

# Face modeling (part I)

Jun-Yan Zhu

16-726 Learning-based Image Synthesis, Spring 2022

# Why Human Faces?

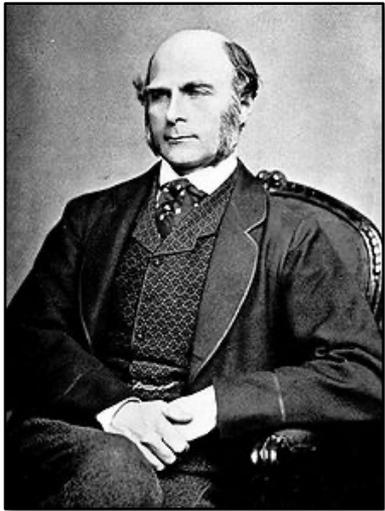
---

- Face is an important subject.
  - We are humans.
  - Many commercial applications.
- Lots of useful tools
  - 3D data: geometry-based synthesis.
  - 2D/3D Computer vision works for faces.



# Image Composites

---



Sir Francis  
Galton  
1822-1911



Multiple Individuals



Composite

# The Power of Averaging

---



# 8-hour exposure

---



© Atta Kim

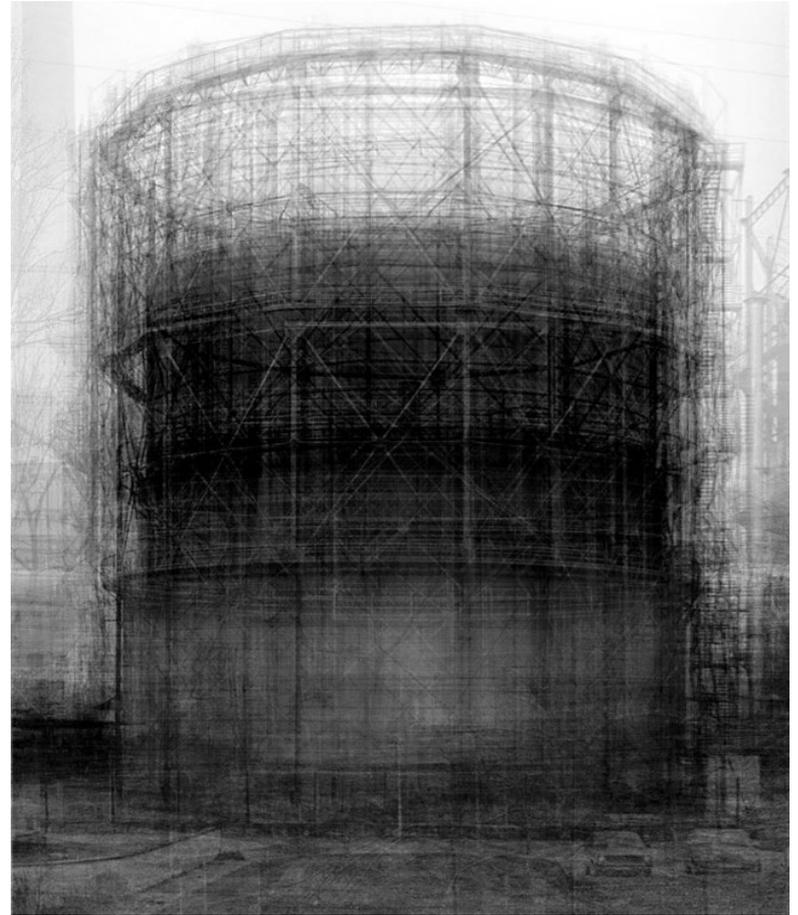
# Average Images in Art

---



*"60 passagers de 2e classe du metro,  
entre 9h et 11h" (1985)*

Krzysztof Pruszkowski



*"Spherical type gasholders" (2004)*

Idris Khan

# “100 Special Moments” by Jason Salavon

---



Little Leaguer



Kids with Santa



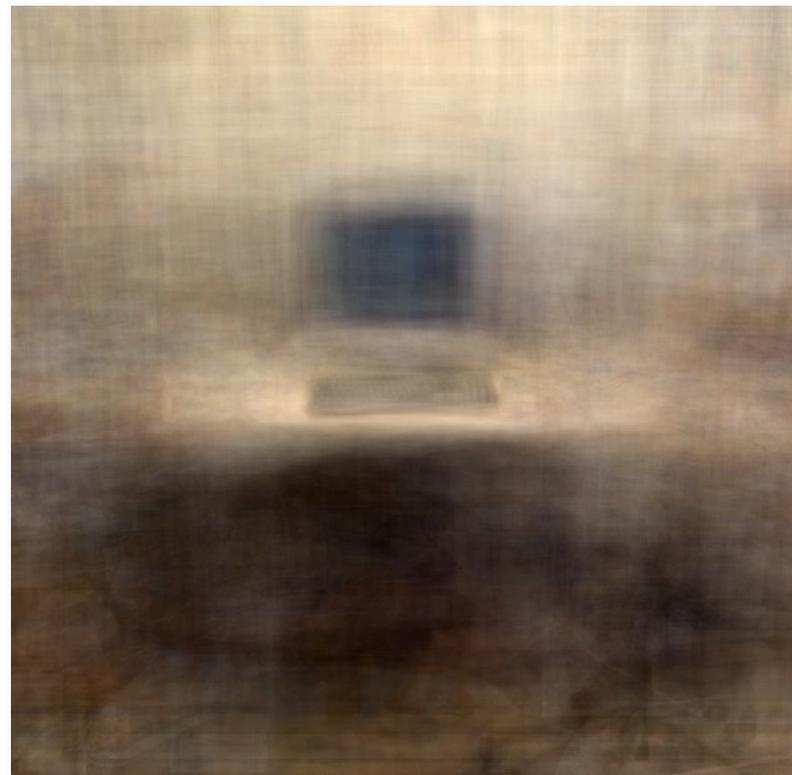
The Graduate



Newlyweds

Why  
blurry?

# Object-Centric Averages by Torralba (2001)



Manual Annotation and Alignment

Average Image

# Computing Means

---

Two Requirements:

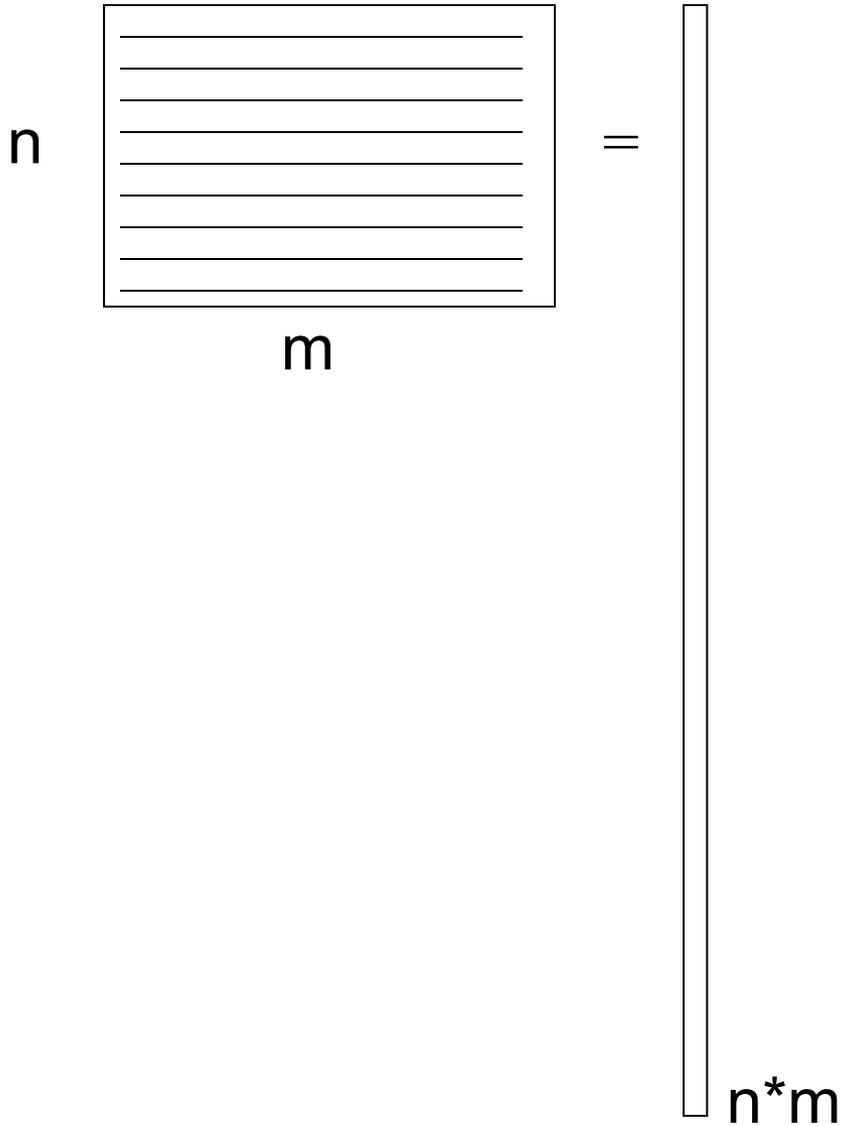
- Alignment of objects
- Objects must span a subspace

