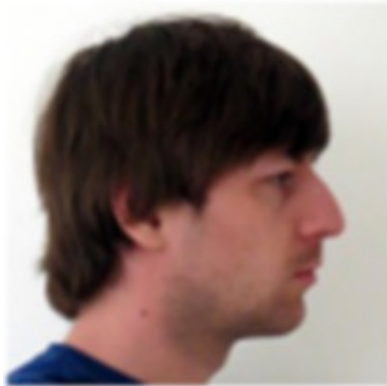
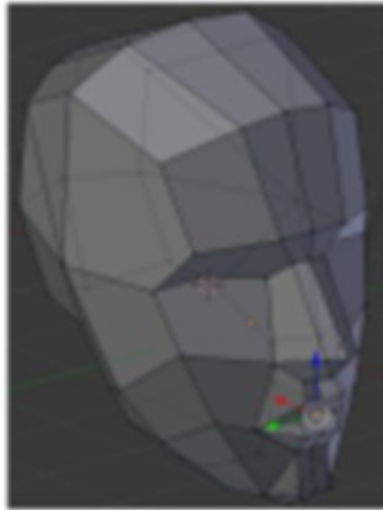


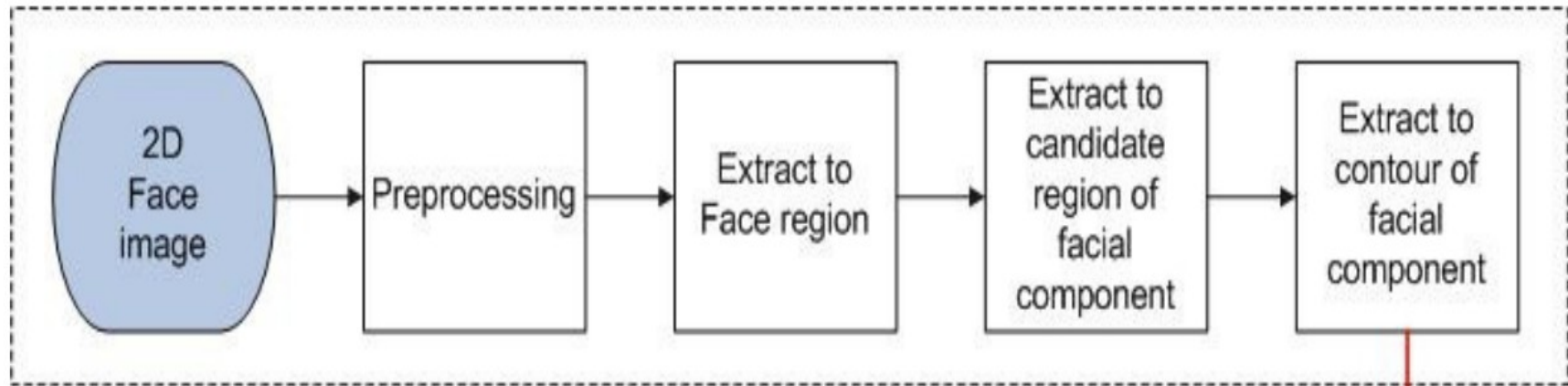
Face3D

Thomas Pinetz¹ and Harald Scheidl²

