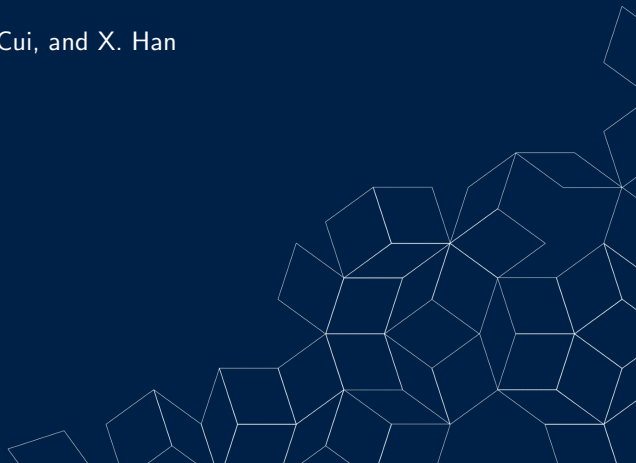# HairStep: Transfer Synthetic to Real Using Strand and Depth Maps for Single-View 3D Hair Modeling

Y. Zheng, Z. Jin, M. Li, H. Huang, C. Ma, S. Cui, and X. Han

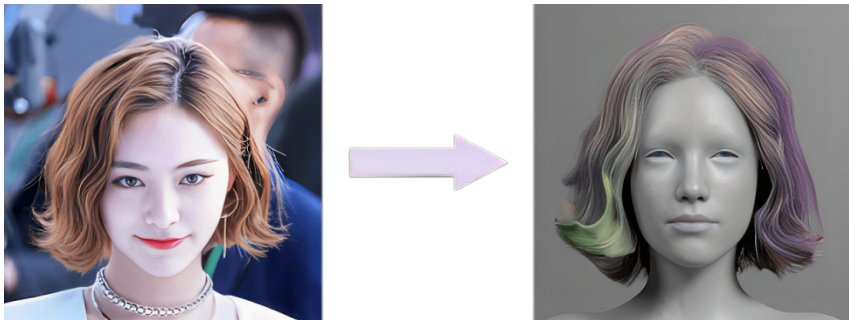Computer Vision and Pattern Recognition, 2023

Alireza Heidari

December 2024

Outline

Objective

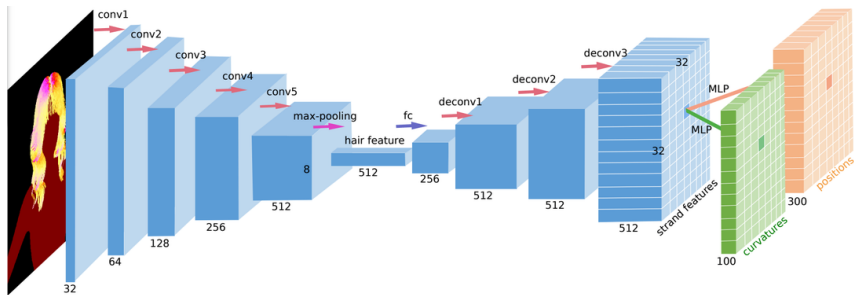# 3D Hair Reconstruction from a Single Image

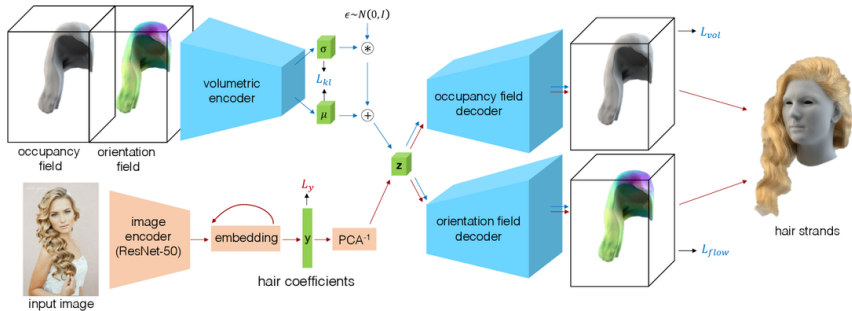

Single-view 3D Hair Modeling

Related Works

Related Works

Single-View Hair Reconstruction using Convolutional Neural Networks

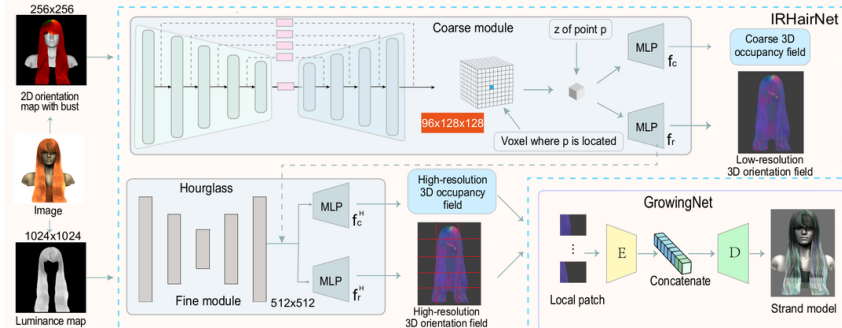Zhou et al. 2018[1]

3D Hair Synthesis using Volumetric Variational Autoencoders

Saito et al. 2018[2]

NeuralHDHair: Automatic High-fidelity Hair Modeling from a Single Image Using Implicit Neural Representations

Wu et al. 2022[3]

Motivation

Motivation

Main Challenge: Using synthetic data as a prior for real-world 3D hair modeling introduces a domain gap.