Useful concepts:

- Subpopulation means
- Deviations from the mean

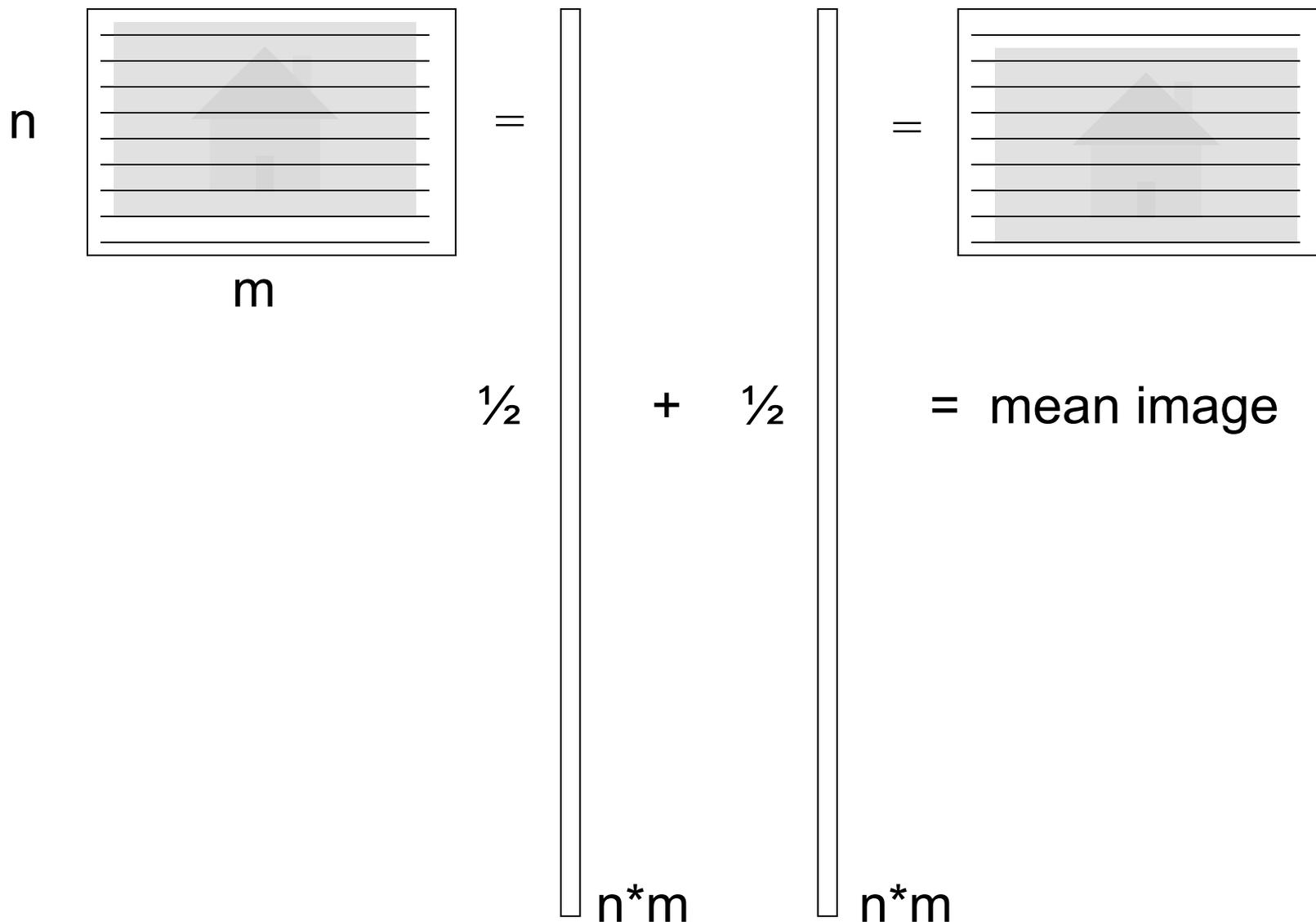
# Images as Vectors

---



# Vector Mean: Importance of Alignment

---



# How to align faces?

---

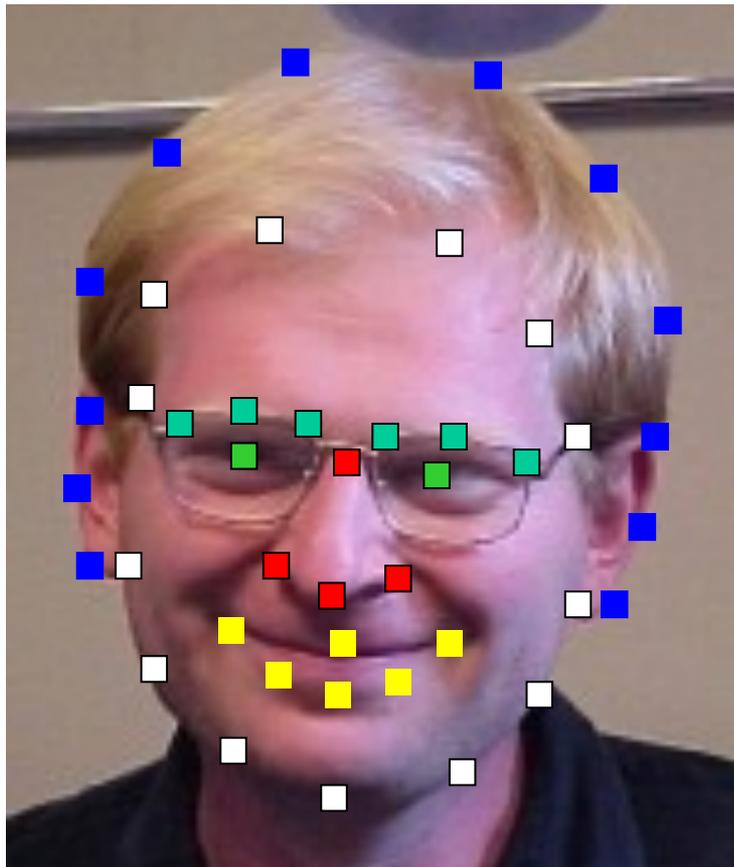


Students and staff from Technical University of Denmark

<http://www2.imm.dtu.dk/~aam/datasets/datasets.html>

# Shape Vector

---



Landmark annotation

=



43

# Appearance Vectors vs. Shape Vectors

Appearance  
Vector

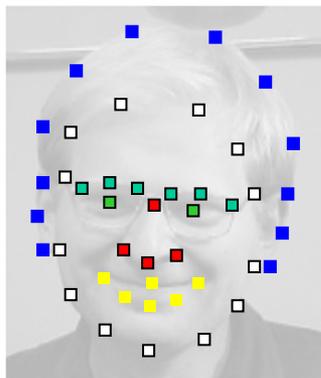


200\*150 pixels (RGB)



Vector of  
200\*150\*3  
Dimensions

Shape  
Vector



43 coordinates (x,y)



Vector of  
43\*2  
Dimensions

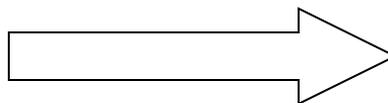
- Manual annotation.
- OR
- Face landmark detection.

