



# Face modeling (part I)

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16-726 Learning-based Image Synthesis, Spring 2022

# Why Human Faces?

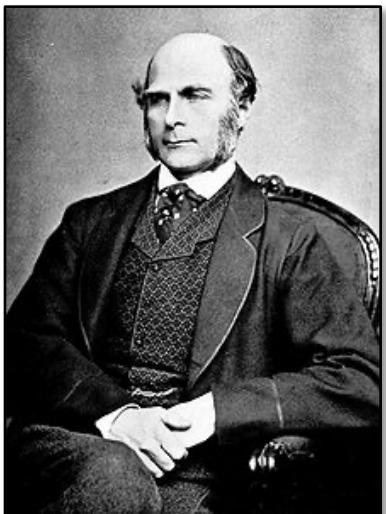
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- Face is an important subject.
  - We are humans.
  - Many commercial applications.
- Lots of useful tools
  - 3D data: geometry-based synthesis.
  - 2D/3D Computer vision works for faces.



# Image Composites

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Multiple Individuals



Sir Francis  
Galton  
1822-1911

Composite

# The Power of Averaging

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# 8-hour exposure

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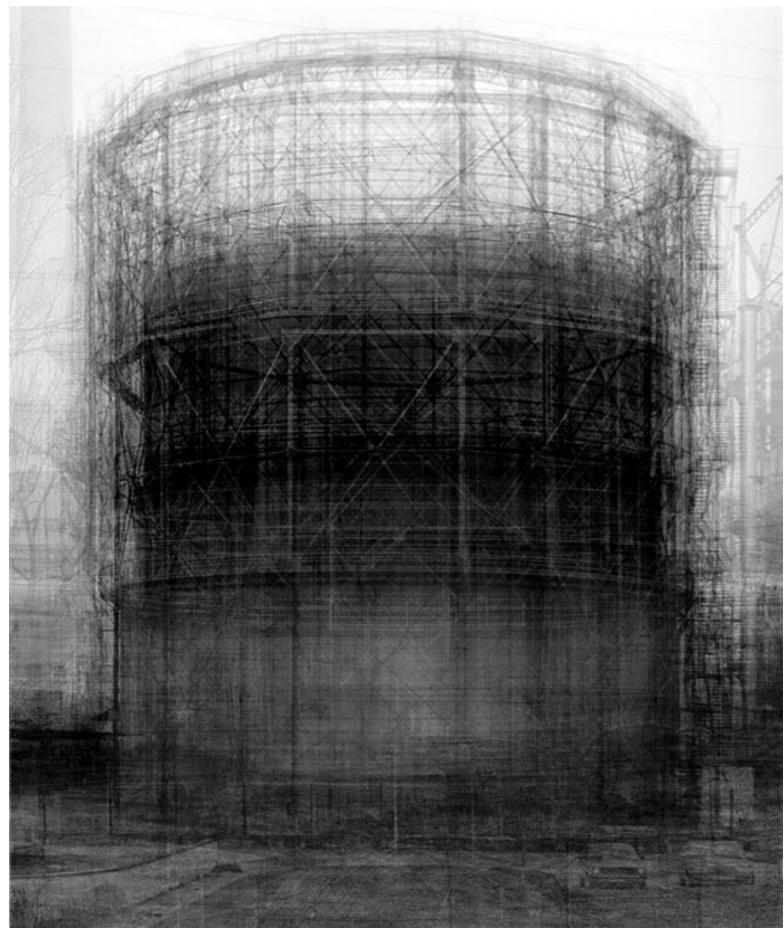
© Atta Kim

# Average Images in Art

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*“60 passagers de 2e classe du metro,  
entre 9h et 11h” (1985)*  
Krzysztof Pruszkowski



*“Spherical type gasholders” (2004)*  
Idris Khan

# “100 Special Moments” by Jason Salavon

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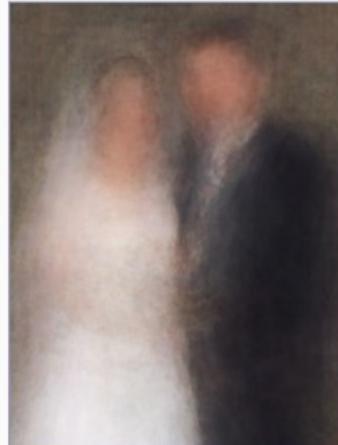
Little Leaguer



Kids with Santa



The Graduate



Newlyweds

Why  
blurry?

# Object-Centric Averages by Torralba (2001)



Manual Annotation and Alignment



Average Image

# Computing Means

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Two Requirements:

- Alignment of objects
- Objects must span a subspace

Useful concepts:

- Subpopulation means
- Deviations from the mean

# Images as Vectors

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n



m

=



$n*m$

# Vector Mean: Importance of Alignment

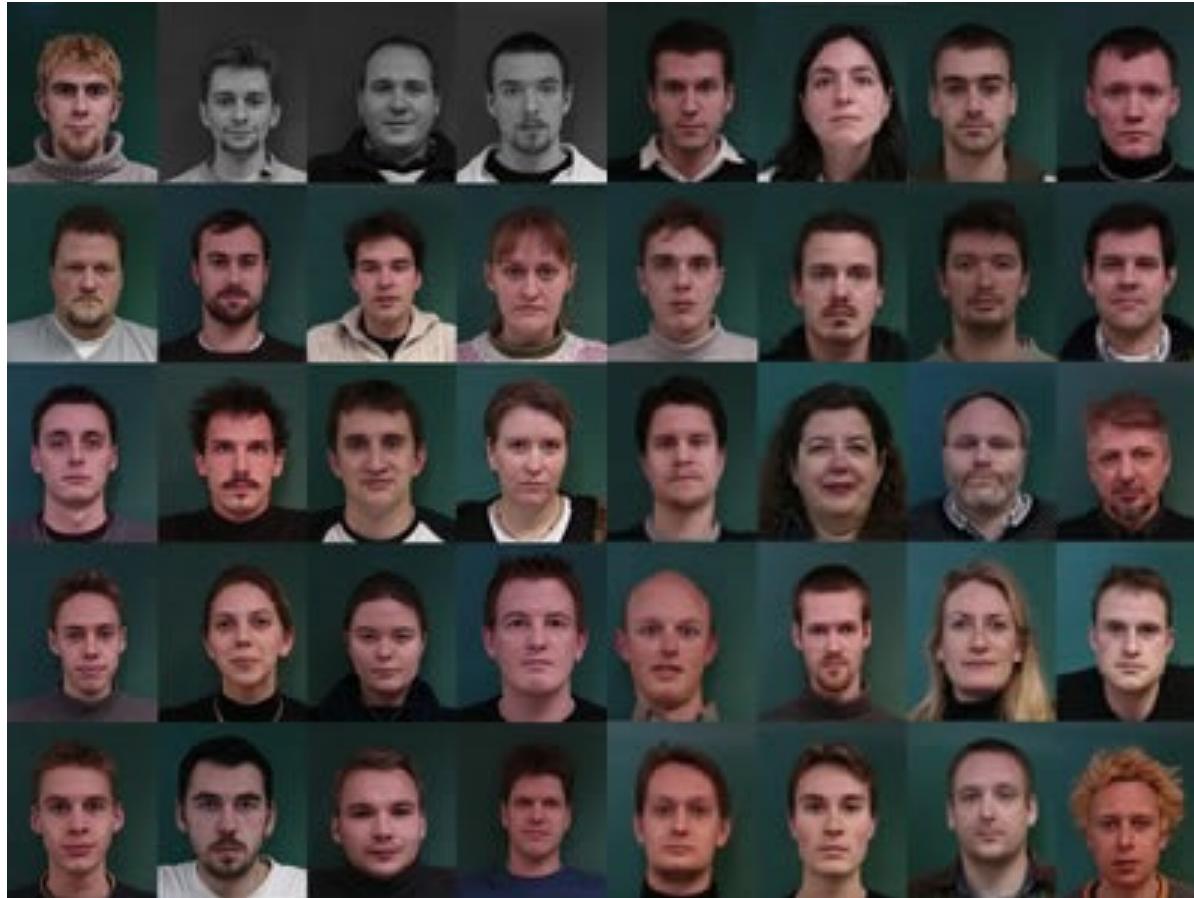
---

$$\begin{matrix} n \\ m \end{matrix} = \begin{matrix} n \\ m \end{matrix} + \begin{matrix} n \\ m \end{matrix} = \text{mean image}$$

The diagram illustrates the calculation of a mean image from two input images. It shows two input images, each labeled with dimensions  $n$  (vertical) and  $m$  (horizontal). These are followed by a plus sign and another set of input images with the same dimensions. Finally, an equals sign leads to the result, labeled "mean image". Below the first input image, the label  $\frac{1}{2}$  is placed above the dimension  $n*m$ . Below the second input image, the label  $\frac{1}{2}$  is also placed above the dimension  $n*m$ , indicating that each input image is weighted by  $\frac{1}{2}$  before they are summed.

# How to align faces?

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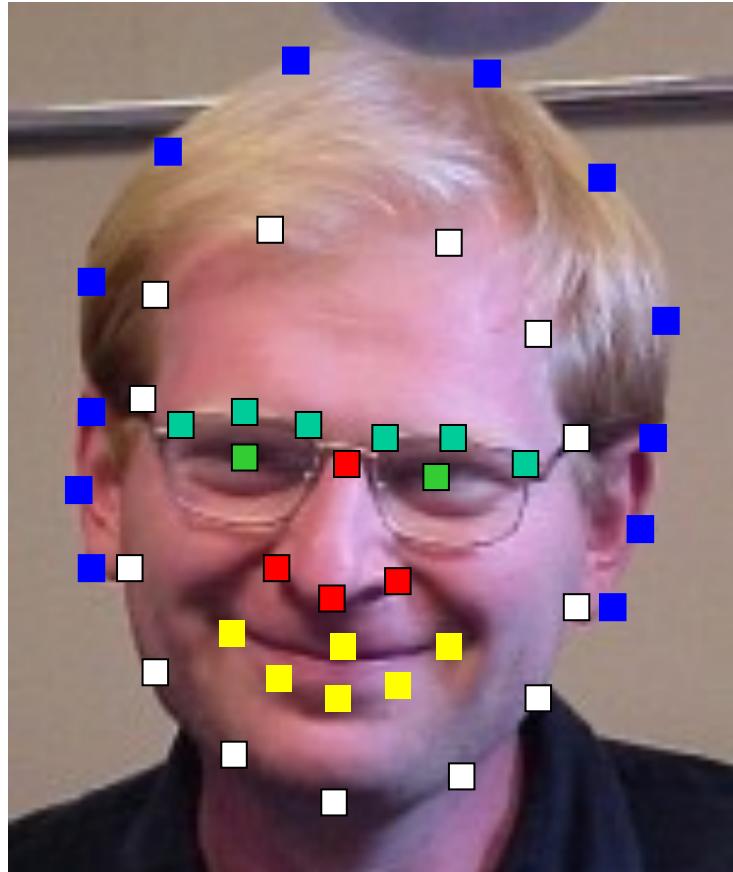


Students and staff from Technical University of Denmark

<http://www2.imm.dtu.dk/~aam/datasets/datasets.html>

# Shape Vector

---



=



Landmark annotation

# Appearance Vectors vs. Shape Vectors

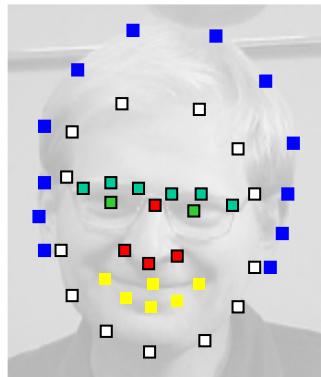
Appearance  
Vector



Vector of  
 $200 \times 150 \times 3$   
Dimensions

$200 \times 150$  pixels (RGB)

Shape  
Vector



Vector of  
 $43 \times 2$   
Dimensions

43 coordinates (x,y)

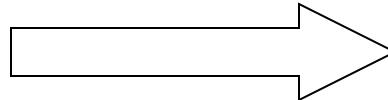
- Manual annotation.
- OR
- Face landmark detection.

