

## 'The Role of Perception and Analysis in Developing Realistic Facial Animation'

Date(s) Tuesday 12th March 2013 (16:00-17:00)

Download [Add to Calendar \(/research/activity/cncr/news/previous/12Mar-cncr-seminar.aspx?ical=true\)](/research/activity/cncr/news/previous/12Mar-cncr-seminar.aspx?ical=true)

Part of the CNCR Seminar Series

Speaker: Dr Darren Cosker, Computer Science, University of Bath

How do we create faces and performances that are perceptually equivalent to real ones? This is a challenging question, and one that incorporates computer vision, graphics and psychology. In this talk I will outline work targeted at answering these questions, and describe research which combines these three areas. This includes building detailed 3D models of human faces, extracting subtle (skin pore level) facial movement and analysing this, creating systems that can replicate and recreate this information, and how the perception of faces can be changed given subtle alterations in the movement of faces. I will also discuss implications in terms of visual effects in movies - which have come closest to this solution but at great expense and time.