# Average Face

---

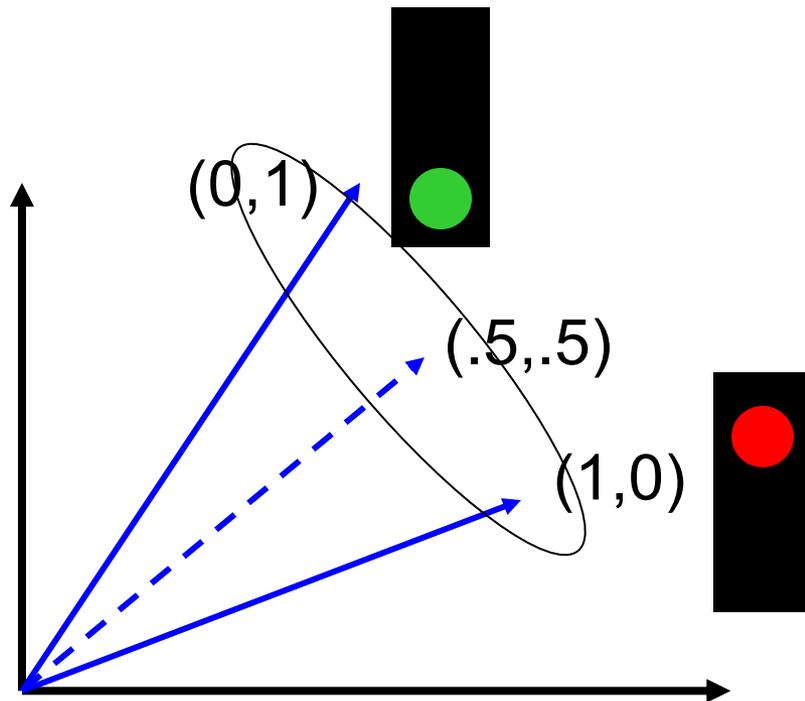


1. Warp to mean shape
2. Average pixels



# Objects must span a subspace

---

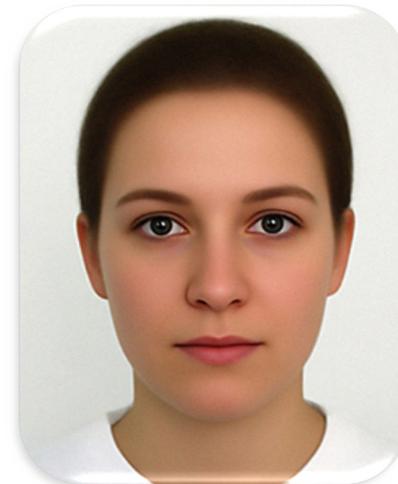


# Subpopulation means

---

Examples:

- Male vs. female
- Happy vs. sad
- Average Kids
- Happy Males
- Etc.
- <http://www.faceresearch.org>



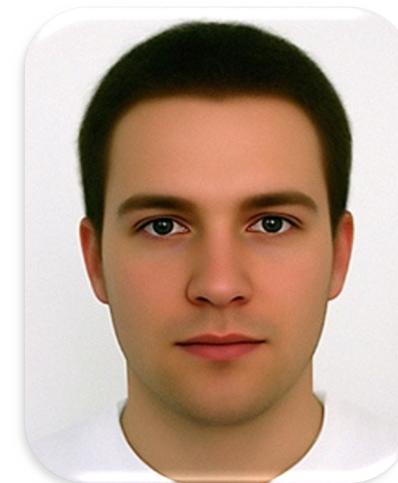
Average female



Average kid



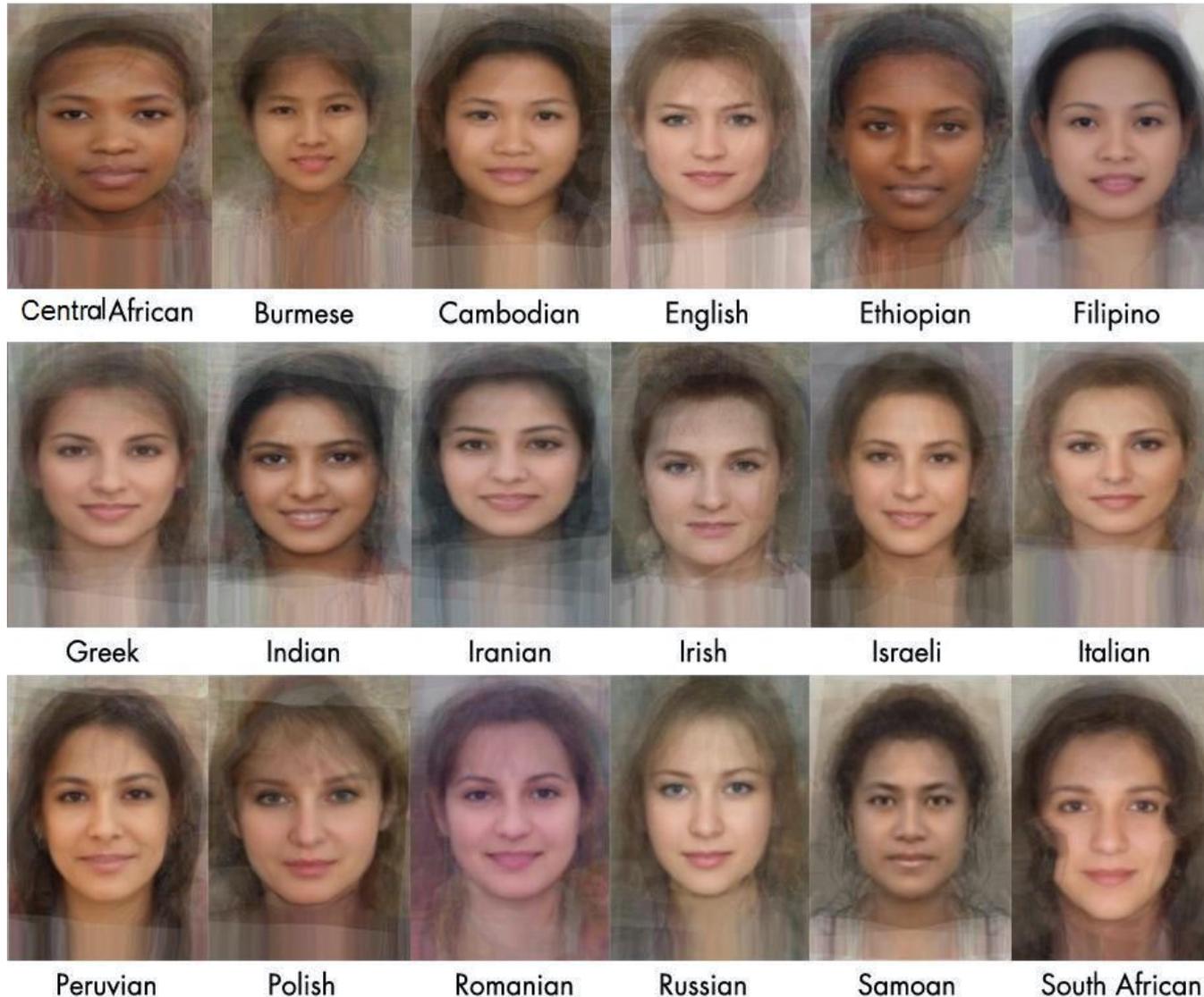
Average happy male



Average male<sup>17</sup>

# Average Women of the world

---



# Average Men of the world

---



AUSTRIA



AFGHANISTAN



ARGENTINA



BURMA (MYANMAR)