# Average Face

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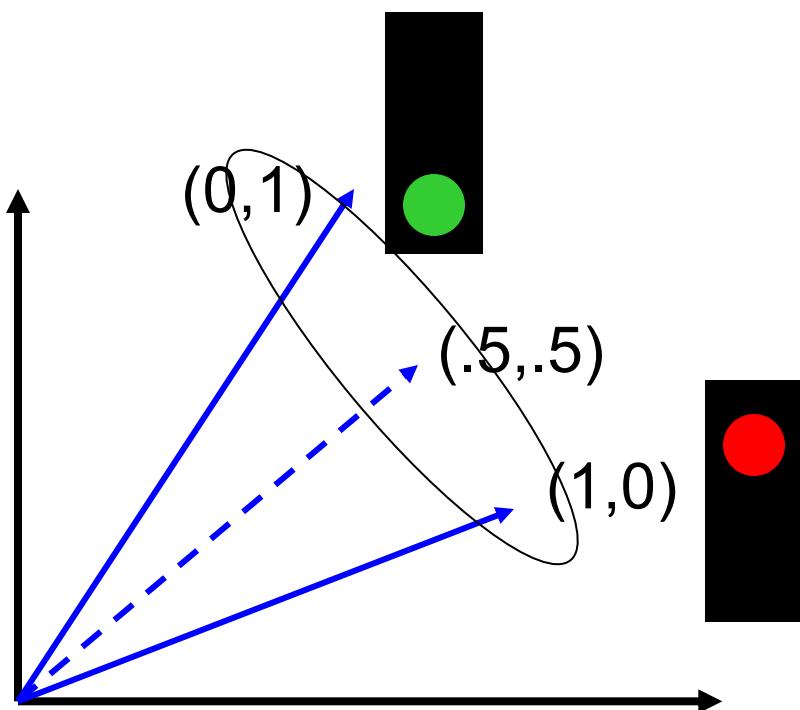


1. Warp to mean shape
2. Average pixels



# Objects must span a subspace

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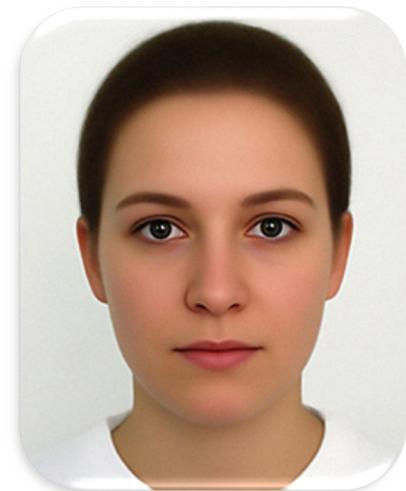


# Subpopulation means

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Examples:

- Male vs. female
- Happy vs. said
- Average Kids
- Happy Males
- Etc.
- <http://www.faceresearch.org>



