

Kinect based 3D human face reconstruction for MPEG-4 based animation*

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Abstract

MPEG-4 is a well-known standard, we are able to create model-independent animation of virtual faces which support it. Several photo or video based methods exist [1, 2], with which a textured mesh of a real human head or face can be generated using multiple-view reconstruction techniques.

But nowadays we can use Microsoft's Kinect sensor for 3D reconstruction problems too [3], and the results can be much more realistic than the previous mentioned ones. In this paper we show the way how can we use this sensor for 3D reconstruction of a human's head to get a textured mesh which can be used for MPEG-4 compatible facial animations.

Keywords: MPEG-4, Microsoft Kinect sensor, face reconstruction, mesh

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