GERMANY



GREECE



CAMBODIA



ENGLAND



ETHIOPIA



FRANCE



IRAQ



IRELAND



MONGOLIA



PERU



POLAND



PUERTO RICO



UZBEKISTAN



AFRICAN AMERICAN

# Deviations from the mean



Image  $X$



Mean  $\bar{X}$

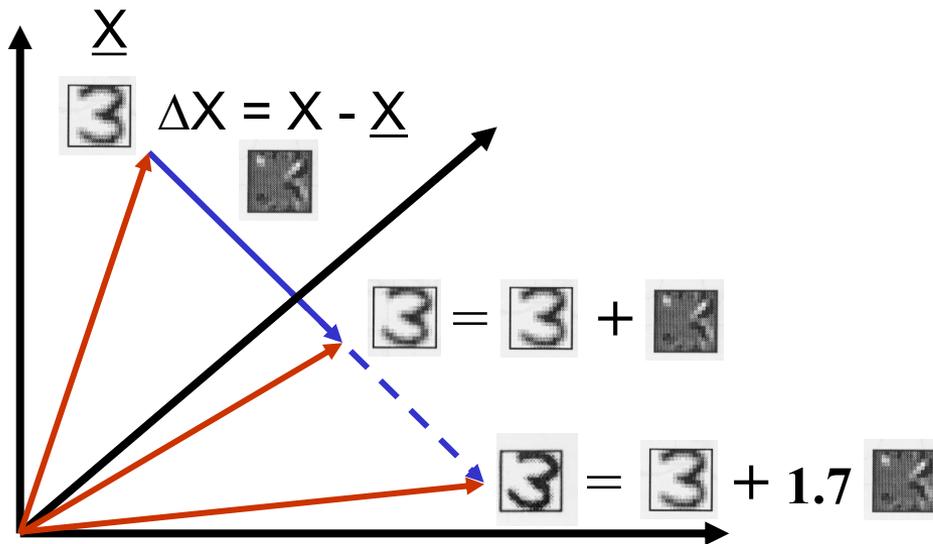
=



$$\Delta X = X - \bar{X}$$

# Deviations from the mean

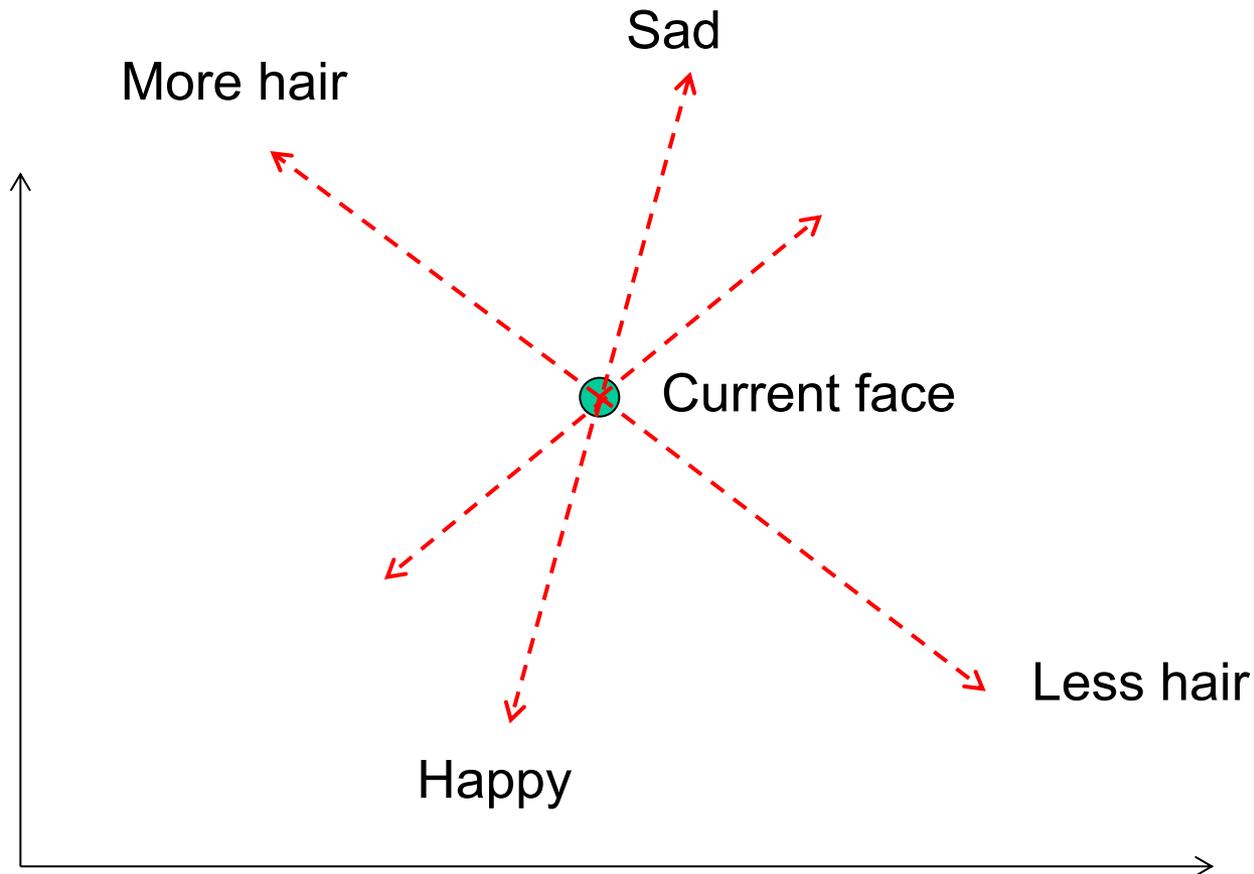
---



# Extrapolating faces

---

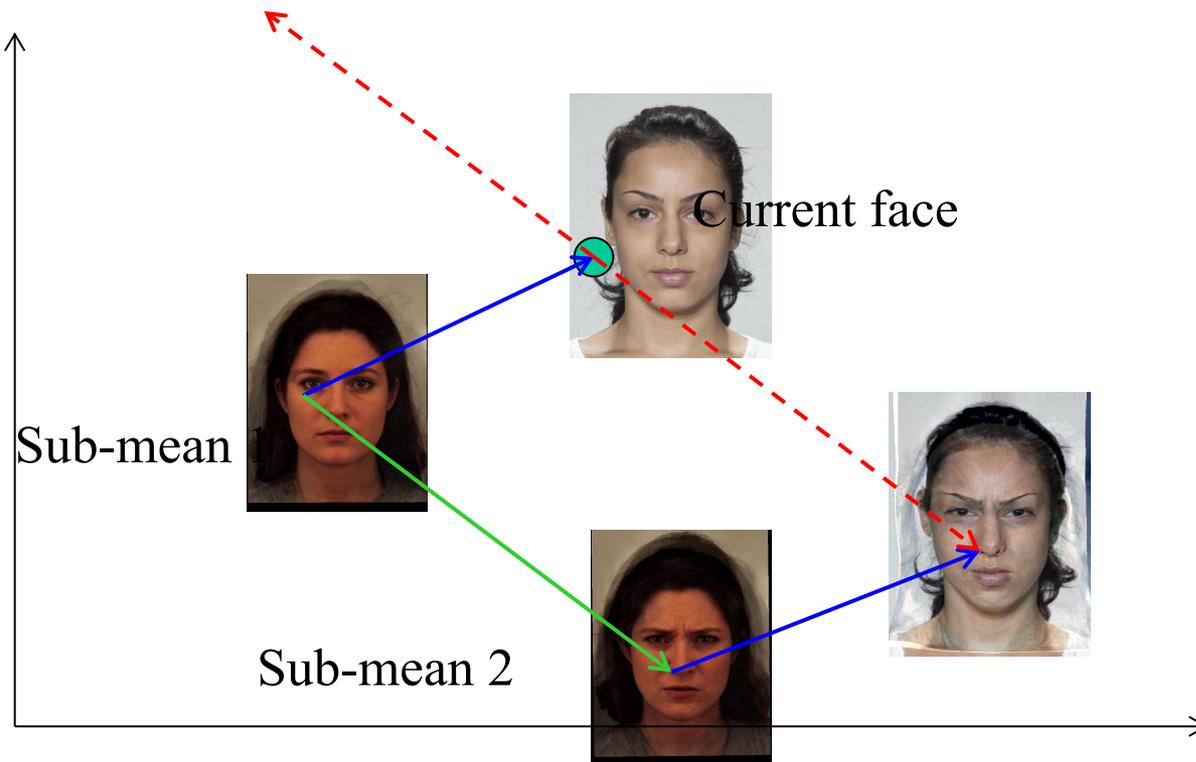
- We can imagine various meaningful directions.



# Manipulating faces

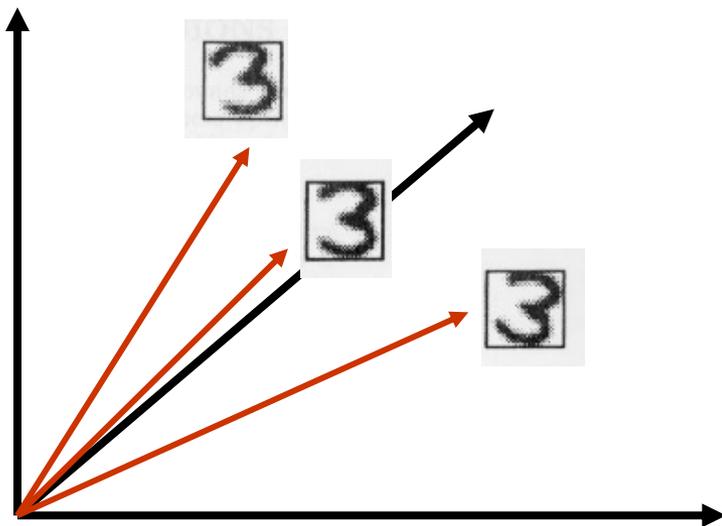
---

- How can we make a face look younger/older, or happy/sad, etc.?
- <http://www.faceresearch.org/demos/transform>