Average female



Average kid



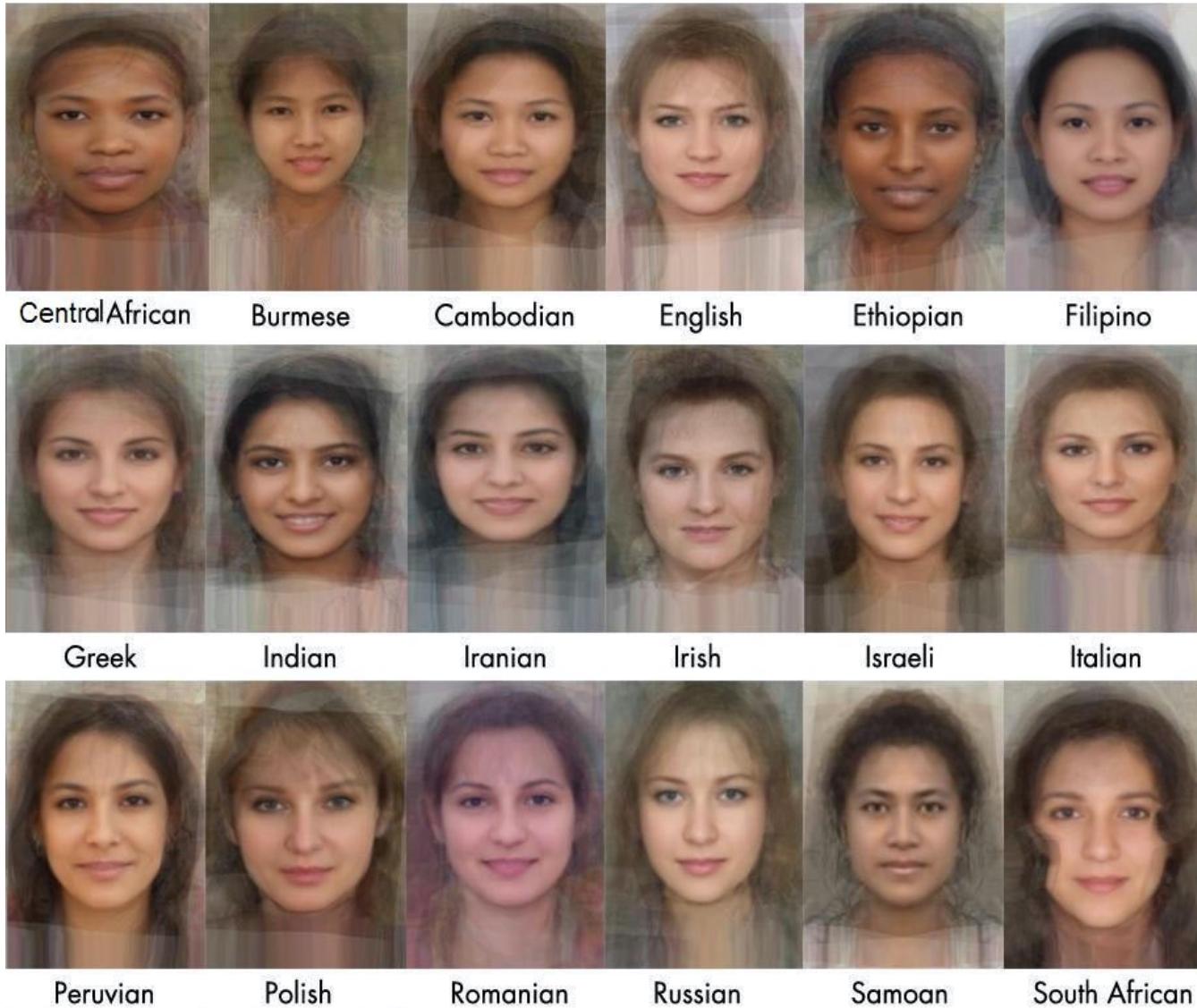
Average happy male



Average male<sup>17</sup>

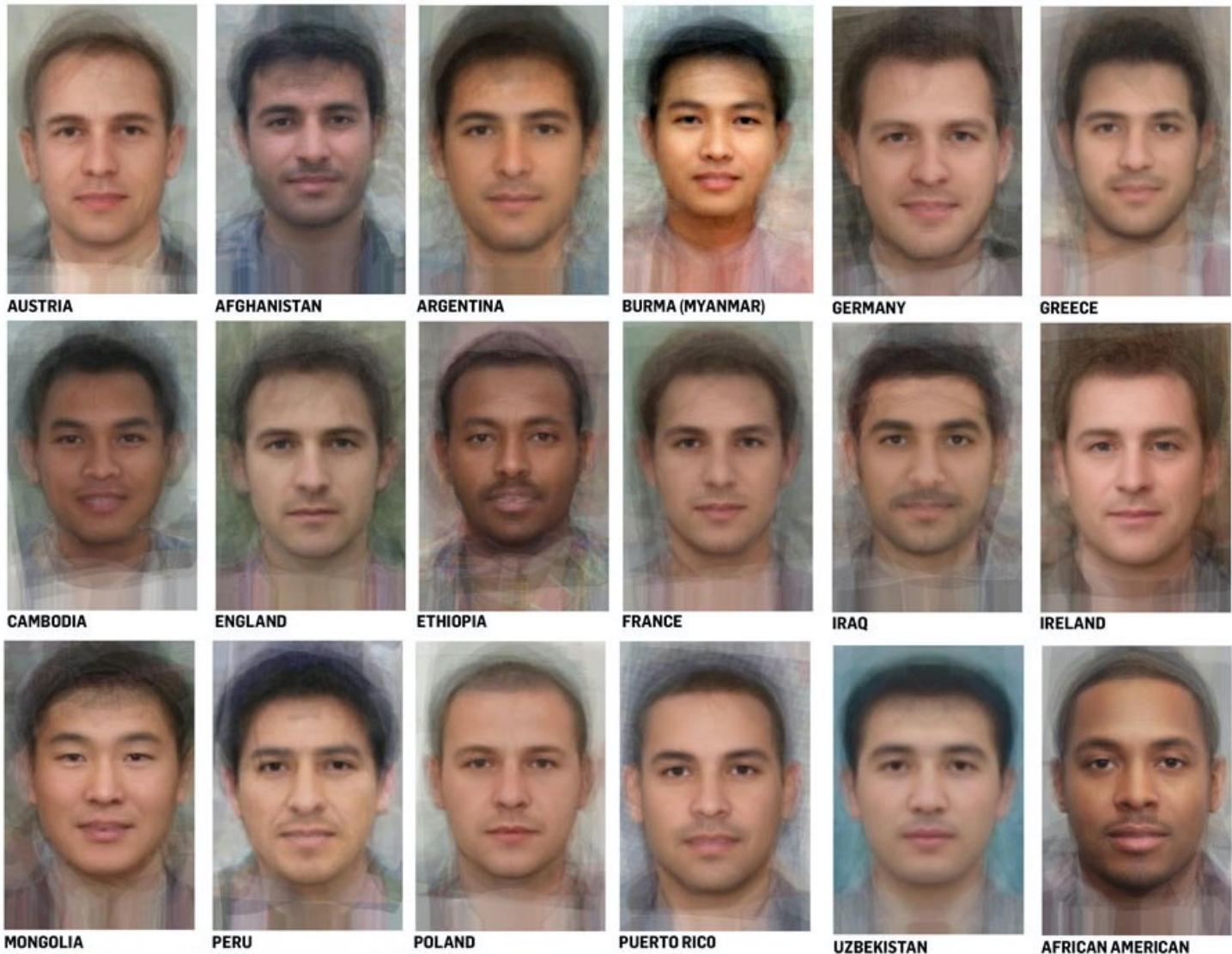
# Average Women of the world

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# Average Men of the world

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# Deviations from the mean

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Image X



Mean  $\underline{X}$

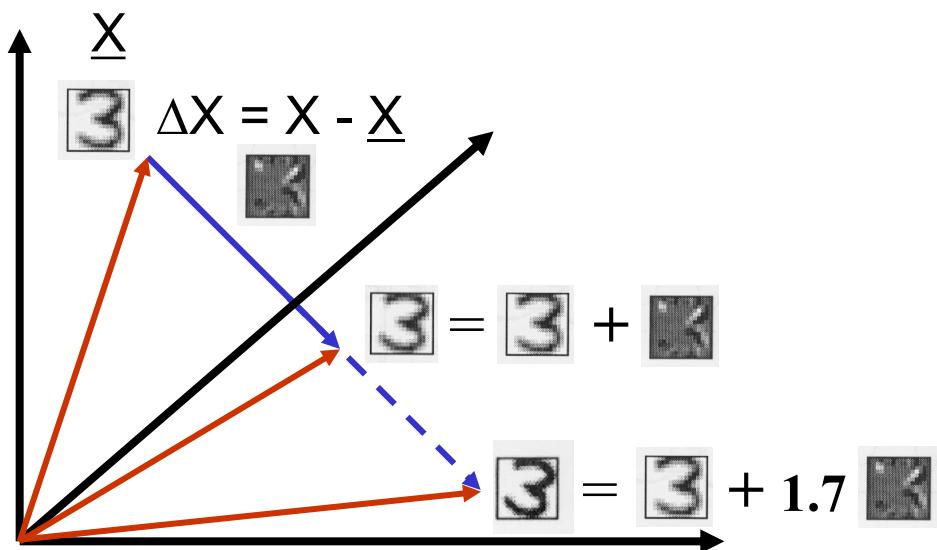
=



$$\Delta X = X - \underline{X}$$

# Deviations from the mean

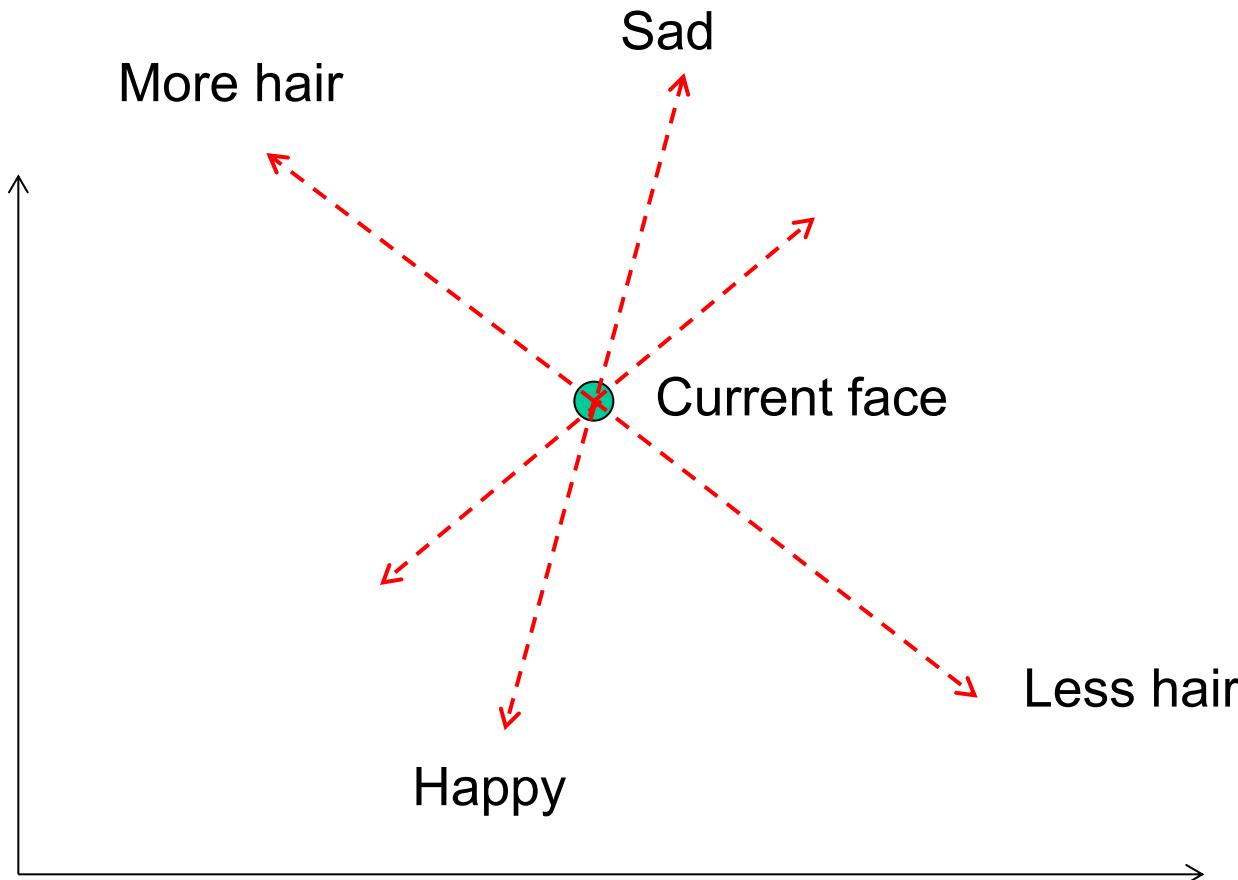
---



# Extrapolating faces

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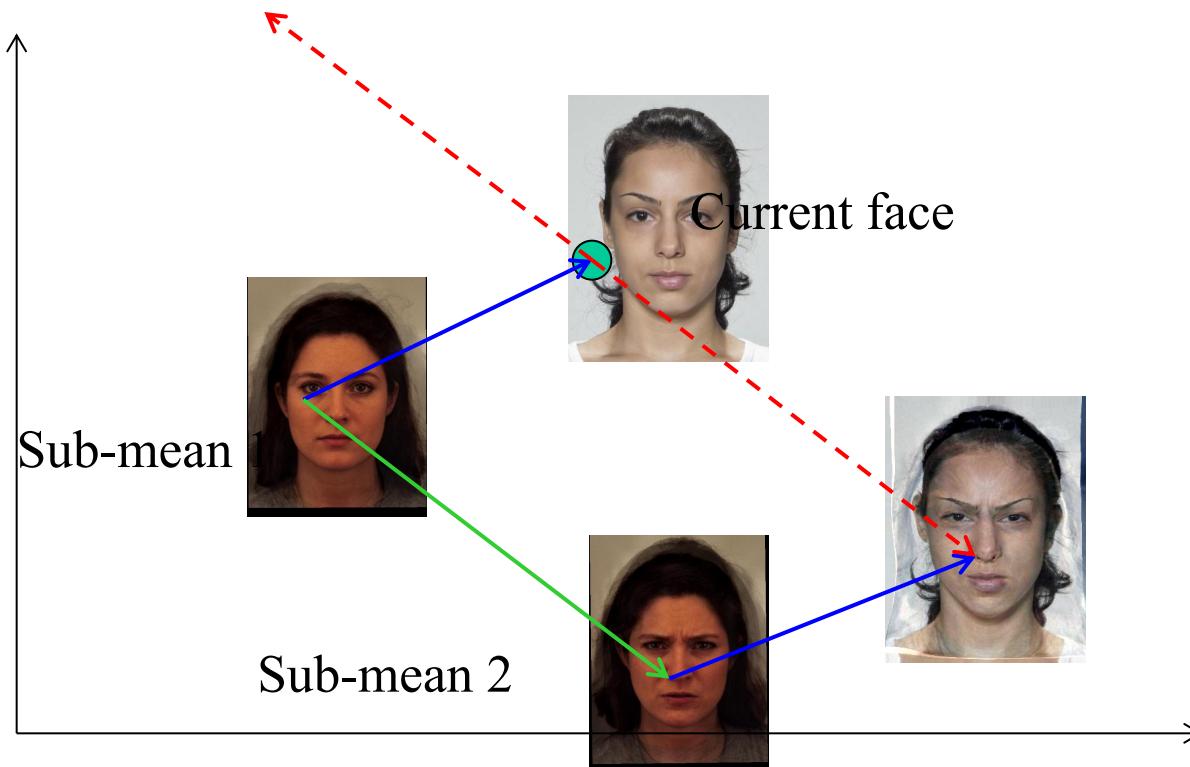
- We can imagine various meaningful directions.



# Manipulating faces

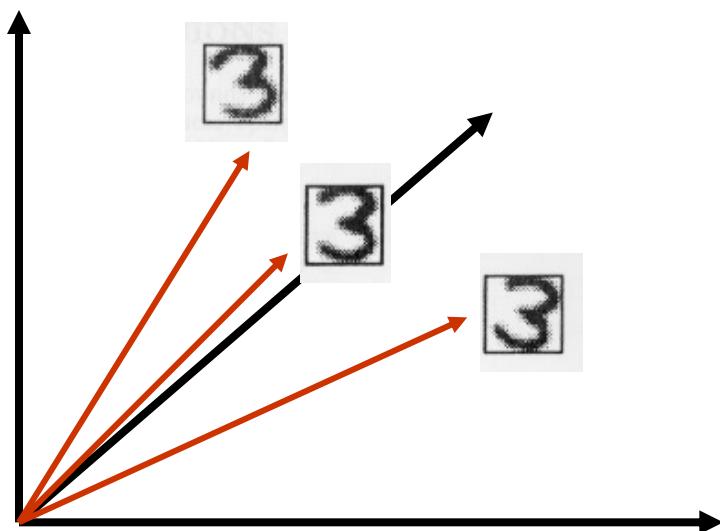
---

- How can we make a face look younger/older, or happy/sad, etc.?
- <http://www.faceresearch.org/demos/transform>



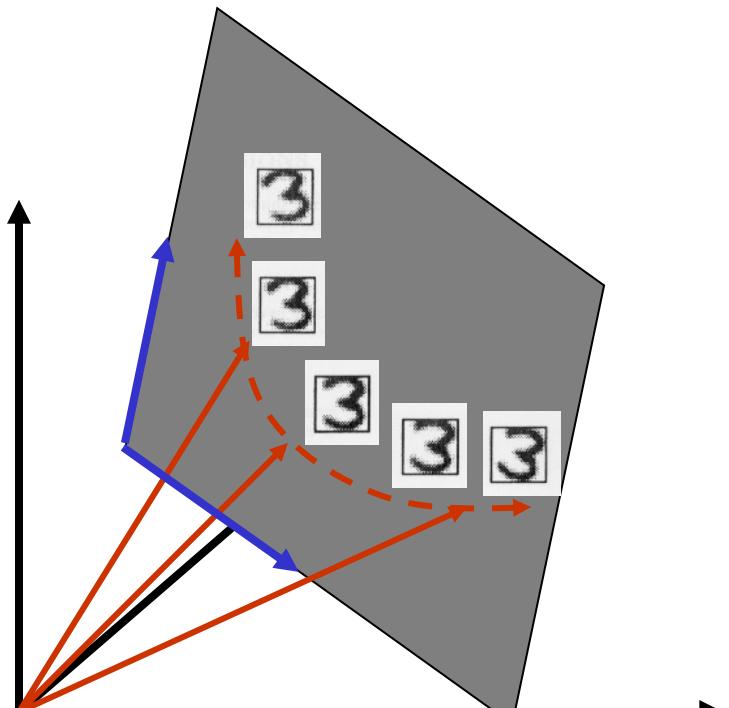
# Back to the Subspace

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# Linear Subspace: convex combinations

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Any new image  $X$  can be obtained as weighted sum of stored “basis” images.

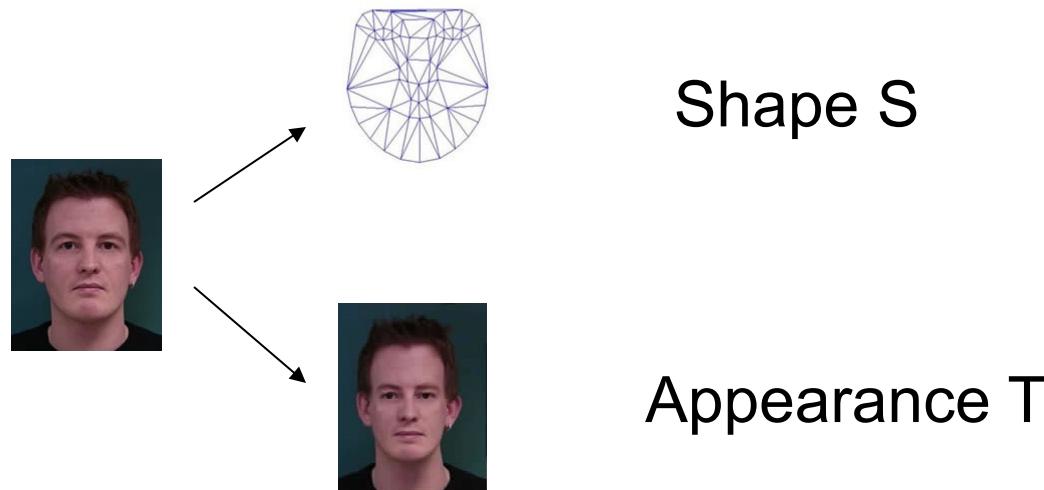
$$X = \sum_{i=1}^m a_i X_i$$

Our old friend, change of basis!  
What are the new coordinates of  $X$ ?

# The Morphable Face Model

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The actual structure of a face is captured in the shape vector  $\mathbf{S} = (x_1, y_1, x_2, \dots, y_n)^T$ , containing the  $(x, y)$  coordinates of the  $n$  vertices of a face, and the appearance (texture) vector  $\mathbf{T} = (R_1, G_1, B_1, R_2, \dots, G_n, B_n)^T$ , containing the color values of the mean-warped face image.



# The Morphable face model

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Again, assuming that we have  $m$  such vector pairs in full correspondence, we can form new shapes  $\mathbf{S}_{model}$  and new appearances  $\mathbf{T}_{model}$  as:

$$\mathbf{S}_{model} = \sum_{i=1}^m a_i \mathbf{S}_i \quad \mathbf{T}_{model} = \sum_{i=1}^m b_i \mathbf{T}_i$$

$$s = \alpha_1 \cdot \text{face}_1 + \alpha_2 \cdot \text{face}_2 + \alpha_3 \cdot \text{face}_3 + \alpha_4 \cdot \text{face}_4 + \dots = \mathbf{S} \cdot \mathbf{a}$$

$$t = \beta_1 \cdot \text{face}_1 + \beta_2 \cdot \text{face}_2 + \beta_3 \cdot \text{face}_3 + \beta_4 \cdot \text{face}_4 + \dots = \mathbf{T} \cdot \mathbf{b}$$

If number of basis faces  $m$  is large enough to span the face subspace then:  
Any new face can be represented as a pair of vectors

$(\alpha_1, \alpha_2, \dots, \alpha_m)^T$  and  $(\beta_1, \beta_2, \dots, \beta_m)^T$  !

