



Facial Geometric Detail Recovery via Implicit Representation

FG 2023

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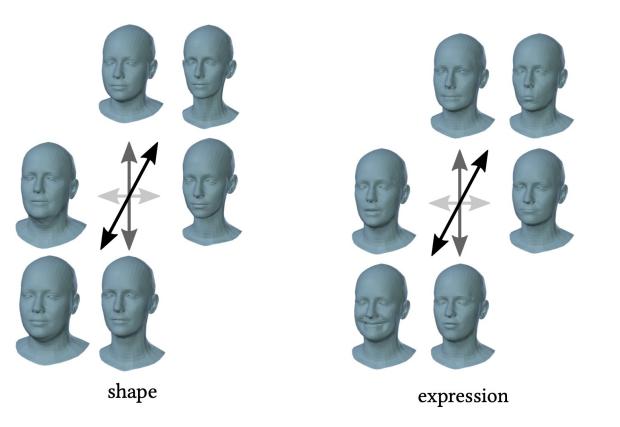
Imperial College London







3D Face Reconstruction



Applications:

• Face Recognition

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- Manipulation
- Facial animation

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Tianye Li, Timo Bolkart, Michael J. Black, Hao Li, and Javier Romero, Learning a model of facial shape and expression from 4D scans. In ToG, 2017.



Previous Work



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Training Data:

- High-fidelity 3D scans
- Multi-view images
- In-the-wild images

Details Representation:

- Vertices movements
- Bump maps
- Normal maps
- Displacement maps







<u>3D Face Details Recovery from Single Image</u>

Training Data:

- High-fidelity 3D scans
- Multi-view images
- In-the-wild images
- Single real image

Details Representation:

- Vertices movements
- Bump maps
- Normal maps
- Displacement maps
- Implicit Signed Distance Function



Insights



Implicit surfaces contain flexible resolutions and meaningful geometric details.



Input Image



Implicit Representation (Texture Completion, Pseudo-multi-view optimization)



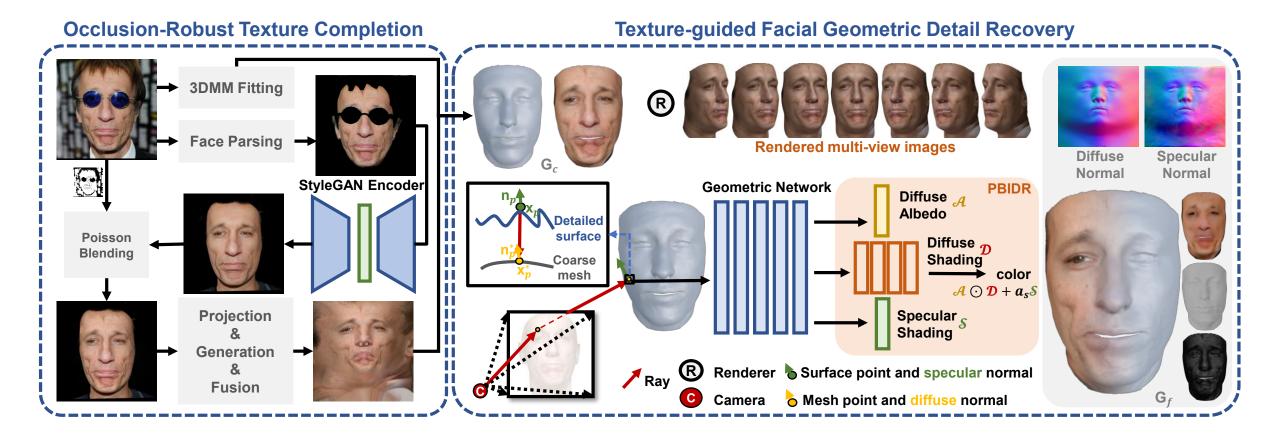
Detailed Mesh



Our Method: PBIDR



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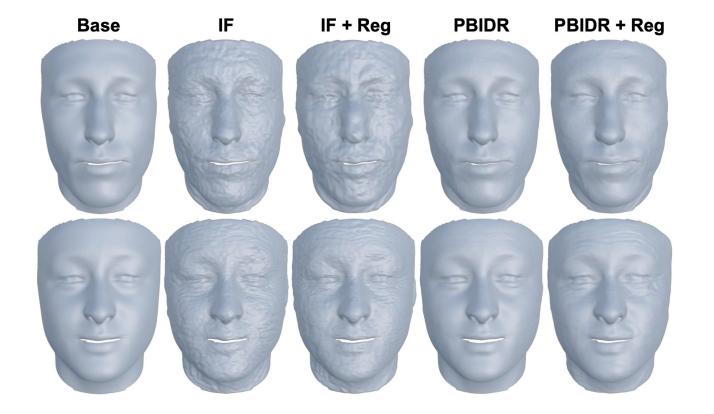




Ablation: PBIDR



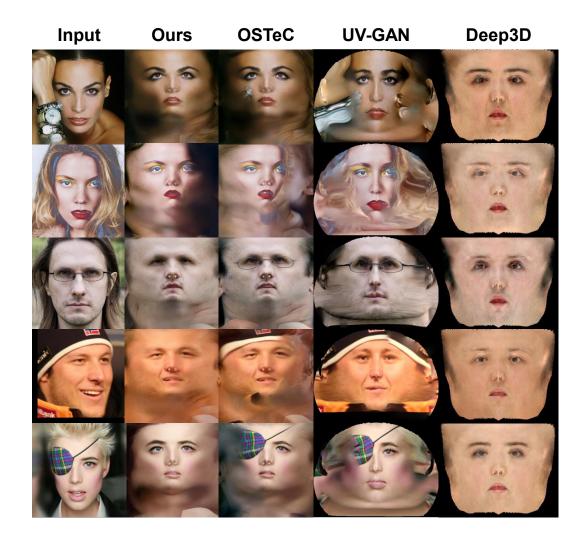
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Results: Texture Completion