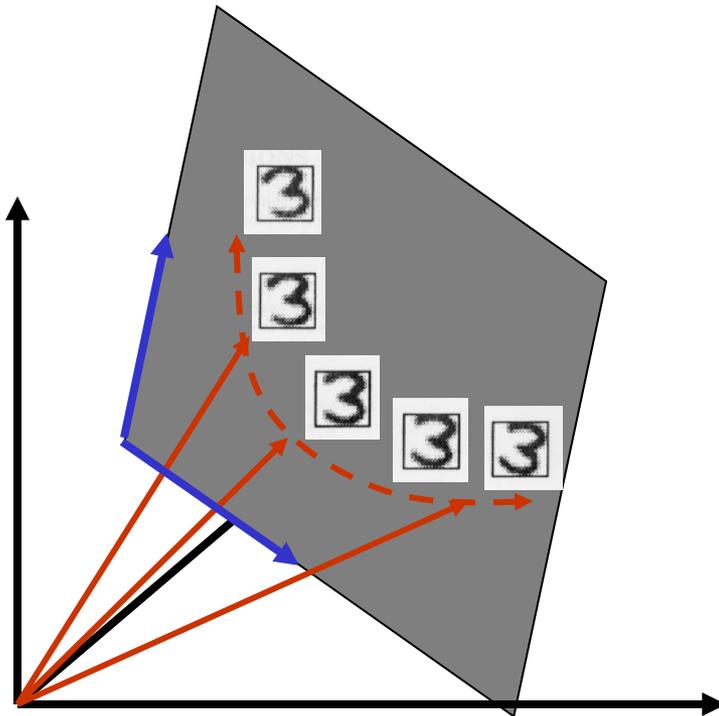
# Back to the Subspace

---



# Linear Subspace: convex combinations

---



Any new image  $X$  can be obtained as weighted sum of stored “basis” images.

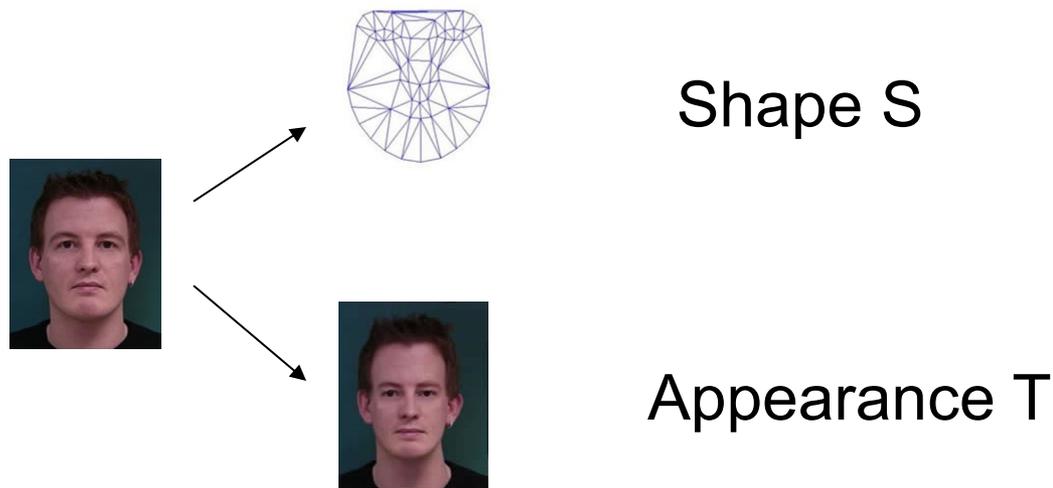
$$X = \sum_{i=1}^m a_i X_i$$

Our old friend, change of basis!  
What are the new coordinates of  $X$ ?

# The Morphable Face Model

---

The actual structure of a face is captured in the shape vector  $\mathbf{S} = (x_1, y_1, x_2, \dots, y_n)^T$ , containing the  $(x, y)$  coordinates of the  $n$  vertices of a face, and the appearance (texture) vector  $\mathbf{T} = (R_1, G_1, B_1, R_2, \dots, G_n, B_n)^T$ , containing the color values of the mean-warped face image.



# The Morphable face model

---

Again, assuming that we have  $m$  such vector pairs in full correspondence, we can form new shapes  $\mathbf{S}_{model}$  and new appearances  $\mathbf{T}_{model}$  as:

$$\mathbf{S}_{model} = \sum_{i=1}^m a_i \mathbf{S}_i \quad \mathbf{T}_{model} = \sum_{i=1}^m b_i \mathbf{T}_i$$

$$s = \alpha_1 \cdot \text{img}_1 + \alpha_2 \cdot \text{img}_2 + \alpha_3 \cdot \text{img}_3 + \alpha_4 \cdot \text{img}_4 + \dots = \mathbf{S} \cdot \mathbf{a}$$

$$t = \beta_1 \cdot \text{img}_1 + \beta_2 \cdot \text{img}_2 + \beta_3 \cdot \text{img}_3 + \beta_4 \cdot \text{img}_4 + \dots = \mathbf{T} \cdot \mathbf{b}$$

If number of basis faces  $m$  is large enough to span the face subspace then:

Any new face can be represented as a pair of vectors

$$(\alpha_1, \alpha_2, \dots, \alpha_m)^T \text{ and } (\beta_1, \beta_2, \dots, \beta_m)^T !$$

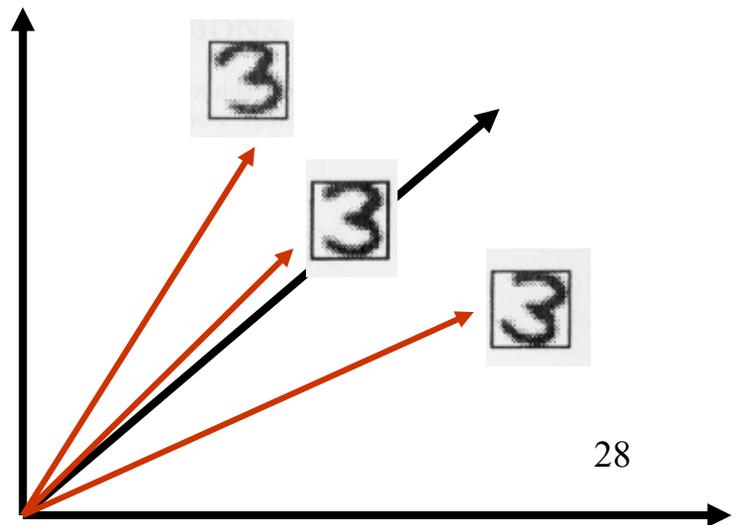
# Issues:

---

1. How many basis images is enough?
2. Which ones should they be?
3. What if some variations are more important than others?
  - E.g. corners of mouth carry much more information than haircut

Need a way to obtain basis images automatically, in order of importance!

But what's important?

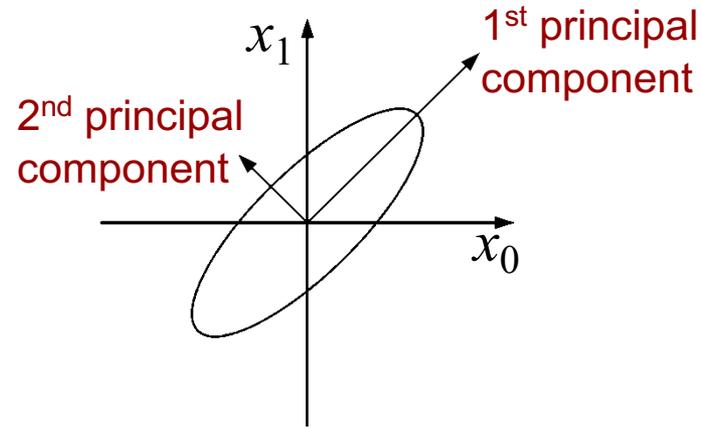
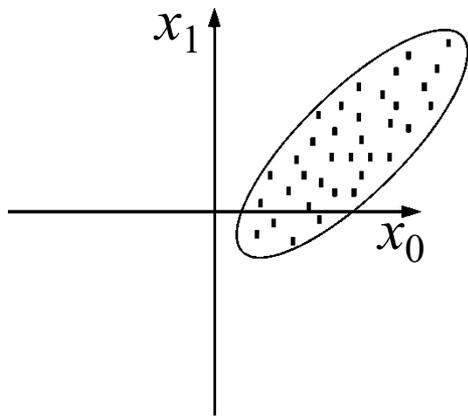