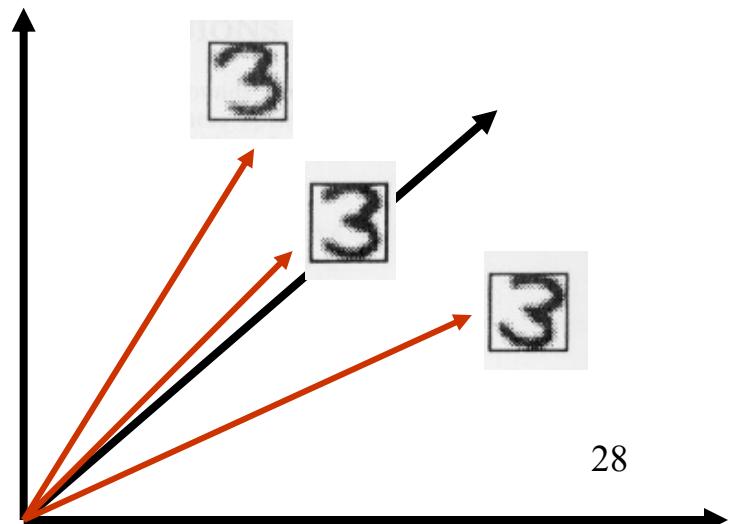
# Issues:

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1. How many basis images is enough?
2. Which ones should they be?
3. What if some variations are more important than others?
  - E.g. corners of mouth carry much more information than haircut

Need a way to obtain basis images automatically, in order of importance!

But what's important?

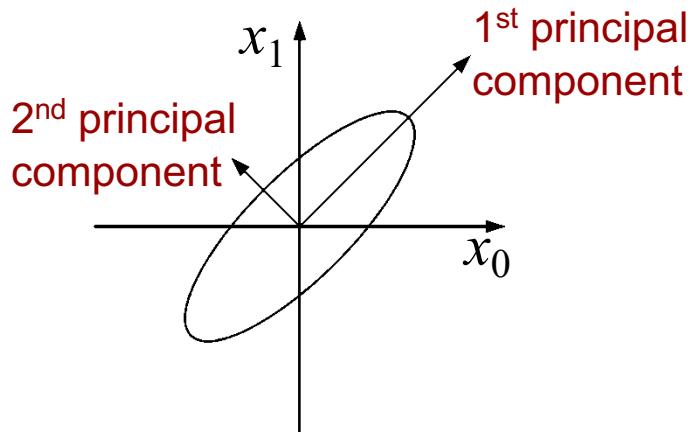
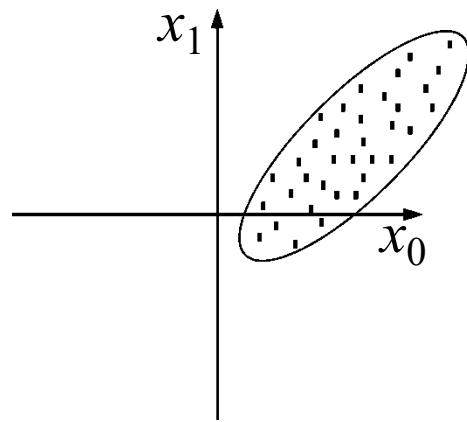


# Principal Component Analysis

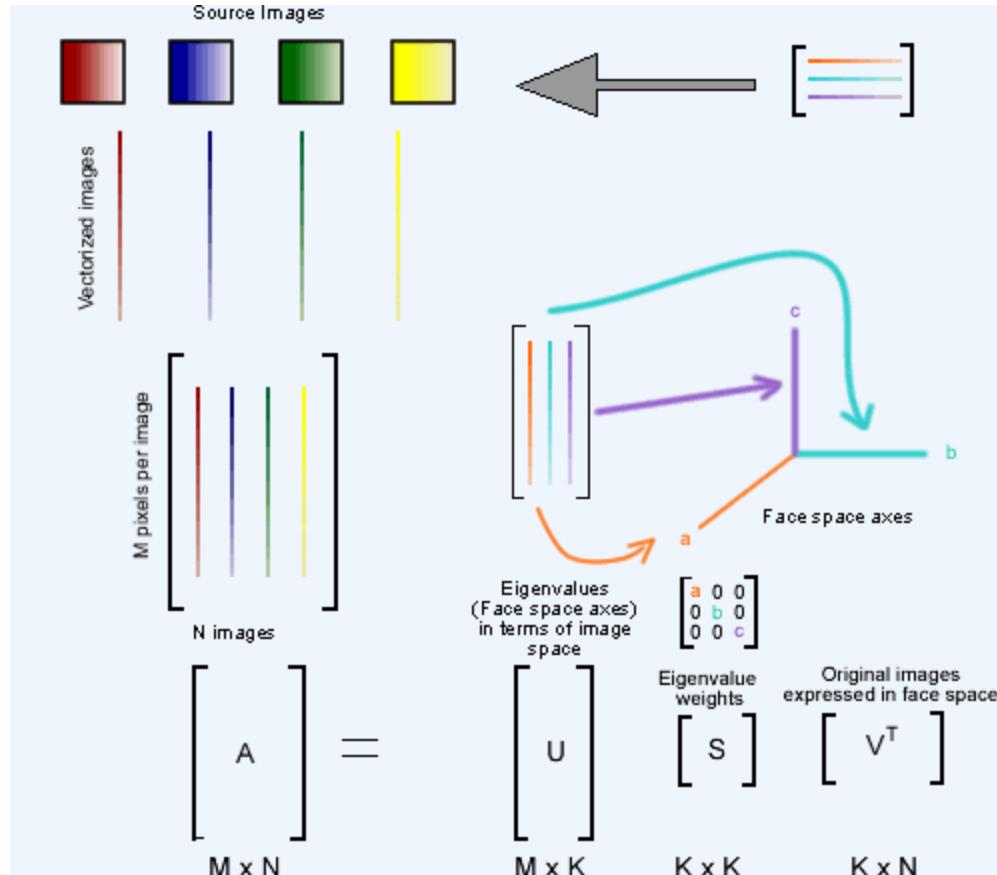
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Given a point set  $\{\vec{p}_j\}_{j=1\dots P}$ , in an  $M$ -dim space, PCA finds a basis such that

- coefficients of the point set in that basis are uncorrelated
- first  $r < M$  basis vectors provide an approximate basis that minimizes the mean-squared-error (MSE) in the approximation (over all bases with dimension  $r$ )



# PCA via Singular Value Decomposition



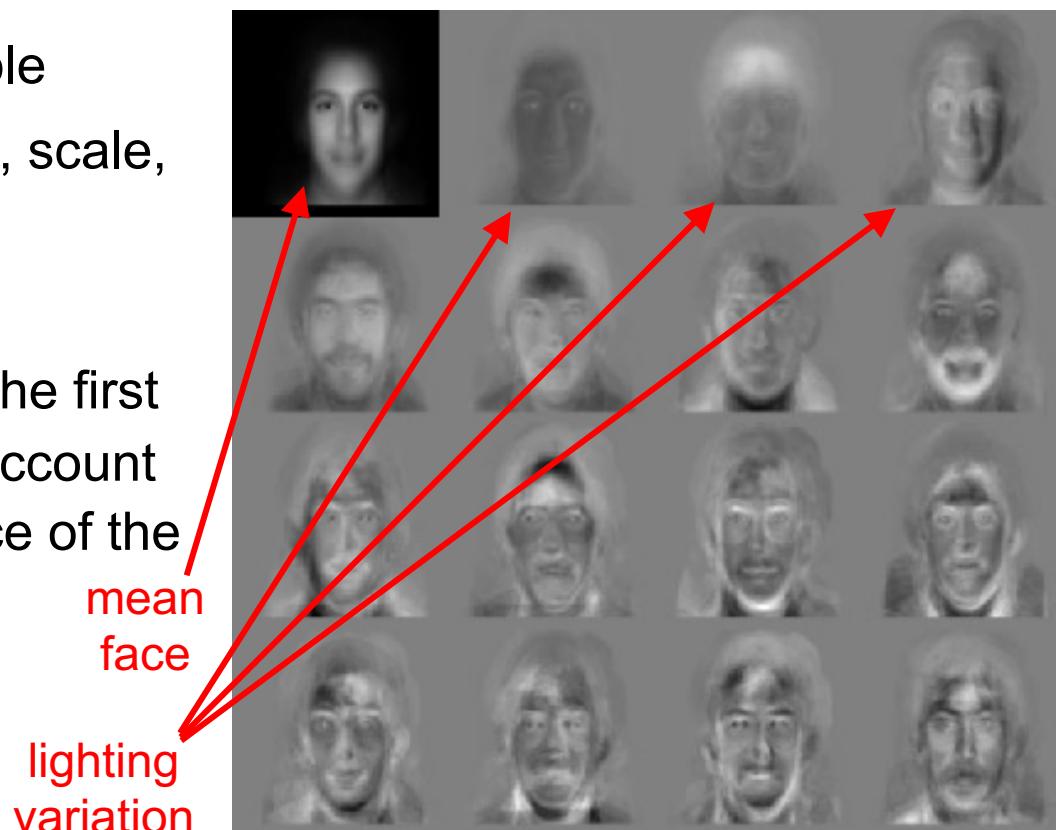
$$[u, s, v] = \text{svd}(A);$$

# EigenFaces

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First popular use of PCA on images was for modeling and recognition of faces [Kirby and Sirovich, 1990, Turk and Pentland, 1991]

- Collect a face ensemble
- Normalize for contrast, scale, & orientation.
- Remove backgrounds
- Apply PCA & choose the first  $N$  eigen-images that account for most of the variance of the data.



# First 3 Shape Basis

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Mean appearance



32

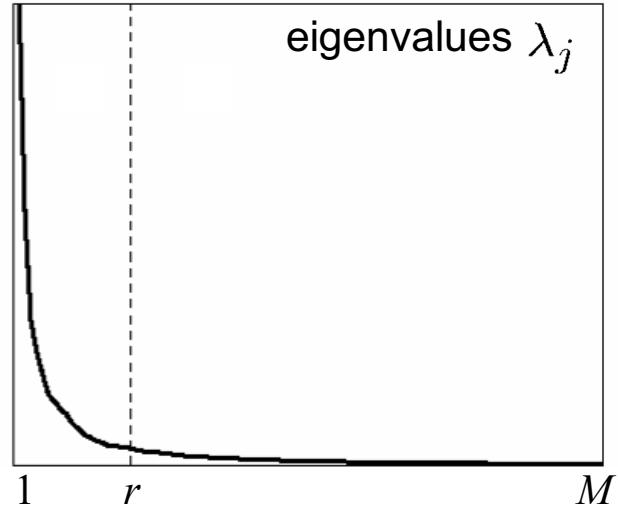
# Principal Component Analysis

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## Choosing subspace dimension