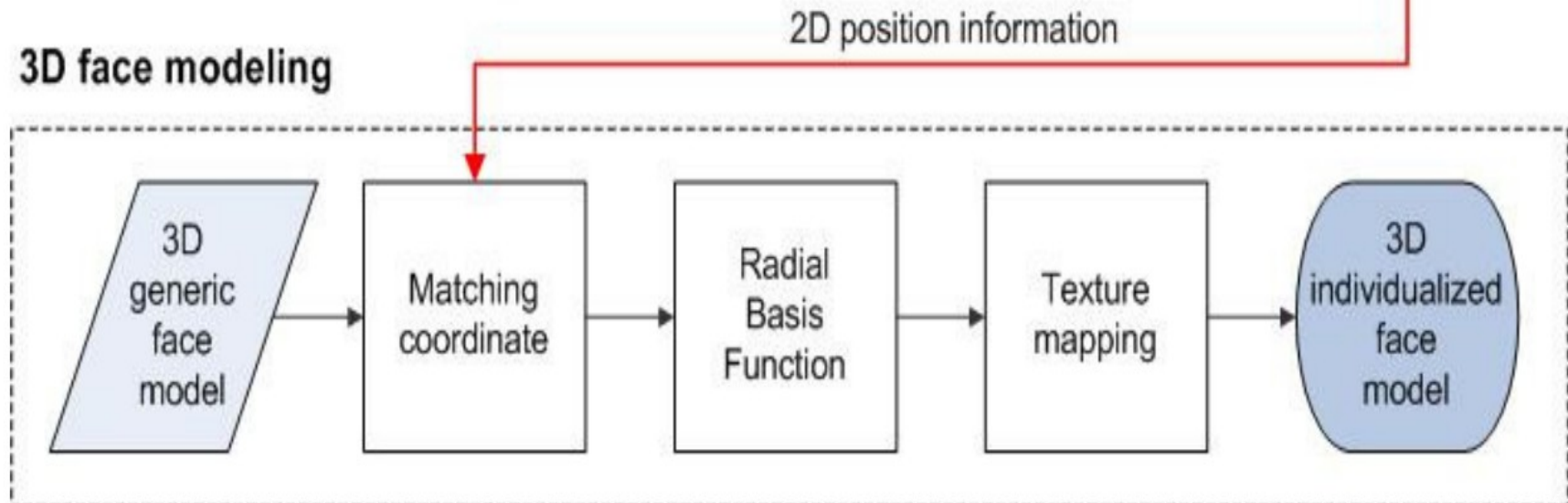




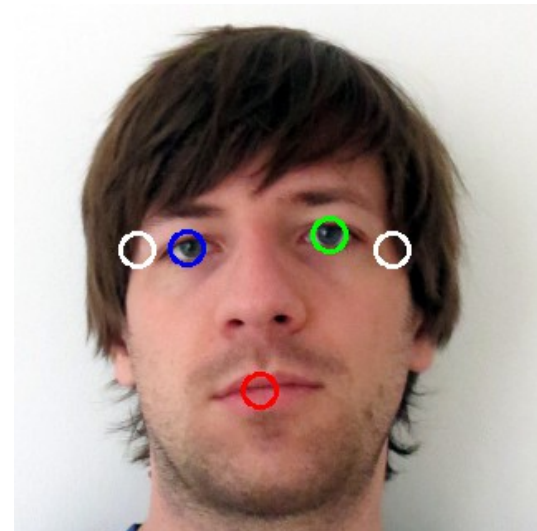
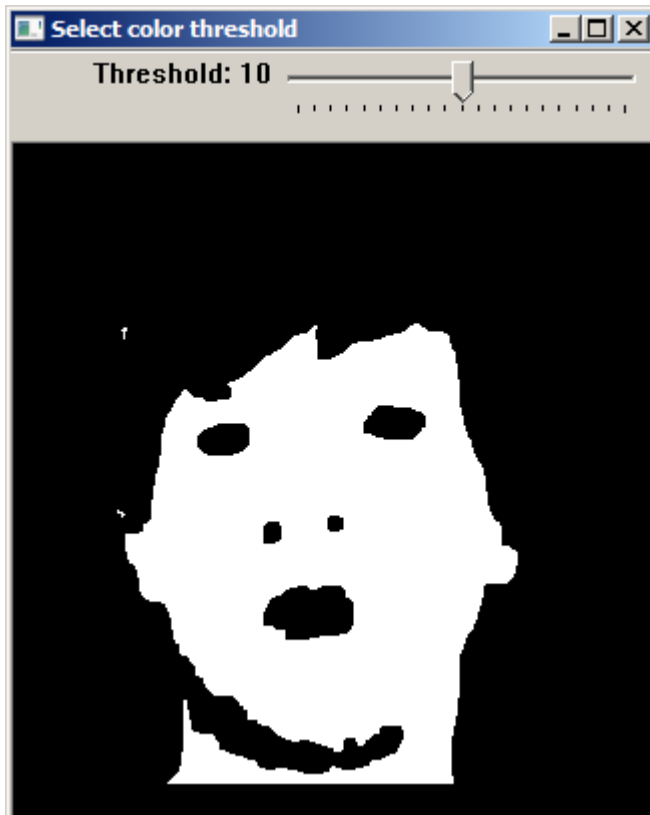
Facial components extraction