# Principal Component Analysis

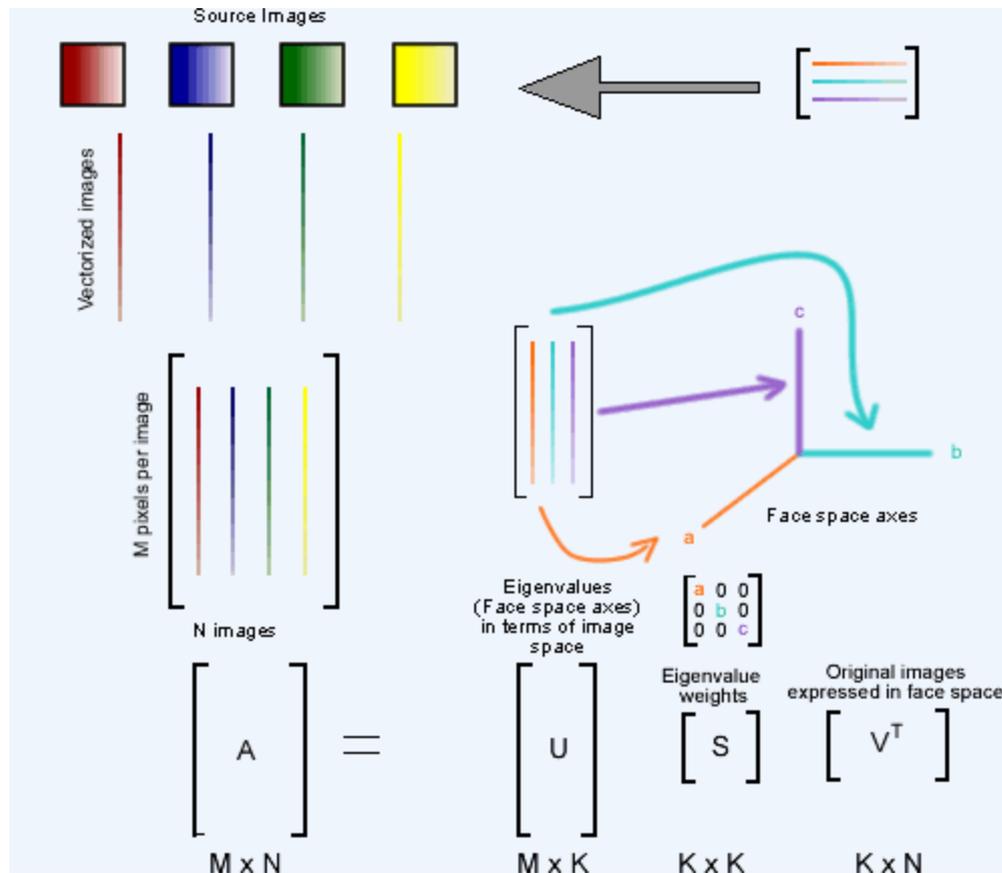
---

Given a point set  $\{\vec{p}_j\}_{j=1\dots P}$ , in an  $M$ -dim space, PCA finds a basis such that

- coefficients of the point set in that basis are uncorrelated
- first  $r < M$  basis vectors provide an approximate basis that minimizes the mean-squared-error (MSE) in the approximation (over all bases with dimension  $r$ )



# PCA via Singular Value Decomposition



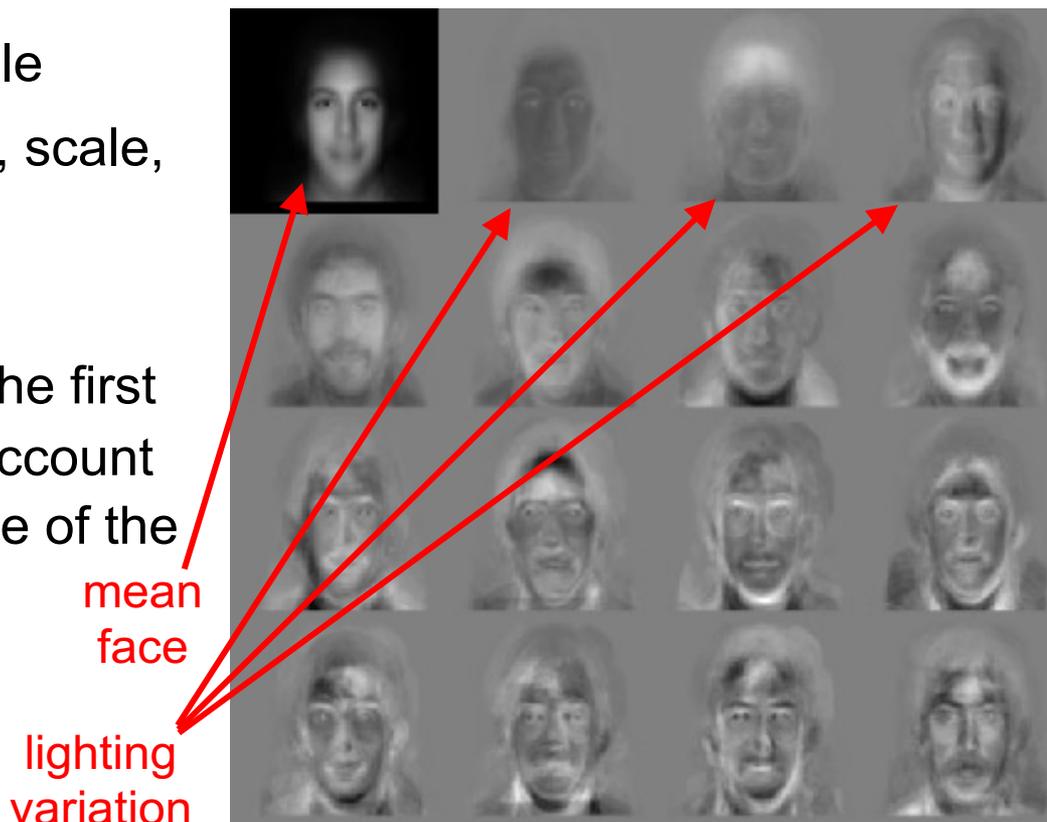
$$[u,s,v] = \text{svd}(A);$$

# EigenFaces

---

First popular use of PCA on images was for modeling and recognition of faces [Kirby and Sirovich, 1990, Turk and Pentland, 1991]

- Collect a face ensemble
- Normalize for contrast, scale, & orientation.
- Remove backgrounds
- Apply PCA & choose the first  $N$  eigen-images that account for most of the variance of the data.