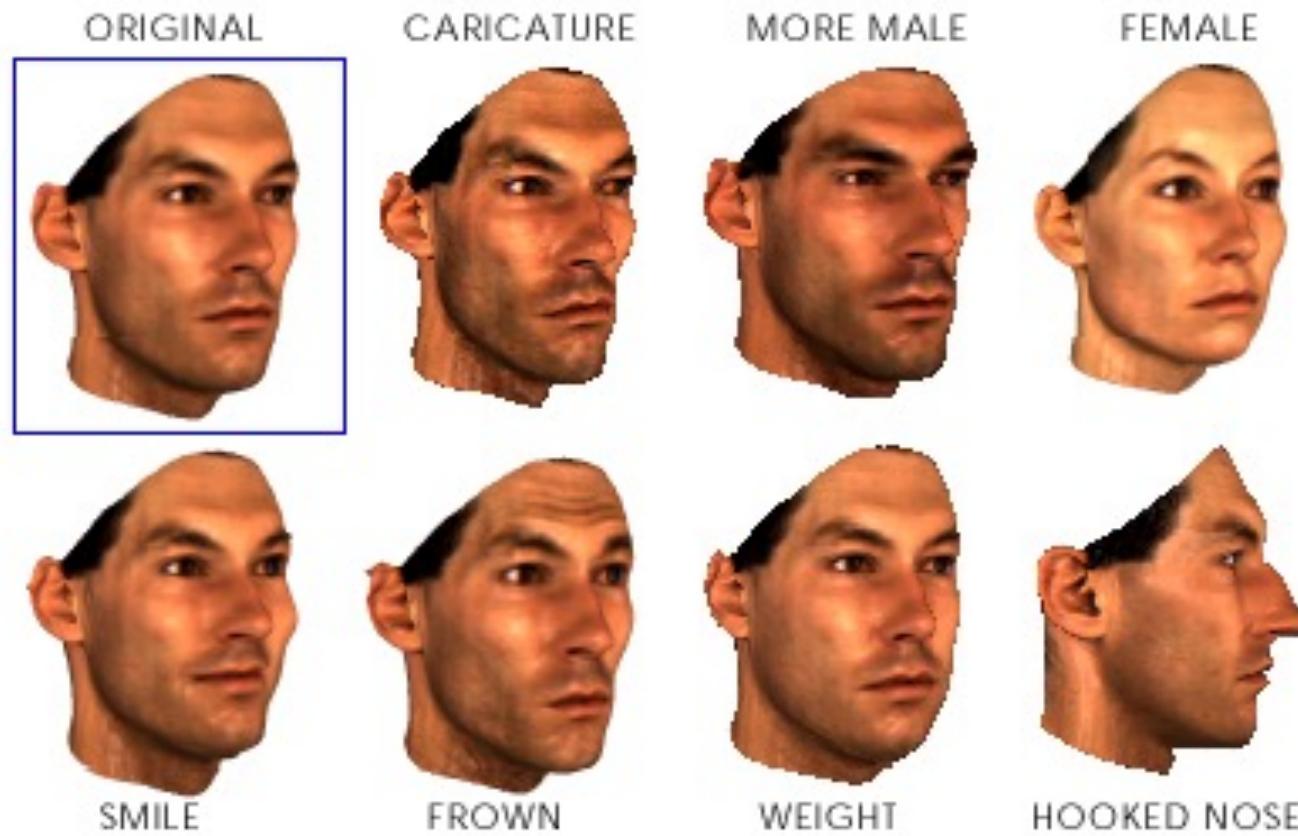
$r$ :

- look at decay of the eigenvalues as a function of  $r$
- Larger  $r$  means lower expected error in the subspace data approximation



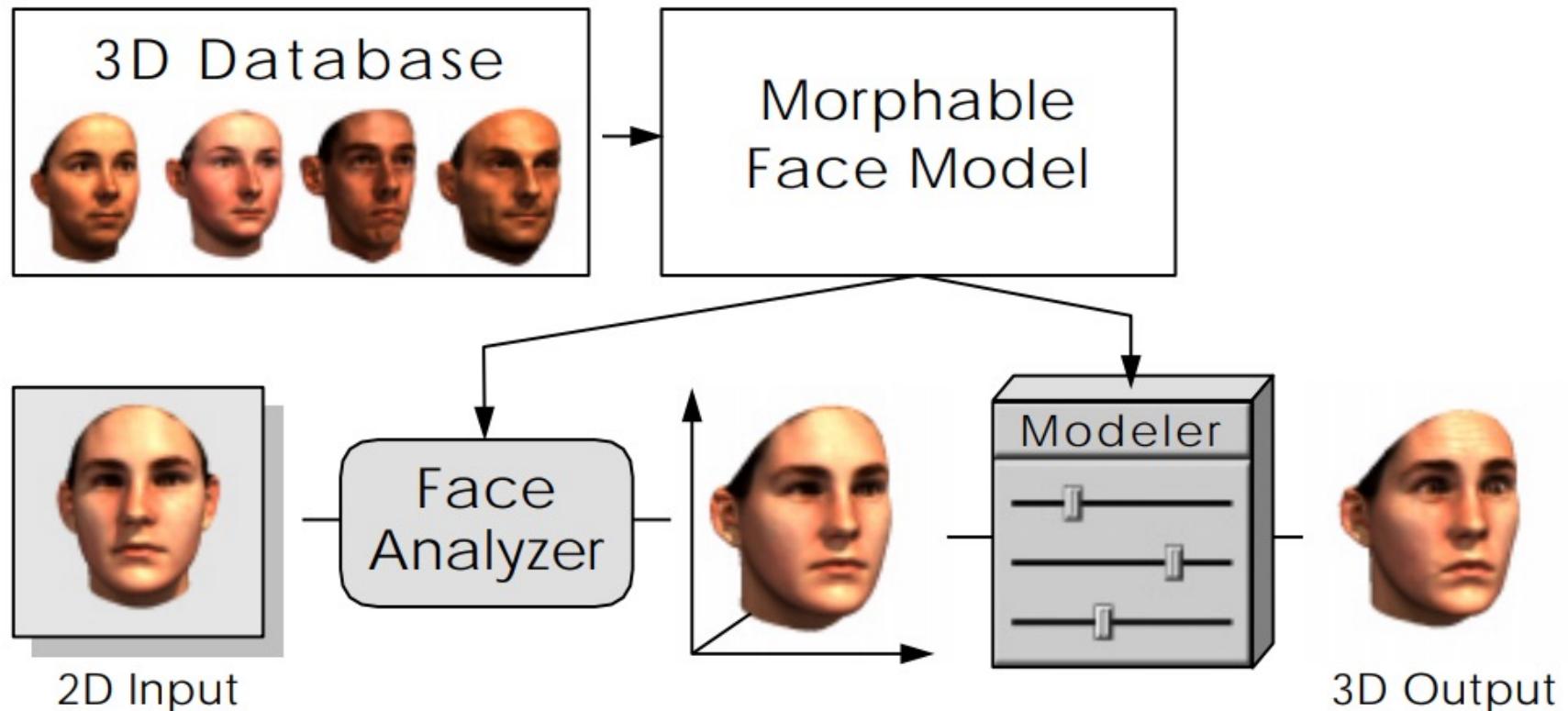
# Using 3D Geometry: Blanz & Vetter, 1999

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# Using 3D Geometry: Blanz & Vetter, 1999

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# Using 3D Geometry: Blinz & Vetter, 1999

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# Face + Internet Images

# Photobio

George Bush - Google Search

[https://www.google.com/search?tbm=isch&hl=en&source=hp&biw=1725&bih=967&q=george+w+bush&gbv=2&oq=george+w+bush&aq=f&aqi=g10&aql=&gs\\_sm=3&gs\\_upl=129215210l0l543...](https://www.google.com/search?tbm=isch&hl=en&source=hp&biw=1725&bih=967&q=george+w+bush&gbv=2&oq=george+w+bush&aq=f&aqi=g10&aql=&gs_sm=3&gs_upl=129215210l0l543...)

Search Images Videos Maps News Shopping Mail More ▾ [kermelmi@cs.washington.edu](#) ▾ [⚙️](#)

George Bush

About 409,000,000 results (0.49 seconds)

SafeSearch ▾

Search

Everything

Images

Maps

Videos

News

Shopping

Books

More

All results

By subject

Any size

Large

Medium

Icon

Larger than...

Exactly...

Any color

Full color

Black and white

Any type

38

# Photobio

George Bush - Google Search

[https://www.google.com/search?tbm=isch&hl=en&source=hp&biw=1725&bih=967&q=george+w+bush&gbv=2&oq=george+w+bush&aq=f&aqi=g10&aql=&gs\\_sm=3&gs\\_upl=129215210l0l543...](https://www.google.com/search?tbm=isch&hl=en&source=hp&biw=1725&bih=967&q=george+w+bush&gbv=2&oq=george+w+bush&aq=f&aqi=g10&aql=&gs_sm=3&gs_upl=129215210l0l543...)

Search Images Videos Maps News Shopping Mail More ▾ [kermelmi@cs.washington.edu](#) ▾ [SafeSearch ▾](#)

George Bush

About 409,000,000 results (0.49 seconds)

Related searches: [george bush sr](#) [george h w bush](#) [george bush face](#) [george bush finger](#) [george bush confused](#)

Everything

Images

Maps

Videos

News

Shopping

Books

More

All results

By subject

Any size

Large

Medium

Icon

Larger than...

Exactly...

Any color

Full color

Black and white

<img alt="George Bush looking

# Photobio

A screenshot of a Google search results page for the query "George Bush". The search bar at the top contains the text "George Bush". Below the search bar, the results are categorized under "Search". It shows approximately 409,000,000 results found in 0.49 seconds. A "SafeSearch" dropdown menu is visible. On the left, there is a sidebar with navigation links for "Everything", "Images", "Maps", "Videos", "News", "Shopping", "Books", and "More". Under "Images", there are filters for "All results" (selected), "By subject", "Any size" (with options for Large, Medium, Icon, Larger than..., and Exactly...), and "Any color" (with options for Full color and Black and white). The main content area displays a grid of images related to George W. Bush. The first row contains nine standard portraits of him in various settings. The second row contains nine images, including one where he has a thought bubble above his head and another where he is wearing a yellow wig and fake eyelashes. The third row contains nine more standard portraits. The fourth row starts with an image of him eating corn on the cob, followed by several other portraits, including one from a press conference. A specific image in this row is highlighted with a bounding box and labeled "George\_Bush.jpg" with a "View image" link and a "Similar - More sizes" link. The URL in the address bar is https://www.google.com/search?tbm=isch&hl=en&source=hp&biw=1725&bih=967&q=george+w+bush&gbv=2&oq=george+w+bush&aq=f&aqi=g10&aql=&gs\_sm=3&gs\_upl=129215210l0l543... . The bottom right corner of the image shows a small number "40".



ariel

Filters



# Challenges

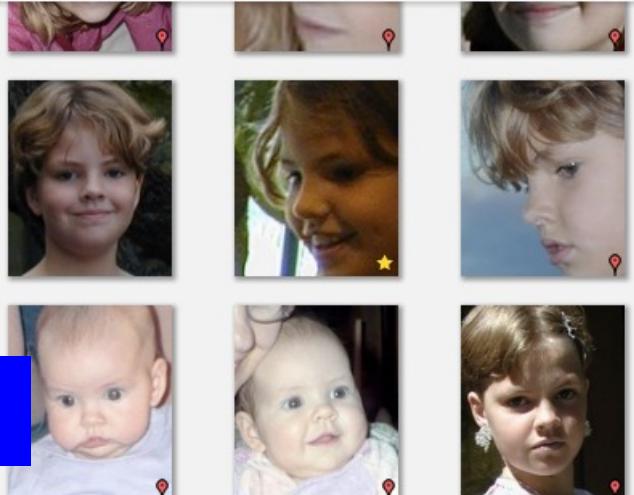
Remove

Non-rigid (facial expressions, age...)

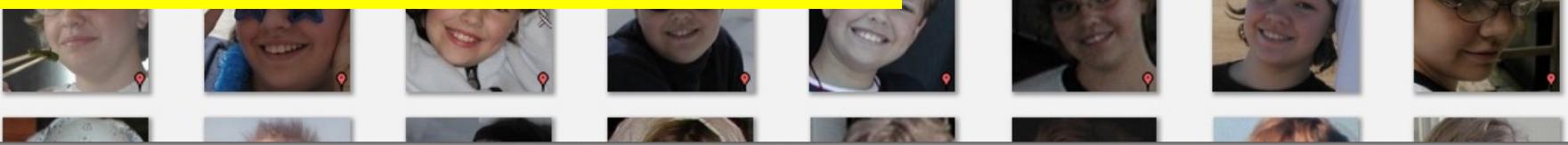
Occlusions (hair, glasses ...)

Arbitrary lighting, pose

Different cameras, exposure, focus ...



But: there are many photos!