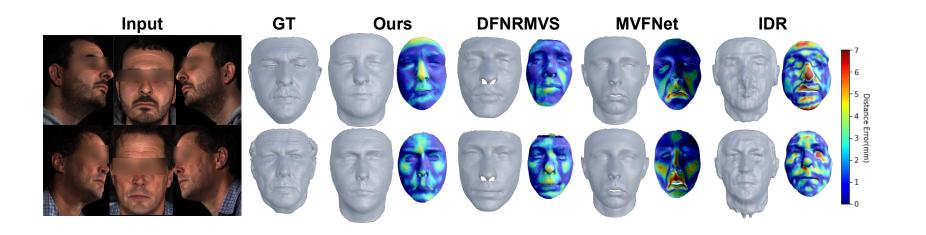
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Results: Details Recovery

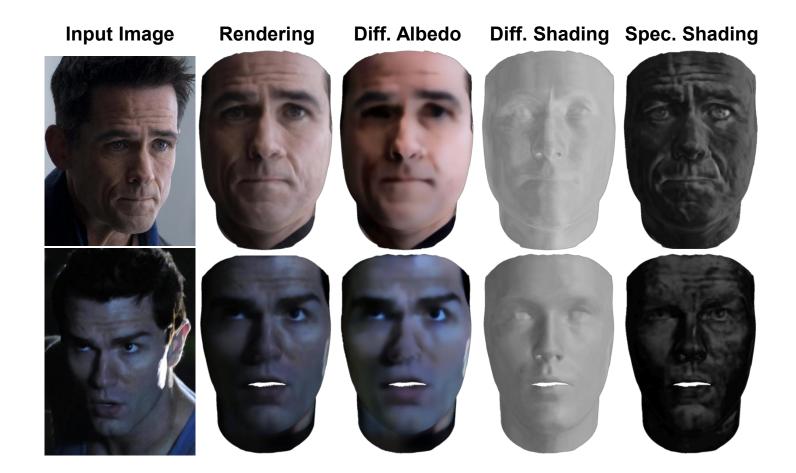


Method	3DFAW	MICC	UC. Distance	UC. Normal
MVFNet [65]	2.27 ± 0.54	$1.34{\pm}0.29$	1.53 ± 0.56	0.094
DFNRMVS [5]	2.26 ± 0.53	$1.32{\pm}0.28$	1.15 ± 0.41	0.087
IDR [67]	6.48 ± 2.83	$4.18{\pm}1.35$	2.84 ± 1.32	0.131
Base [20]	2.06 ± 0.44	1.23 ± 0.22	1.22±0.45	0.088
Ours	2.02 ± 0.42	1.19 ± 0.21	1.20±0.43	0.069





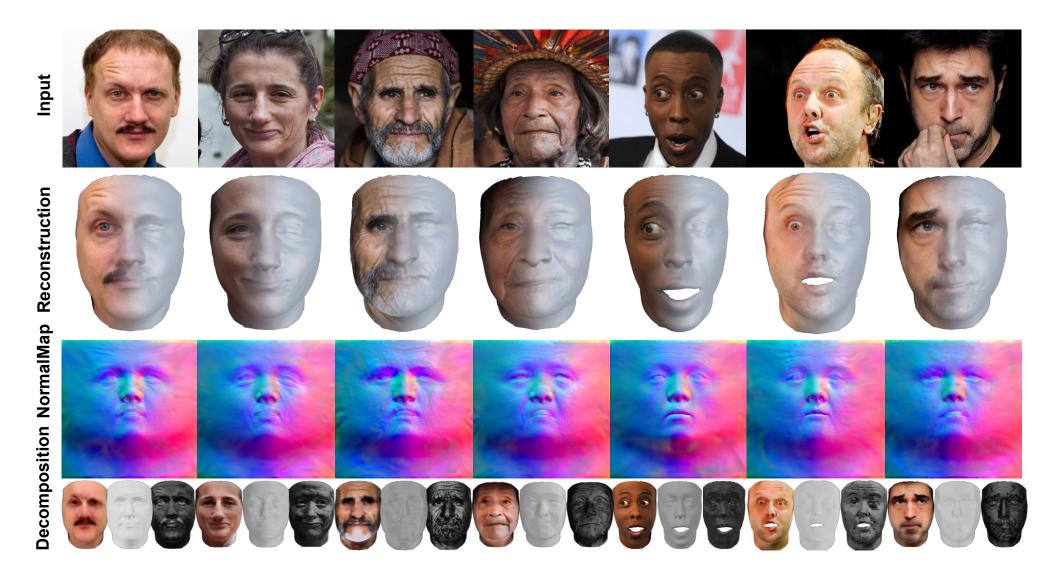
Results: Self-supervised decomposition







More Visualization Results







More Visualization Results









• A novel method for facial details recovery, without requiring vast facial images or 3D scans.

• Physically-based implicit differentiable rendering function for precise details recovery.





Thanks for listening!

More Information

- Paper
- Source Code

