



Technion-Israel Institute of Technology

Computer Science Department

Center for Graphics and Geometric Computing

CGGC Seminar

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Geometric Methods for Realistic Animation of Faces

In this talk, I will briefly introduce myself, mainly focusing on my doctoral dissertation, addressing realistic facial animation.

Realistic facial synthesis is one of the most fundamental problems in computer graphics, and is desired in a wide variety of fields, such as film and advertising, computer games, teleconferencing, user-interface agents and avatars, and facial surgery planning.

In the dissertation, we present the most commonly practiced facial content creation process, and contribute to the quality of each of its three steps.

The proposed algorithms significantly increase the level of realism attained and therefore substantially reduce the amount of manual labor required for production quality facial content.

The lecture will be held on Sunday, 30.4.2017, at 13:30, Taub 337

הזמנה זו מהווה אישור כניסה עם רכב לטכניון