447 pictures Dec 24, 1990 to Jul 4, 2011 637.2MB on disk

Share

Email

Print

Export



# Walking in the Face-graph!

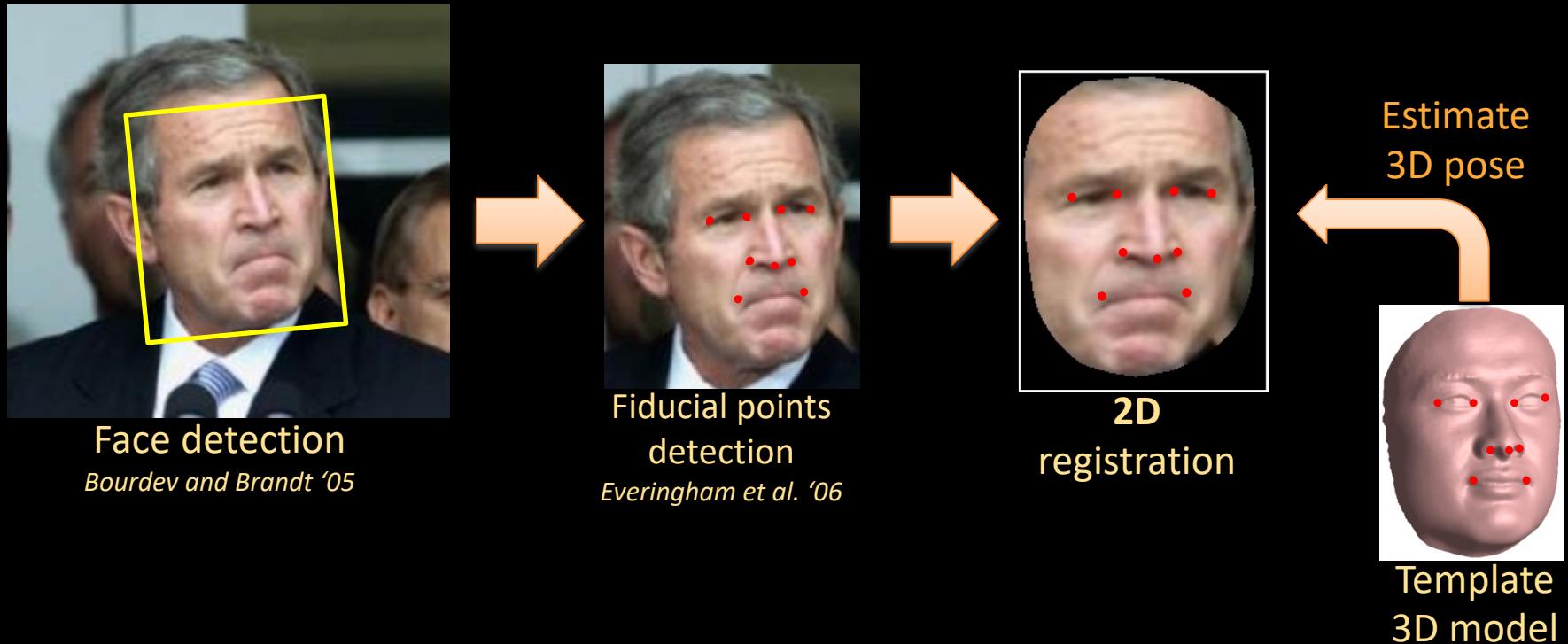
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Ira Kemelmacher-Shlizerman, Eli Shechtman, Rahul Garg, Steven M. Seitz. "Exploring Photobios." ACM Transactions on Graphics 30(4) (SIGGRAPH), Aug 2011.

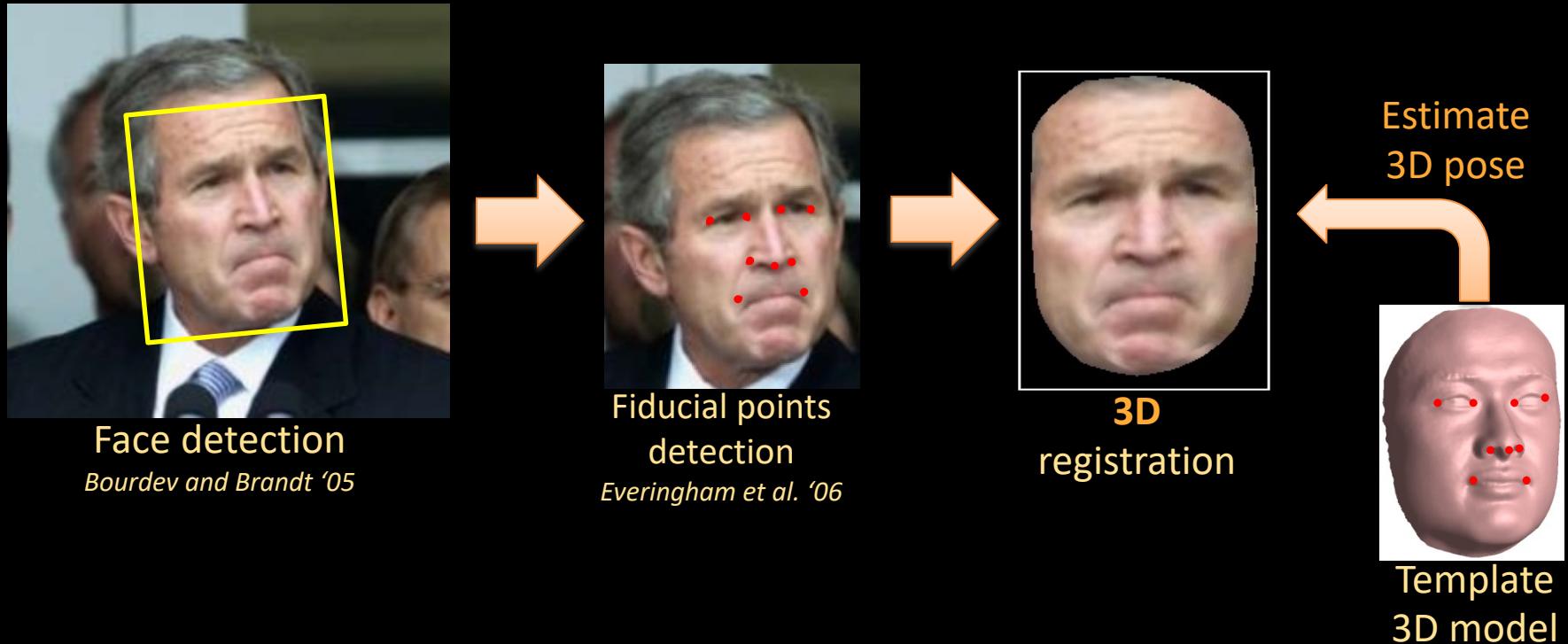
<http://vimeo.com/23561002>

# Image registration



Kemelmacher, Shechtman, Garg, Seitz, *Exploring Photobios*, SIGGRAPH'11

# Image registration



Kemelmacher, Shechtman, Garg, Seitz, *Exploring Photobios*, SIGGRAPH'11

# 3D transformed photos

before



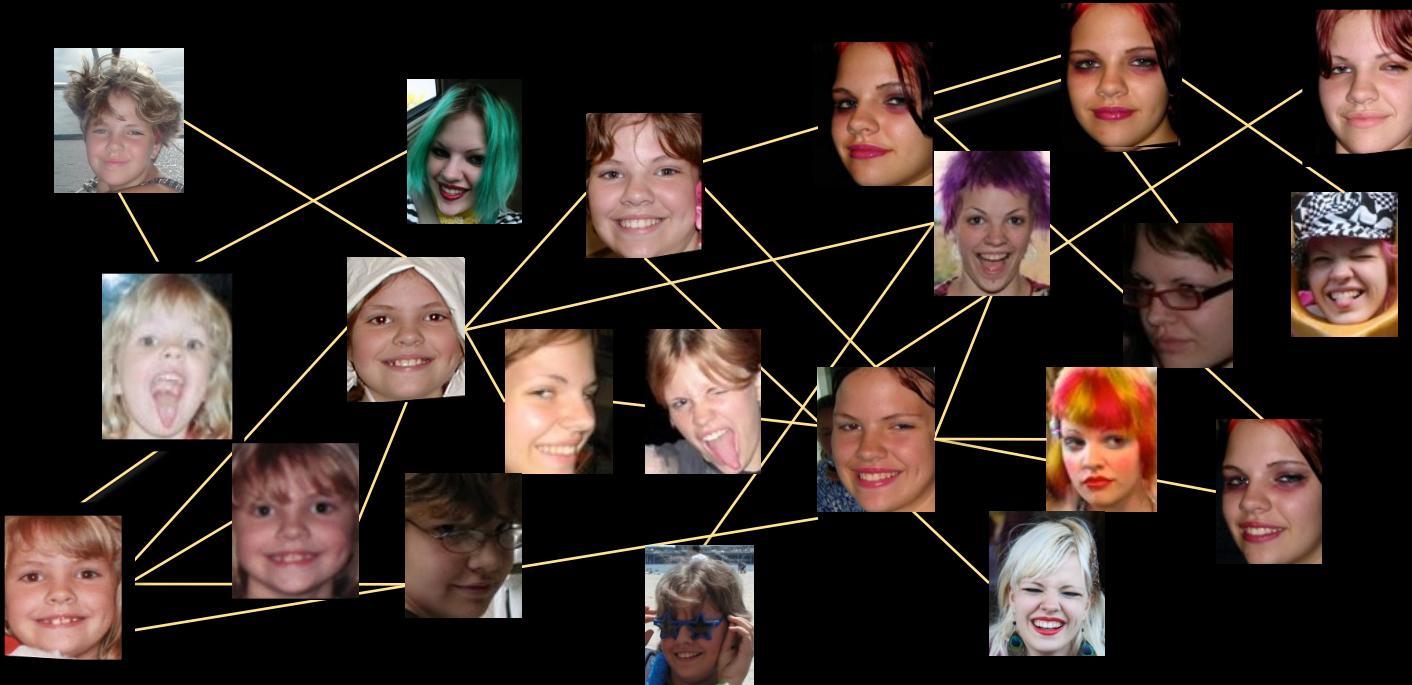
...

after



...

