

Facial Texture Generation for 3D Head Models

Description

The **aim of this project** is to investigate the facial texture generation from a single image. First, a literature study will be performed to study the state-of-art approaches. Then, conversion of texture from images will be implemented. UV mapping will be applied to this texture map. UV mapping is a process that projects a texture map onto a 3D object. Facial texture generated from a single image will be mapped onto the 3D polygonal mesh. 3D mesh will be provided.

Figure 1 shows 3D head model construction with facial texture generation. A texture is generated from a source image, then attached to a 3D mesh. Finally, textured 3D model is obtained.

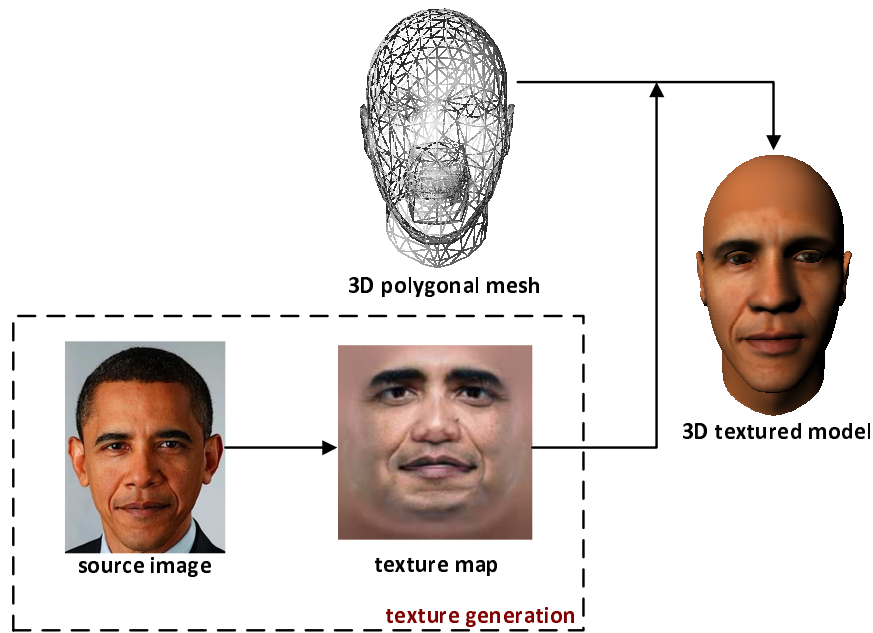


Figure 1: 3D head model with facial texture generation.

References

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