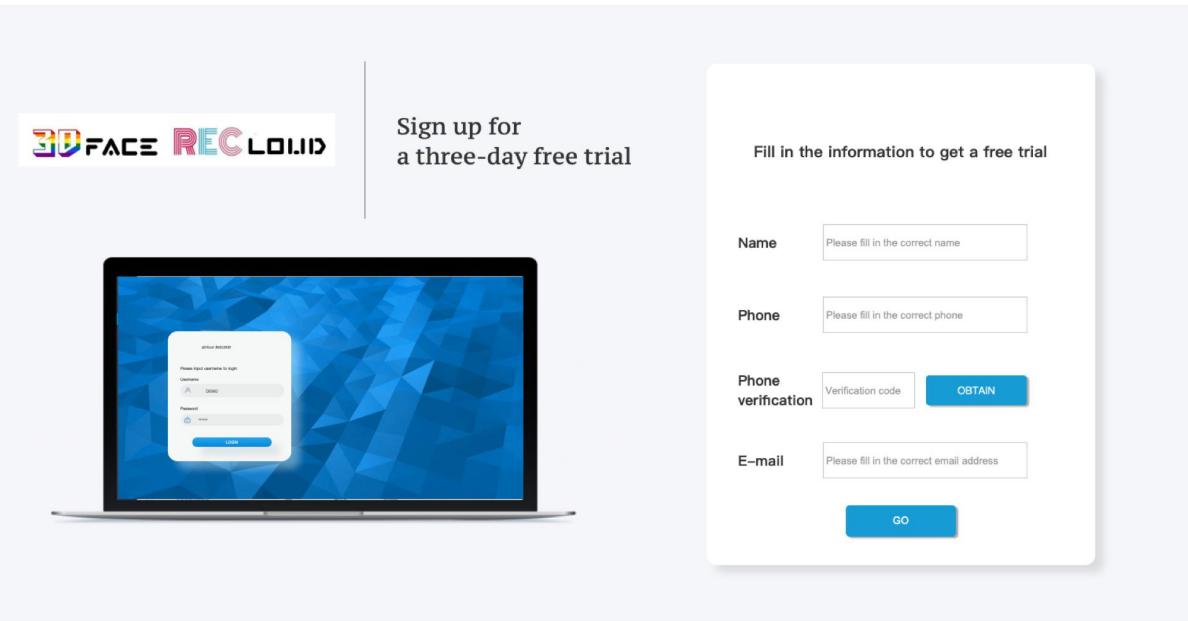
## Privacy policy

Before users use it, there is a privacy policy for them to agree with and they need to follow it.

# 3D Face Reconstruction

MAPPING INTO GAME MODEL

HOME THE TEAM PROJECT WORKS CONTACT US



Register page

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 3D Face Reconstruction MAPPING INTO GAME MODEL

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**THE TEAM**

FROM "MACAU UNIVERSITY OF SCIENCE AND TECHNOLOGY"

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 3D Face Reconstruction MAPPING INTO GAME MODEL

