

# Generating Emotional Facial Mesh 4D Animation : A Survey

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## Abstract

*With technology allowing for increasing realism in games and movies, facial animation is still a very challenging task.*

## 1. Introduction

Animating expressive face in a autonomous way is a very challenging research problem. Modern movie and game renders very realistic 3D face that delivers human emotion and lip motion accurately, but is labor-intensive.

Psychiloghically, Human tend to be very sensitive to facial expression. Unnatural facial animation can be directly lead to uncannyness [1].

Capturing 4D human face and rendering it is a well-understood field(cite). But such approach requires gigabytes of data and hard to do. and delivering such information real-time is a hard task. This comes to where

Generating such animation from auditory data is possible but lacks emotional information.

So, delivering emotional facial animation is important task.

## References

- [1] David Hanson, Andrew Olney, Steve Prilliman, Eric Mathews, Marge Zielke, Derek Hammons, Raul Fernandez, and Harry Stephanou. Upending the uncanny valley. In *AAAI*, volume 5, pages 1728–1729, 2005. 1