# Represent the photo collection as a graph



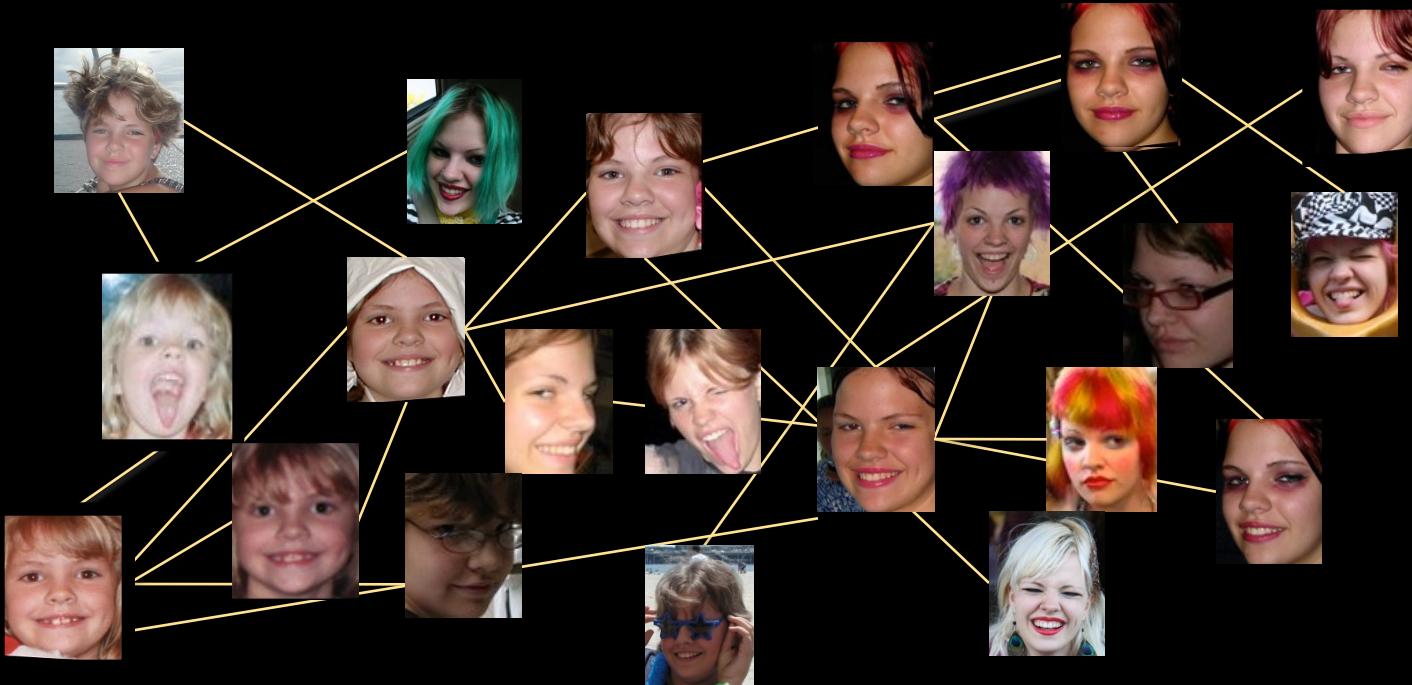
Similarity  
between  
2 photos



3D Head  
Pose  
similarity

• Facial  
Expression  
similarity   • Time  
similarity

# Represent the photo collection as a graph



Similarity  
between  
2 photos



3D Head  
Pose  
similarity

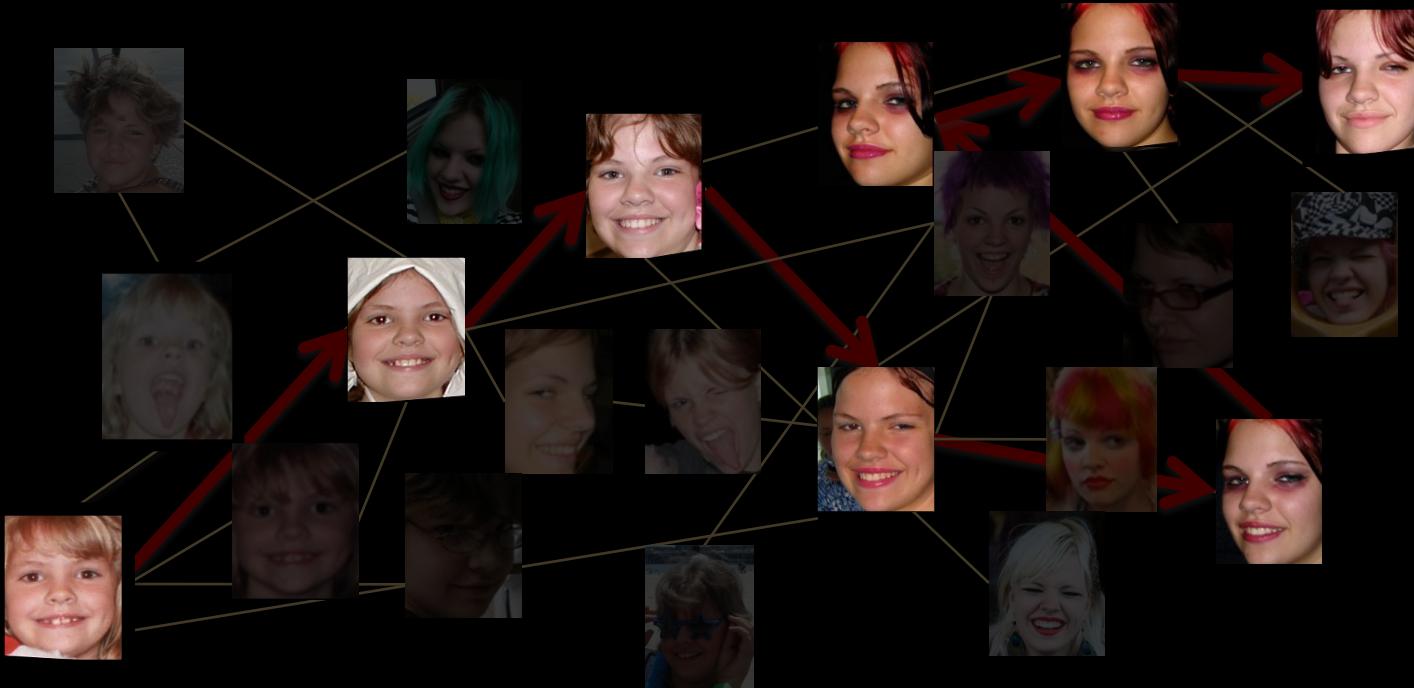


Facial  
Expression  
similarity



Time  
similarity

# Represent the photo collection as a graph



Similarity  
between  
2 photos



3D Head  
Pose  
similarity

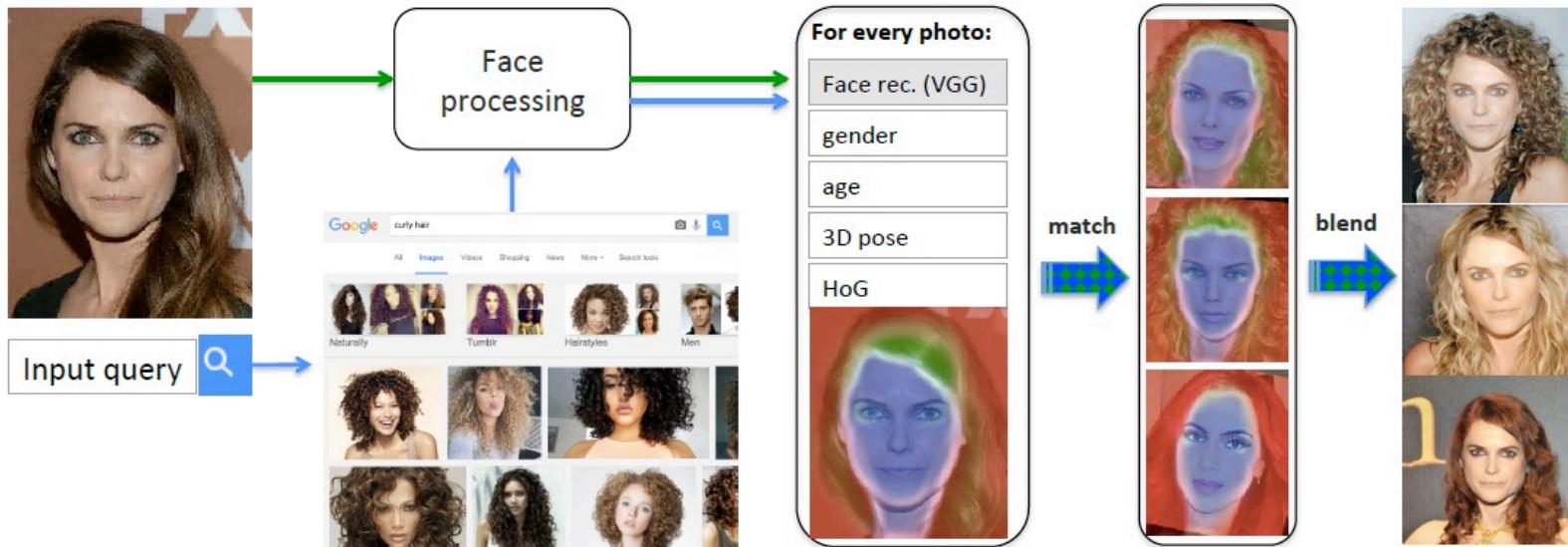
• Facial  
Expression  
similarity   • Time  
similarity

# Dreambit

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## Transfiguring Portraits

Ira Kemelmacher-Shlizerman\*  
Computer Science and Engineering, University of Washington

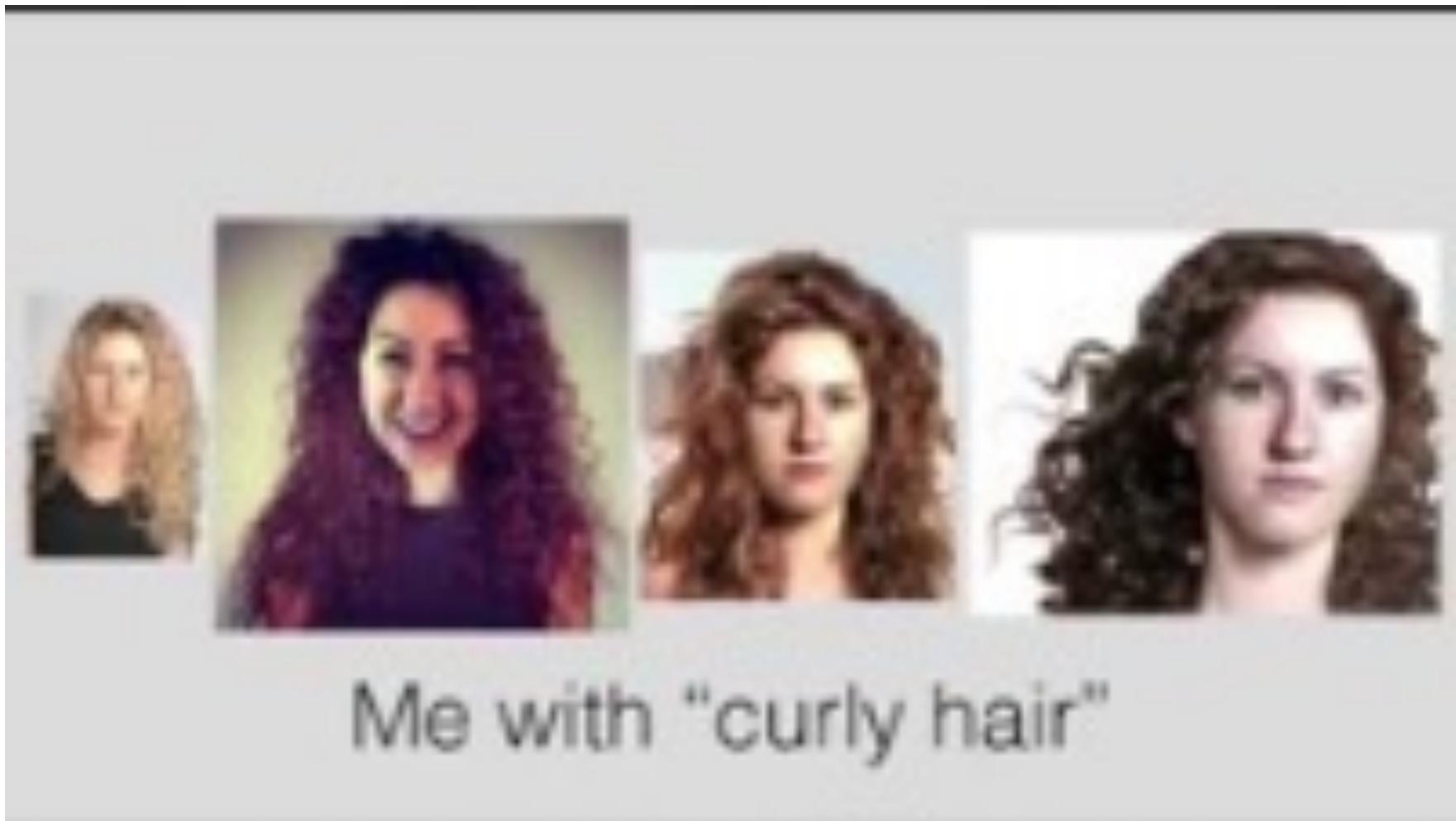


**Figure 2:** Illustration of our system. The system gets as input a photo and a text query. The text query is used to search a web image engine. The retrieved photos are processed to compute a variety of face features and skin and hair masks, and ranked based on how well they match to the input photo. Finally, the input face is blended into the highest ranked candidates.