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**XU TIANHAO**



**LEI RUIJIA**



**WANG HAOXU**



**YUE ZHAOKE**



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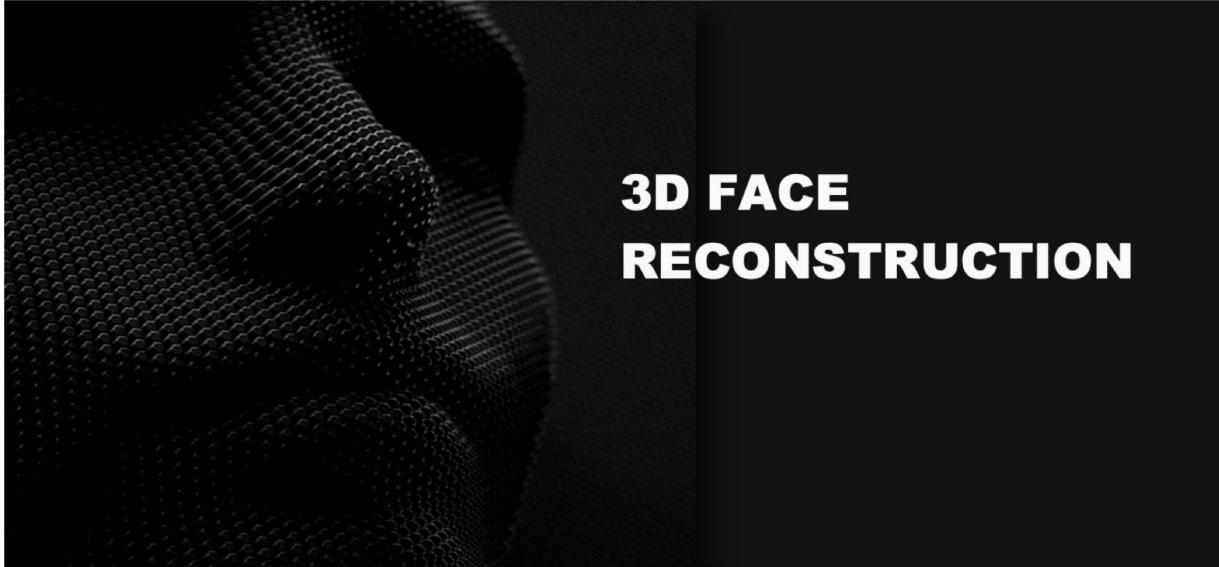
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### The team

Clicking the button 'the team', and then it will show our team members by clicking the arrow pointing down.



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## Project works

First of all, there is a banner to demonstrate three pictures relate to our project, click the arrow to go to the next page. Secondly, there are several photos using specific single photo to reconstruct the 3D face.

**Black Technology:**  
**How easy can 3D face modeling be? Just one photo!**



Portrait photos and 3D face models



Our research team uses a large number of sample data and deep learning to develop a technology that restores a two-dimensional image of a face to a three-dimensional model — 3Dface.

Use 3Dface for 3D modeling of human faces, no need to perform tedious 3D scanning, just import photo information, you can generate a model with one click. And the recovered 3D face model has very accurate outline dimensions and realistic colors.





## 3D face model, fast speed, high precision, realistic effect

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As for video process, there are several dynamic graphs that are utilized 3D face reconstruction.

3D Face Reconstruction MAPPING INTO GAME MODEL

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## GAME MODEL



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This page shows some standard models in the game, which we intend to map the facial expression to these models.