# First 3 Shape Basis

---



Mean appearance



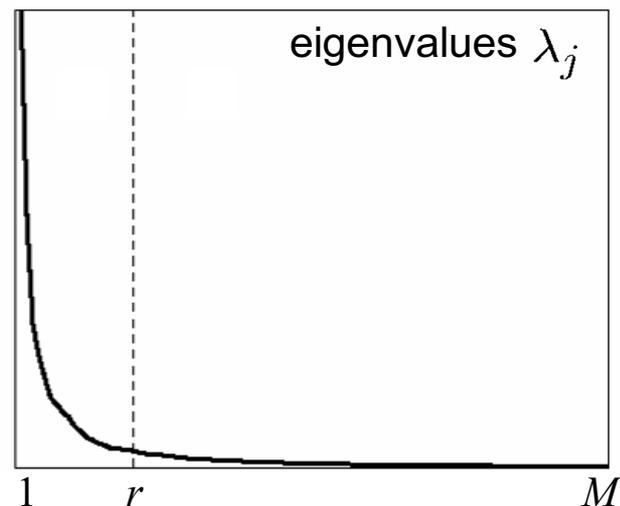
# Principal Component Analysis

---

## Choosing subspace dimension

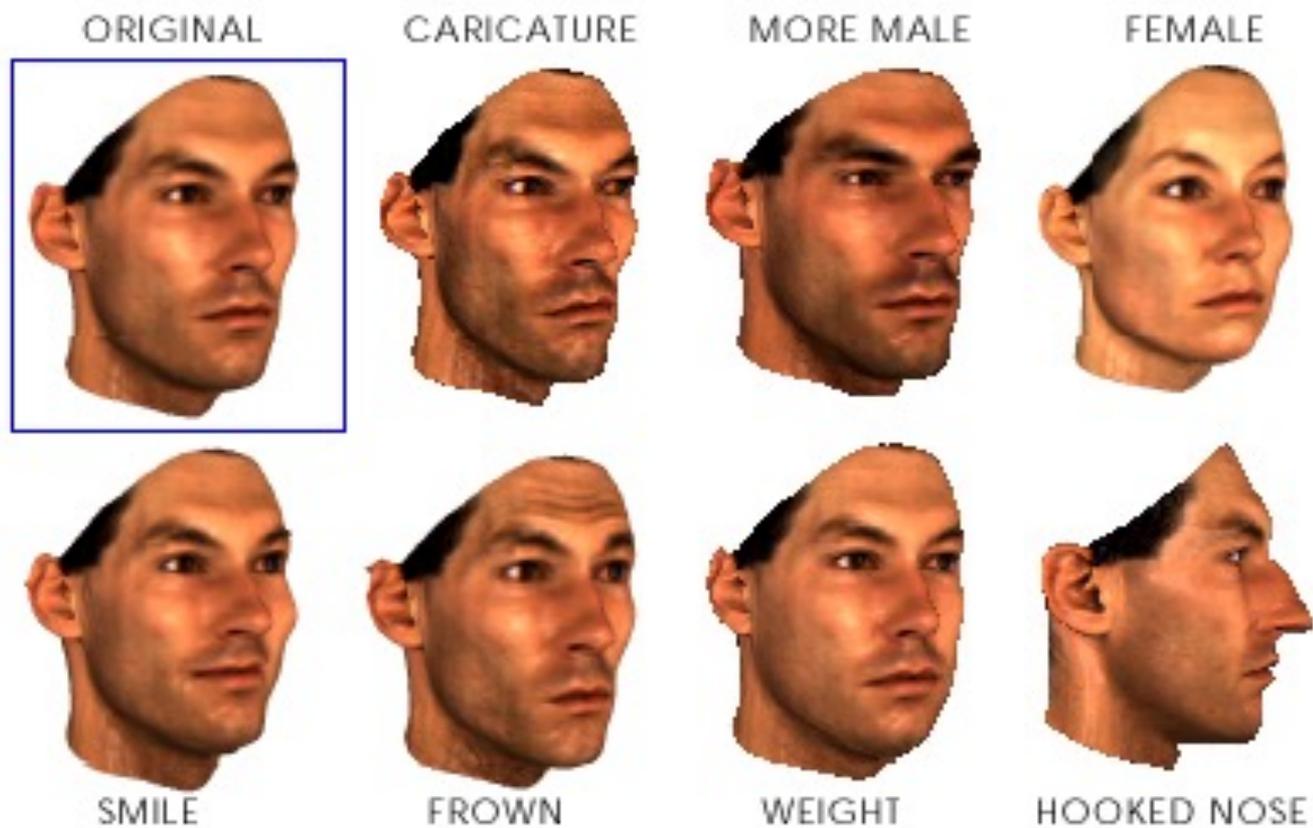
$r$ :

- look at decay of the eigenvalues as a function of  $r$
- Larger  $r$  means lower expected error in the subspace data approximation



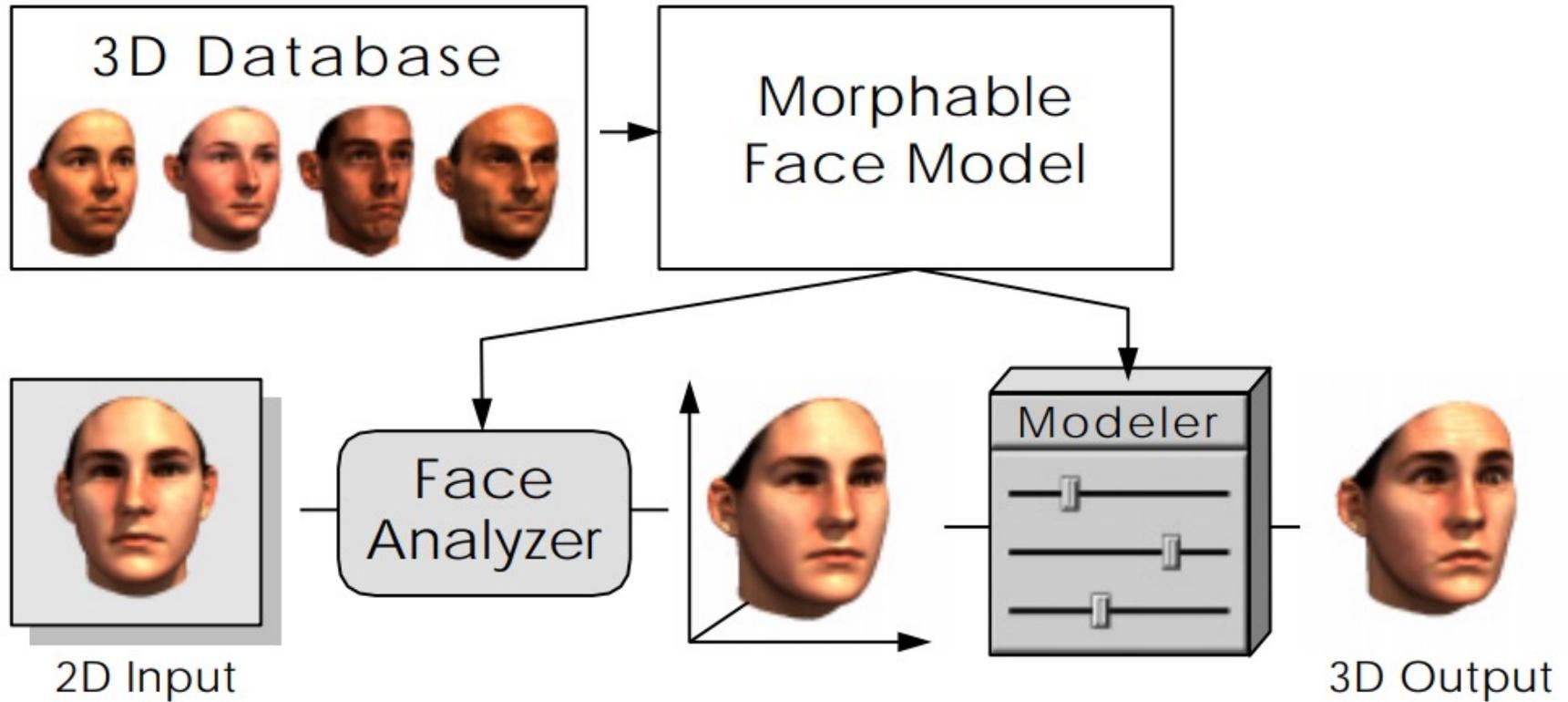
# Using 3D Geometry: Blinz & Vetter, 1999

---



# Using 3D Geometry: Blinz & Vetter, 1999

---



# Using 3D Geometry: Blinz & Vetter, 1999

---



---

# Face + Internet Images

# Photobio

George Bush - Google Search

https://www.google.com/search?tbm=isch&hl=en&source=hp&biw=1725&bih=967&q=george+w+bush&gbv=2&oq=george+w+bush&aq=f&aqi=g10&aql=&gs\_sm=3&gs\_upl=129215210101543...

Search Images Videos Maps News Shopping Mail More

kemelmi@cs.washington.edu

George Bush

About 409,000,000 results (0.49 seconds)

SafeSearch

Everything

Images

Maps

Videos

News

Shopping

Books

More

All results

By subject

Any size

Large

Medium

Icon

Larger than...

Exactly...

Any color

Full color

Black and white

Any type

Related searches: [george bush sr](#) [george h w bush](#) [george bush face](#) [george bush finger](#) [george bush confused](#)

# Photobio

George Bush - Google Search

https://www.google.com/search?tbm=isch&hl=en&source=hp&biw=1725&bih=967&q=george+w+bush&gbv=2&oq=george+w+bush&aq=f&aqi=g10&aql=&gs\_sm=3&gs\_upl=129215210101543...

Search Images Videos Maps News Shopping Mail More

kemelmi@cs.washington.edu

George Bush

Search

About 409,000,000 results (0.49 seconds)

SafeSearch

Everything

Images

Maps

Videos

News

Shopping

Books

More

All results

By subject

Any size

Large

Medium

Icon

Larger than...

Exactly...

Any color

Full color

Black and white

Related searches: [george bush sr](#) [george h w bush](#) [george bush face](#) [george bush finger](#) [george bush confused](#)



bush.jpg +7  
soxfirst.com  
300 x 300 - The response of George Bush to America's financial crisis  
Similar - More sizes

# Photobio

George Bush - Google Search

https://www.google.com/search?tbm=isch&hl=en&source=hp&biw=1725&bih=967&q=george+w+bush&gbv=2&oq=george+w+bush&aq=f&aqi=g10&aql=&gs\_sm=3&gs\_upl=129215210101543...

Search Images Videos Maps News Shopping Mail More

kemelmi@cs.washington.edu

George Bush

Search

About 409,000,000 results (0.49 seconds)

SafeSearch

Everything

Related searches: [george bush sr](#) [george h w bush](#) [george bush face](#) [george bush finger](#) [george bush confused](#)

Images

Maps

Videos

News

Shopping

Books

More

All results

By subject

Any size

Large

Medium

Icon

Larger than...

Exactly...

Any color

Full color

Black and white



George\_Bush.jpg (+1)

endevil.com

300 × 390 - George W Bush, Denver, CO. Aug. 14, 2001.

