

Progress Report

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Li Shimiao, Shen Weijia, Hu Chuanxin

Based on the lecturer's comments, we have revised the storyline. The main special effect is to deform the human face into a caricature.

In the last few weeks, we spent some time on simulating the simple distortion of the face. Face caricature distortion algorithm is partially implemented. Initial test results are shown.

Storyline/board

One night, a man is playing the computer game 'Alatin', he is trying to rescue the princess. He's very tired. He presses 'Pause', and wants to have a rest. He washes his face in the washing room. While he looks into the mirror, unbelievable things happen. He sees his face becoming distorted, exaggerated, gradually turns into a caricature. He is getting shocked, the expression of the caricature changes accordingly. Just then, the surrounding scene changes (to the cartoon mode), he sees a palace near him. A voice echoes: 'Alatin, the princess is waiting for you to rescue her!'.

Deformation Algorithm

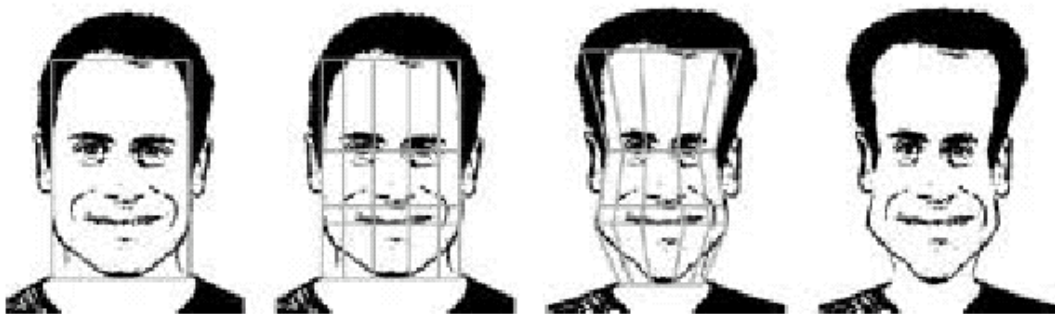


Fig.1 algorithm illustration adapted from [1]

1. The face is framed by four border lines
2. Facial features and interior lines are matched
3. Both grid and underlying are warped interactively
4. The resulting caricature

Test results



Timeline

8th week – 11th week: the caricature implementation and final integration

The end of 11th week: Progress update due

12th week: post- production

13th week: presentation and demo

Reference

[1] Bruce Gooch , Erik Reinhard , Amy Gooch, *Human facial illustrations: Creation and psychophysical evaluation*, *ACM Transactions on Graphics (TOG)*, v.23 n.1, p.27-44, January 2004