## CONTACT US



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Wechat number: 15651286122

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.com



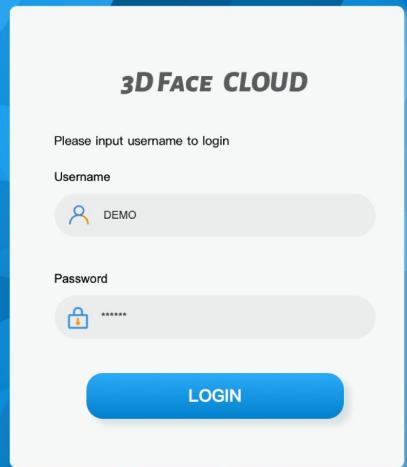
Wechat number: 15651286122



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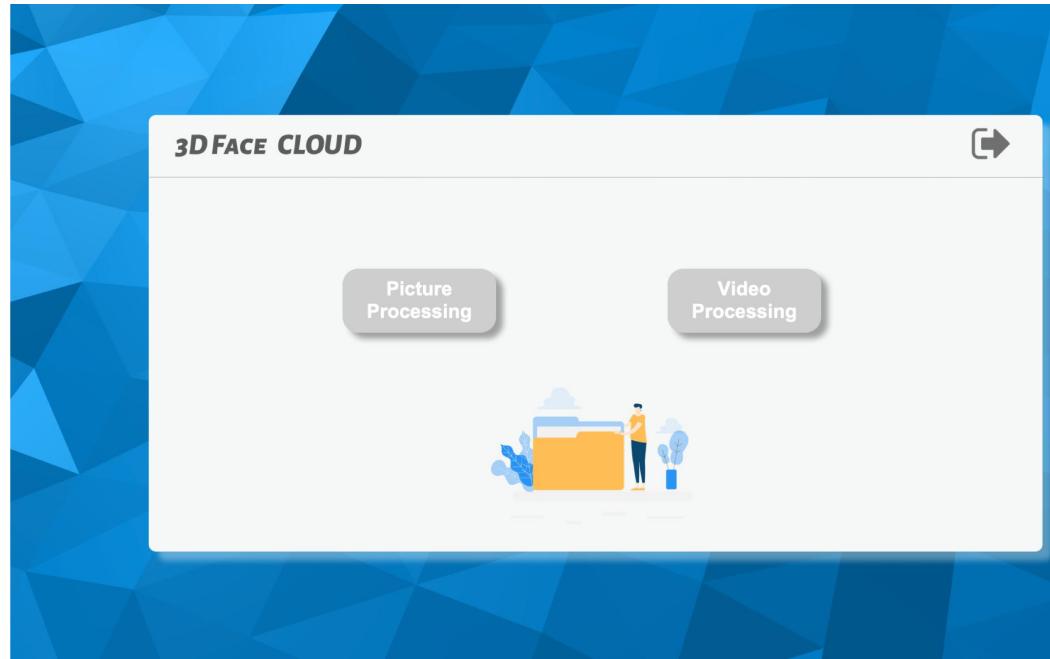


Four way of contacting us. More importantly, if you move the mouse to wechat icon, a QR code will be displayed next to it.

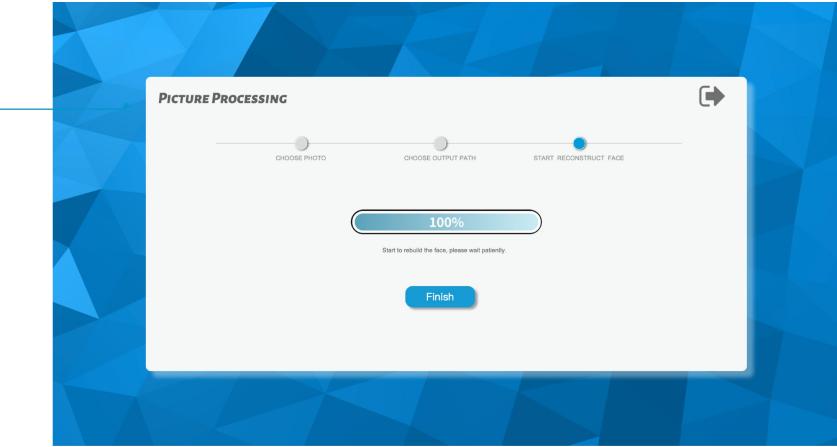
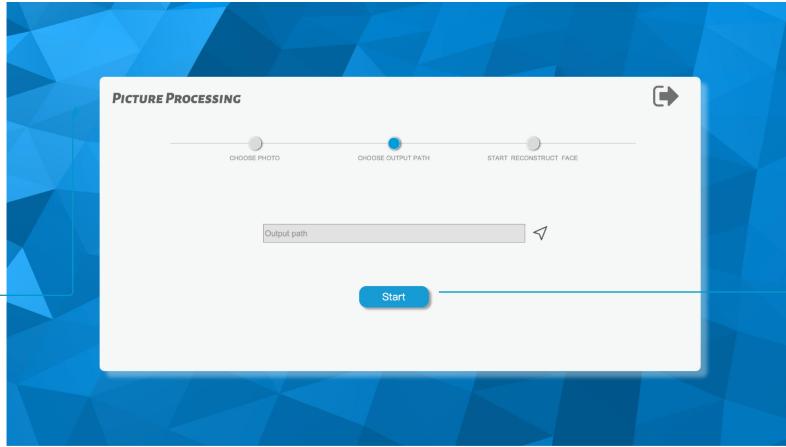
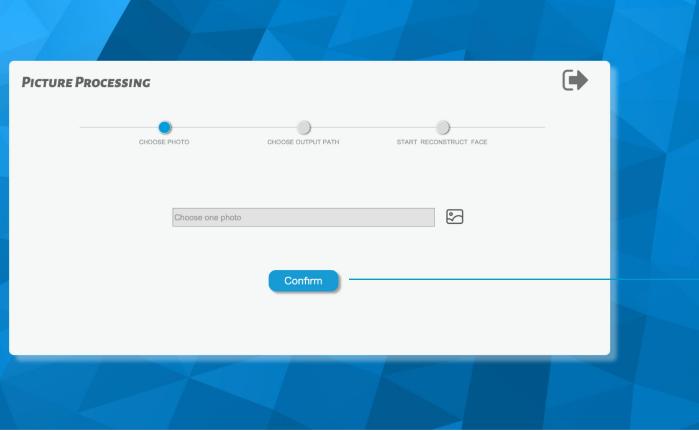


