

# **Progress Report**

## **(Oct. 25, 2004)**

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**Based on the lecturer's comments, we have revised the major effects and storyline.**

### **Effects**

**Two person (A and B) walk toward each other, gradually merge into one person (C). C's looking is the combination of A's and B's and looks like both A and B. The virtual person C moves around and appears just like a real person. After C passes a checkpoint, C splits into A and B again.**

### **New Storyline/board**

**Two suspects (A and B) are planning to cheat a security system using face recognition so that they could enter a lab. They try the new technique called "Human fusion". They walk toward each other, gradually merge into one person (C). C's face is the morphing result of A and B. After C successfully passes the security system and enters the lab, it splits into A and B again.**

**Or two suspects (A and B) are planning to cheat a ticket checking system so that they could spend less money. They try the new technique called "Human fusion". They walk toward each other, gradually merge into one person (C). C's face is the morphing result of A and B. After C successfully passes the checkpoint and, it splits into A and B again.**

### **Possible ways to implement**

**Image morphing, view morphing and Motion tracking**

Image morphing will be used to create the virtual character C, it is the intermediate morphing result from A to B.

To make C move as a real person, view morphing may be used to obtain the different poses of his head. We'll also try motion tracking technique to match the movement of C with the realistic movement.

### Preliminary results

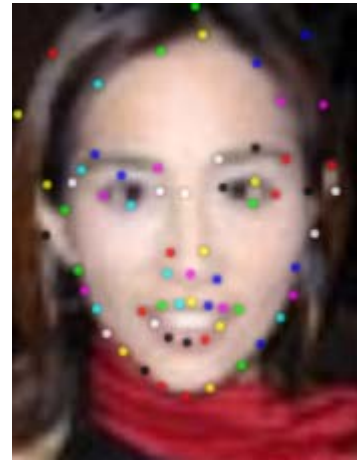
#### Morphing Results



Person A



Person C



Person B



Person A



Person C



Person B