AN EXTENSIBLE FRAMEWORK FOR INTERACTIVE FACIAL ANIMATION WITH FACIAL EXPRESSIONS, LIP SYNCHRONIZATION AND EYE BEHAVIOR

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ABSTRACT
Our approach is generating convincing and empathetic facial animation. We will use many methods to develop a robust facial animation platform that is usable and can be easily extended. We also want to facilitate the integration of research in the area. We well develop a framework capable of easily animating MPEG-4 parametrized faces through high level description of facial actions and behaviors. The animations can be generated in real time for interactive applications. We will present some case studies that integrate computer vision techniques in order to provide interaction between the user and a character that interacts with different facial actions according to events in the application.

KEYWORD
Facial animation, facial expression, MPEG-4, lip synchronization, eye behavior