Login page

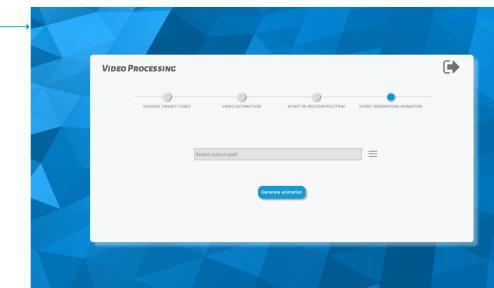
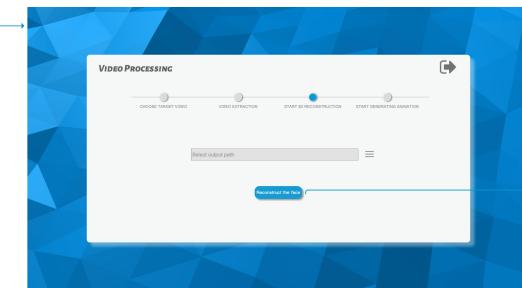
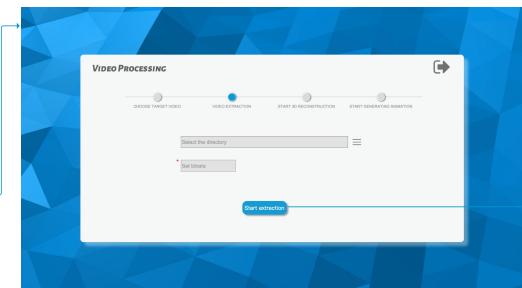
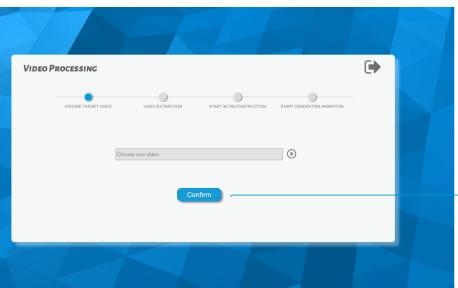
The login page needs default demonstration account to enter our 3D Face Cloud. Click the login button to get more information.



There are two functions for users to choose.



As for single picture processing, user can choose specific picture and input the output path, and then 3D reconstruction starts.



#### Video processing

1. User chooses target video as input.

2. Extract each frame by inputting bit rate and start extracting.

3. Input the output path and start reconstruction.

4. Use the output (obj file) of step three as input of step four, finally, we can generate animation that mapped to standard game head model.