Face-Morpher

- mark key facial points on both images

- find avg facial points

- create 2D mesh by Delaunay triangulation

- 2 parts to the morph

- shape morph

- for each corresponding set of triangles

- compute inverse transformation from average facial points vertices and normal vertices

- multiple all the pixels within the triangle made with average facial points vertices with the inverse transform

- color morph

- after face-morph is done, a simple linear color morph on RGB values

Caricature Creator

- find average population shape

- find differences between my face shape and average face shape

- exaggerate those differences to get a caricature of my face