Existing Solutions:

- ▶ Utilize undirected 2D orientation maps as an intermediate representation between the input image and the 3D hair model.

Limitations:

- ▶ Ambiguous directionality: Loses 3D cues from the image.
- ▶ Reliance on image filters: Adds noise and inaccuracies.

Undirected Orientation Maps Challenges
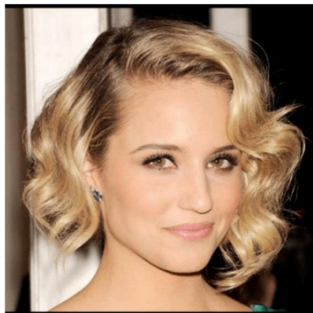
Image

Orientation Map
from Gabor Filters

Ambiguous & Noisy!

Un-directed Lines

[0, 180] Only

Example of a 2D orientation map used in existing solutions.

Contribution
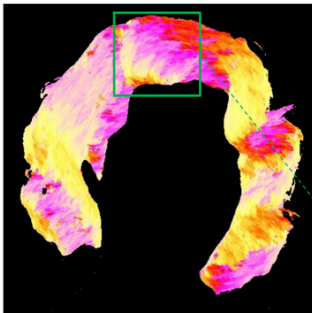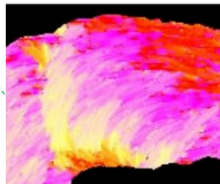
Contribution

- Proposed *HairStep*, a novel intermediate representation combining strand maps and depth maps for 3D hair reconstruction.

- Developed a weakly-supervised domain adaptation method for depth estimation using synthetic priors and real-world sparse annotations.

- Created *HiSa* (strand annotations) and *HiDa* (relative depth annotations) datasets for 1,250 real portrait images.

- Introduced new metrics, *HairSale* (strand alignment error) and *HairRida* (relative depth accuracy), for quantitative evaluation of 3D hair modeling.

- Achieved state-of-the-art performance in single-view 3D hair modeling.

Proposed Method

HairStep Representation

HairStep is defined as $\mathbf{H} = \{\mathbf{O}, \mathbf{D}\}$ for each input image $\mathbf{I} \in \mathbb{R}^{W \times H \times 3}$, where:

- $\mathbf{O} \in \mathbb{R}^{W \times H \times 3}$ is the **Strand Map**.
- $\mathbf{D} \in \mathbb{R}^{W \times H \times 1}$ is the **Depth Map**.

The **Strand Map** $\mathbf{O} \in \mathbb{R}^{W \times H \times 3}$ is defined at each pixel x as:

$$\mathbf{O}(x) = \left(\mathbf{M}(x), \; \frac{\mathbf{O}_{2\mathrm{D}}(x)}{2} + 0.5\right), \tag{1}$$

- $\mathbf{M}(x) \in \{0, 1\}$ is the hair mask indicating hair regions (1) and background (0).
- $\mathbf{O}_{2\mathrm{D}}(x) \in \mathbb{R}^2$ is the unit vector of 2D hair-growth orientation at pixel x.

The **Depth Map** $\mathbf{D} \in \mathbb{R}^{W \times H \times 1}$ defines relative depth differences among hair strands.

- Each pixel $\mathbf{D}(x) \in [0, 1]$:
    - $\mathbf{D}(x) = 0$: Farthest from the camera (background or distant strands).
    - $\mathbf{D}(x) = 1$: Closest to the camera.

Method Overview

The pipeline consists of three main components:

1. **Strand Map Extraction and Prediction**
   - Extract strand maps from real images using the *HiSa* dataset.
   - Train a network to predict strand maps from input images.

2. **Domain-Adaptive Depth Estimation**
   - Estimate relative depth from real images using the *HiDa* dataset.
   - Employ domain adaptation techniques to refine depth estimation.

3. **3D Hair Reconstruction**
   - Reconstruct 3D hair strands from the predicted strand and depth maps.
   - Utilize implicit fields for volumetric hair representation.

Conclusion

Conclusion

Contributions:

▶ Proposed *HairStep*, a novel intermediate representation combining strand and depth maps.

▶ Collected new datasets *HiSa* and *HiDa* with annotated real images.

▶ Proposed two quantitative metrics: *HairSale* and *HairRida*.

▶ Achieved state-of-the-art performance in single-view 3D hair modeling.

Limitations:

▶ Manual annotation is time-consuming, limiting scalability.

▶ Generalization to unseen hairstyles and diverse real-world conditions needs further investigation.

References I

[1] Y. Zhou, L. Hu, J. Xing, *et al.*, "Single-view hair reconstruction using convolutional neural networks," in *European Conference on Computer Vision*, 2018. [Online]. Available: https://api.semanticscholar.org/CorpusID:49666680.

[2] S. Saito, L. Hu, C. Ma, H. Ibayashi, L. Luo, and H. Li, "3d hair synthesis using volumetric variational autoencoders," *ACM Transactions on Graphics (TOG)*, vol. 37, pp. 1–12, 2018. [Online]. Available: https://api.semanticscholar.org/CorpusID:54101192.

[3] K. Wu, Y. Ye, L. Yang, H. Fu, K. Zhou, and Y. Zheng, "Neuralhdhair: Automatic high-fidelity hair modeling from a single image using implicit neural representations," in *Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition*, 2022, pp. 1526–1535.

[4] Y. Zheng, Z. Jin, M. Li, *et al.*, "Hairstep: Transfer synthetic to real using strand and depth maps for single-view 3d hair modeling," in *Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition*, 2023, pp. 12 726–12 735.