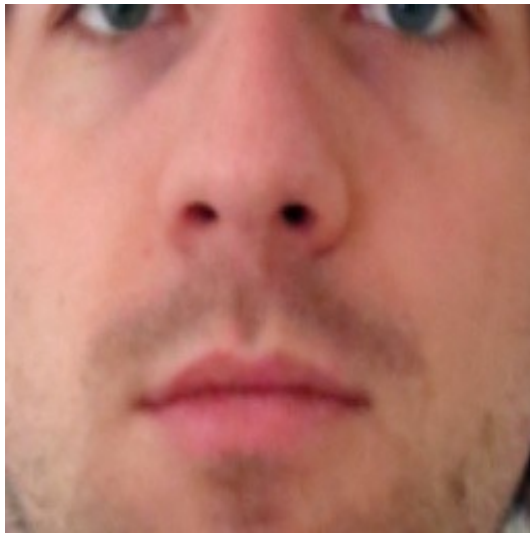
3D face modeling



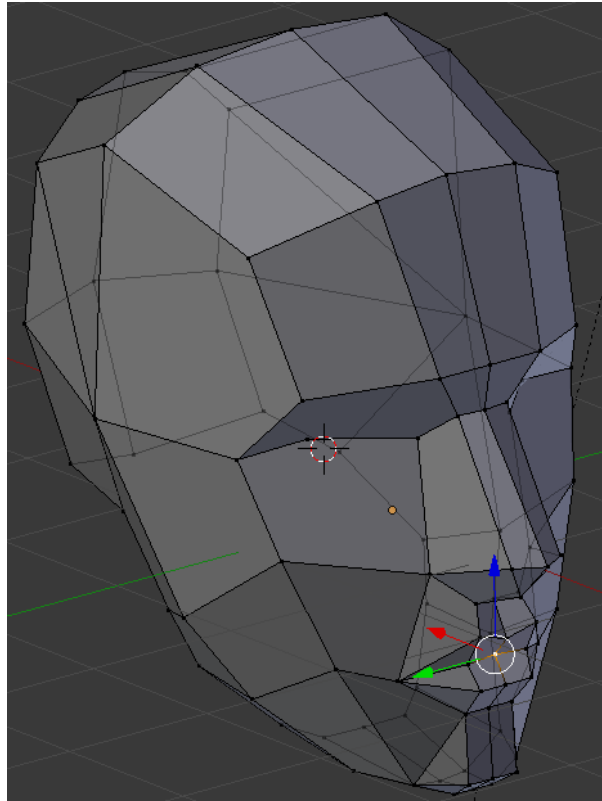
- Detect skin: threshold in YCrCb color space
- Find facial components (mouth, eyes, ...)



- calculate 3d positions (eyes, mouth, ...)
- create textures
 - align front and side texture
- output data for modelling program



- Open source face model, edited with Blender
- Kind of vertex labelling (e.g. nose) needed



■ adjust model:

- according to proportions
- move facial components:
 - nose, mouth, ...

■ Texturing

- cylinder mapping
- linear blending
- perfect adjustment possible
 - position of components in textures is known



Demonstration of Face3d...