<https://www.youtube.com/watch?v=mILLFK1Rwhk>

# Dreambit

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Me with “curly hair”

# Illumination-aware Age Progression

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CVPR 2014

Ira Kemelmacher-Shlizerman, Supasorn Suwajanakorn, Steven M. Seitz



3 years old



5-7



14-16



26-35



46-57



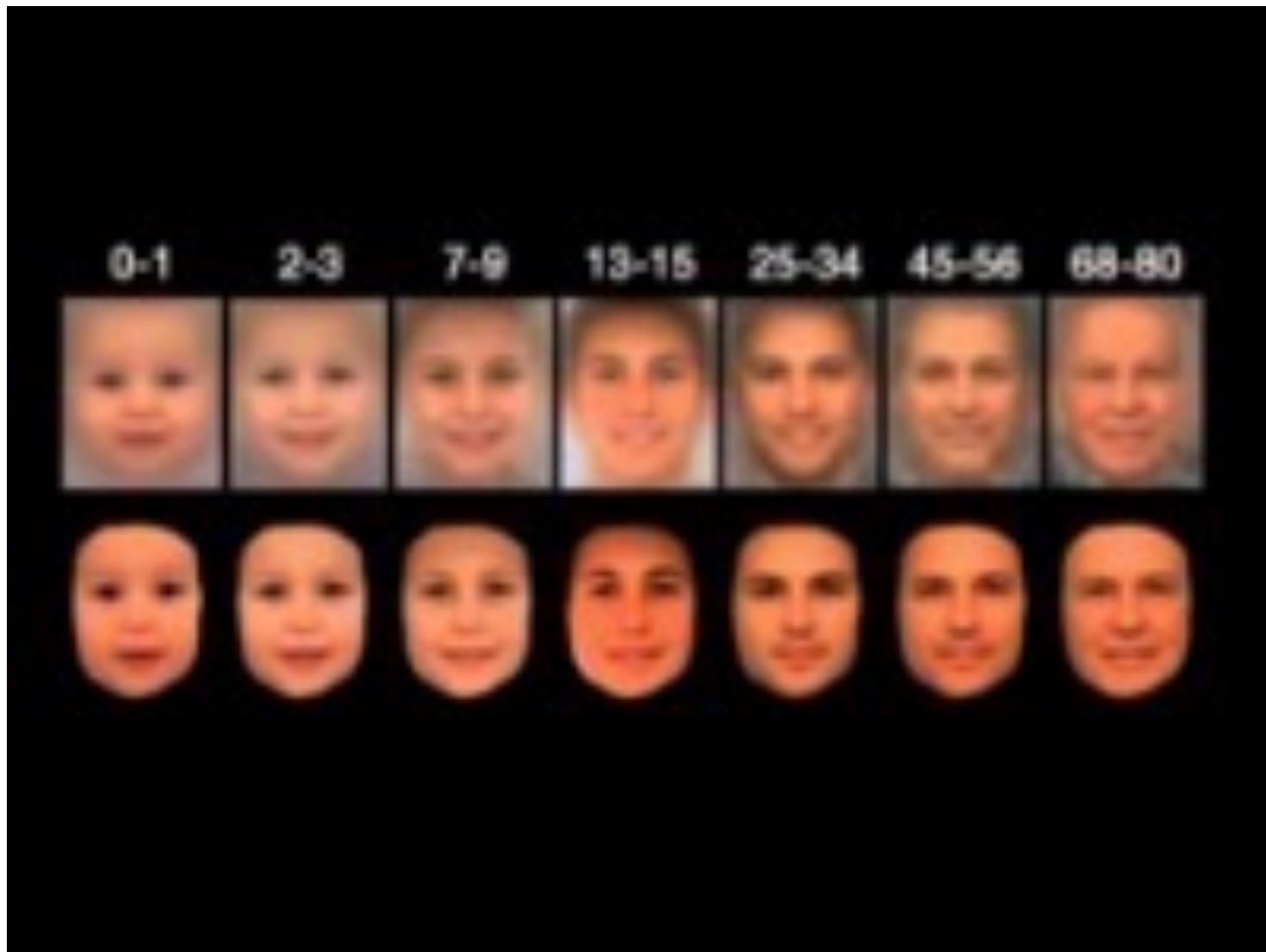
58-68



81-100

# Illumination-aware Age Progression

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# Image-Based Shaving

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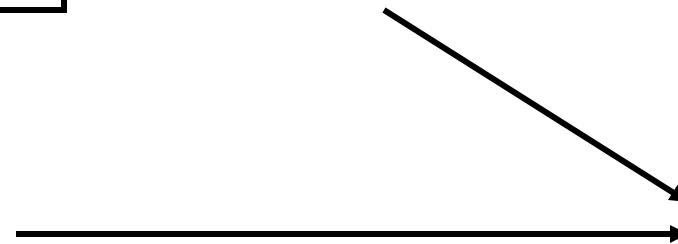
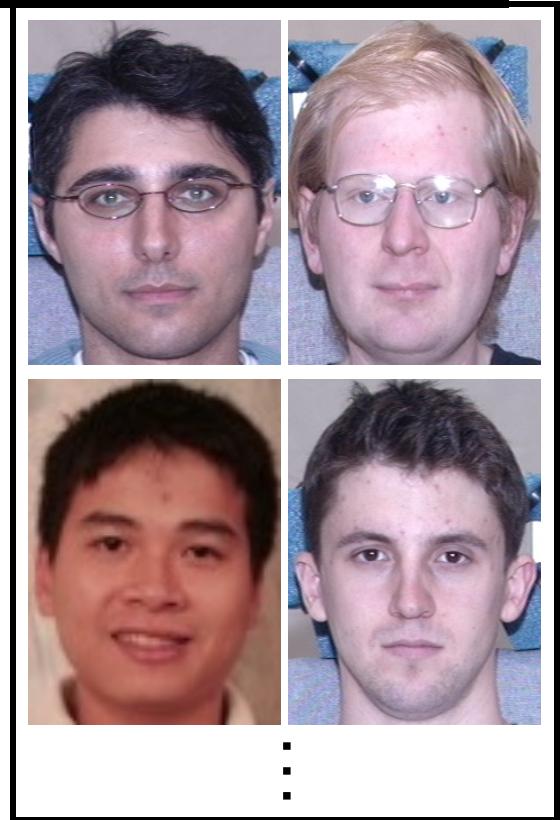


# The idea



Differences  
???

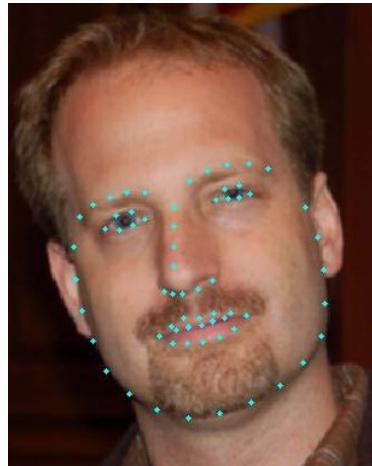
↓  
Beard Layer  
Model



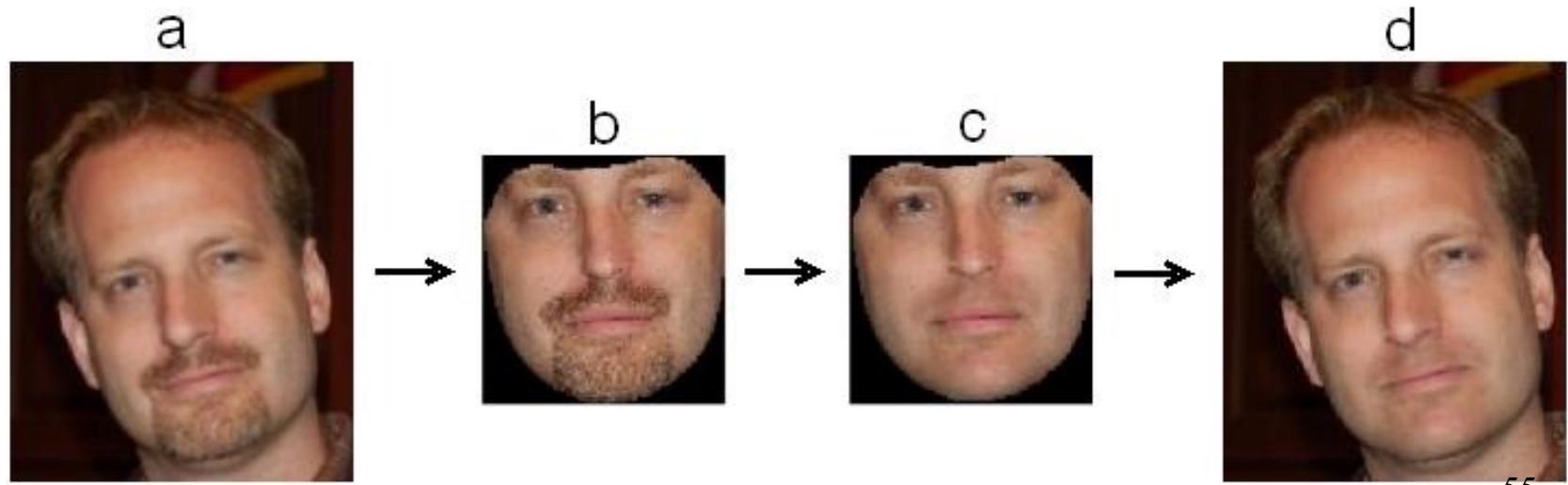
+

54

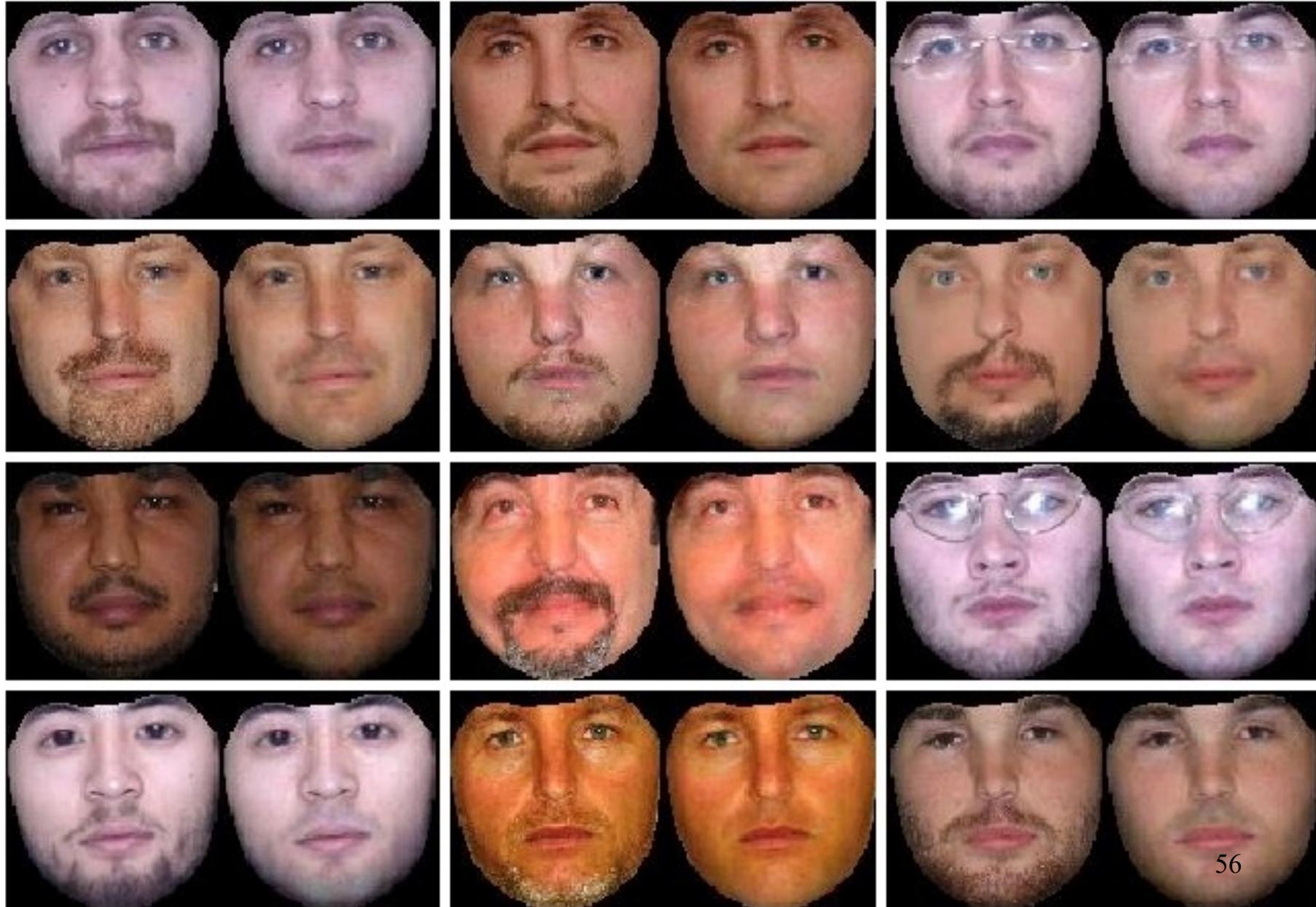
# Processing steps



68 landmarks



# Some results



# Take-home Message

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- Alignment (2D and 3D): 3D is better than 2D.
- Shape + Texture representation.
- Subpopulation mean  $\bar{x}$  and deviation  $\Delta_x$
- 3D data and 3D shape representation helps!
  - Easy to change the viewpoint.
- Standard face pipeline:
  - Given: Input Image
  - Step 1: warp it to canonical pose (2D or 3D)
  - Step 2: Calculate distances between faces OR apply image manipulation operations.
  - Step 3: Unwarp the result back to the original image
  - Step 4: Post-processing (e.g., Poisson blending)

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# Thank You!



16-726, Spring 2022

<https://learning-image-synthesis.github.io/sp22/>