Similar - More sizes

Filters



ariel

# Challenges



Remove

**Non-rigid (facial expressions, age...)**

**Occlusions (hair, glasses ...)**

**Arbitrary lighting, pose**

**Different cameras, exposure, focus ...**

**But: there are many photos!**

447 pictures Dec 24, 1990 to Jul 4, 2011 637.2MB on disk



Share



Email



Print



Export



# Walking in the Face-graph!

---



Source

Automatically generated transition

Target

Ira Kemelmacher-Shlizerman, Eli Shechtman, Rahul Garg, Steven M. Seitz. "Exploring Photobios." ACM Transactions on Graphics 30(4) (SIGGRAPH), Aug 2011.

<http://vimeo.com/23561002>

# Image registration



Face detection  
*Bourdev and Brandt '05*



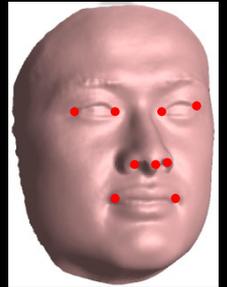
Fiducial points  
detection  
*Everingham et al. '06*



2D  
registration



Estimate  
3D pose



Template  
3D model

Kemelmacher, Shechtman, Garg, Seitz, *Exploring Photobios*, SIGGRAPH'11

# Image registration



Face detection  
*Bourdev and Brandt '05*



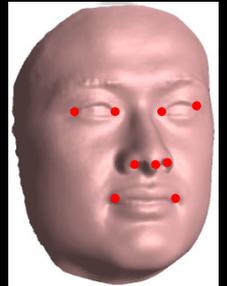
Fiducial points  
detection  
*Everingham et al. '06*



**3D**  
registration



Estimate  
3D pose



Template  
3D model

Kemelmacher, Shechtman, Garg, Seitz, *Exploring Photobios*, SIGGRAPH'11

# 3D transformed photos

before



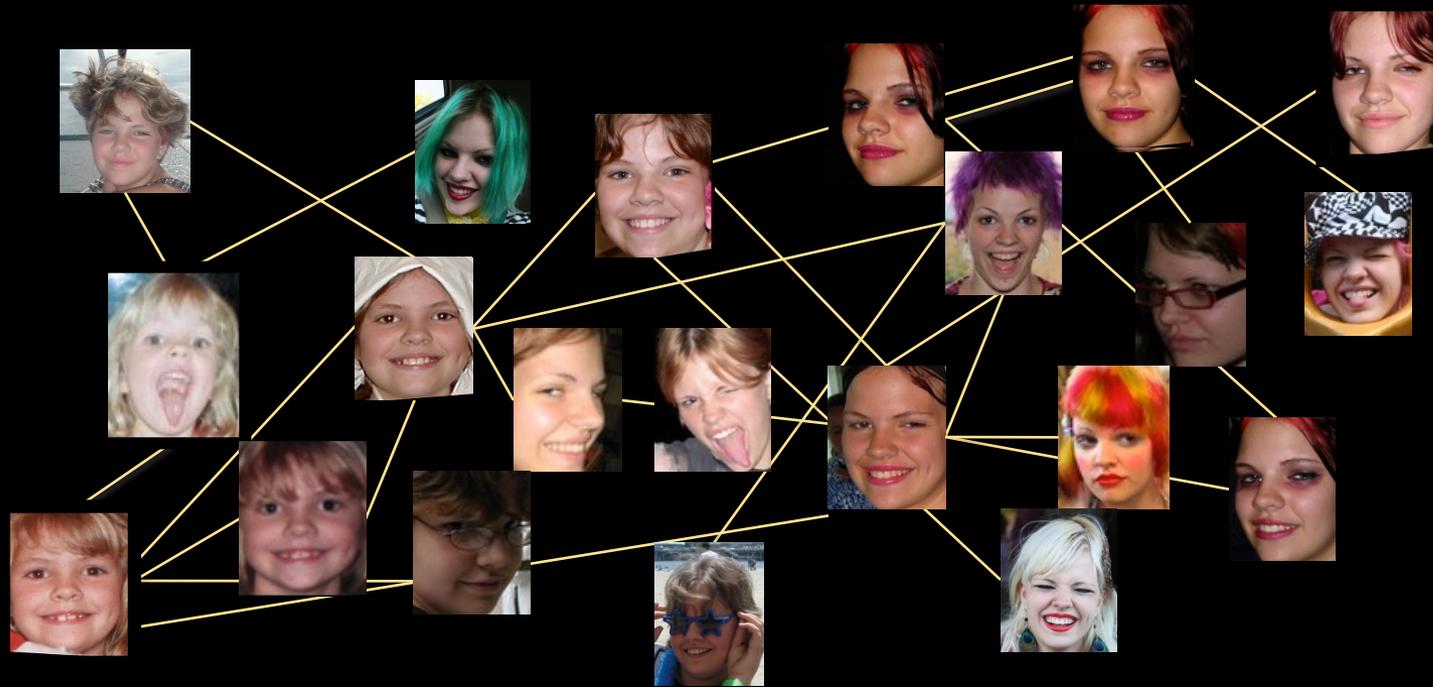
...

after



...

# Represent the photo collection as a graph



Similarity  
between  
2 photos



3D Head  
Pose  
similarity

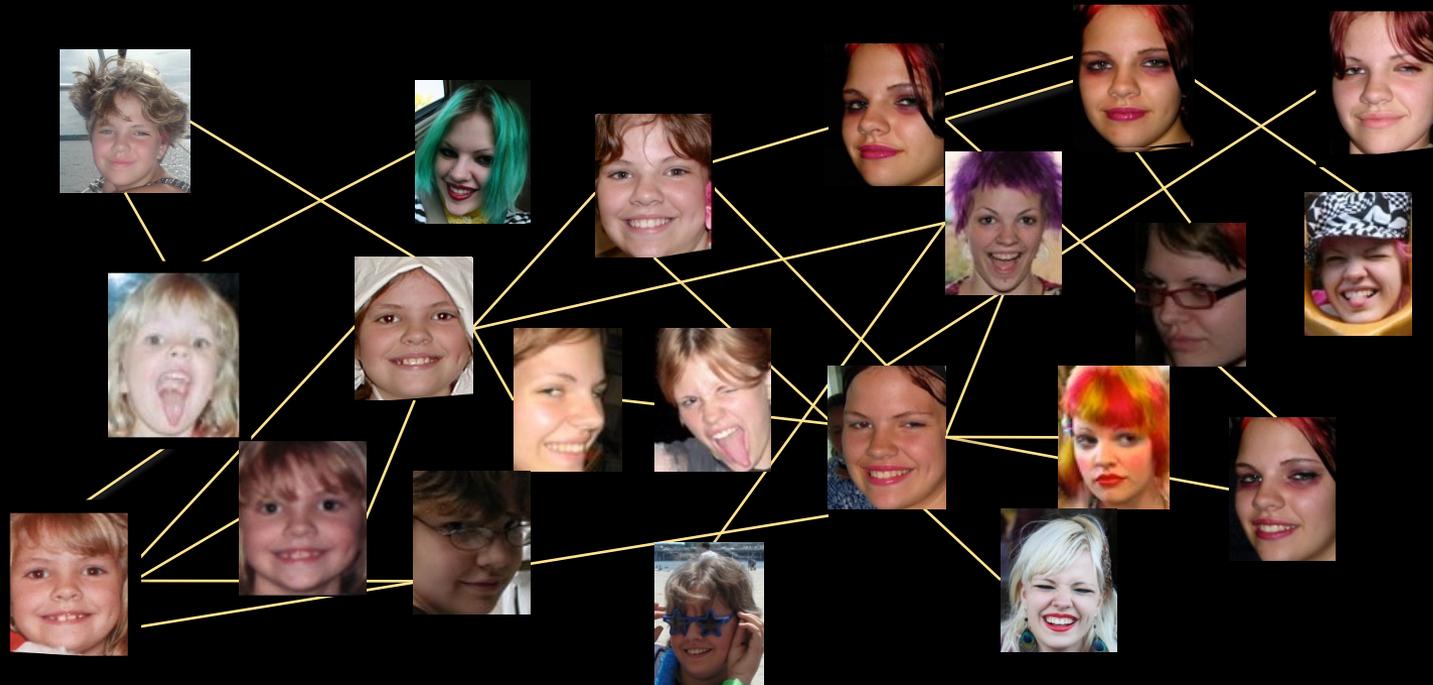


Facial  
Expression  
similarity



Time  
similarity

# Represent the photo collection as a graph



Similarity  
between  
2 photos



3D Head  
Pose  
similarity



Facial  
Expression  
similarity



Time  
similarity

# Represent the photo collection as a graph



Similarity  
between  
2 photos

=

3D Head  
Pose  
similarity

•

Facial  
Expression  
similarity

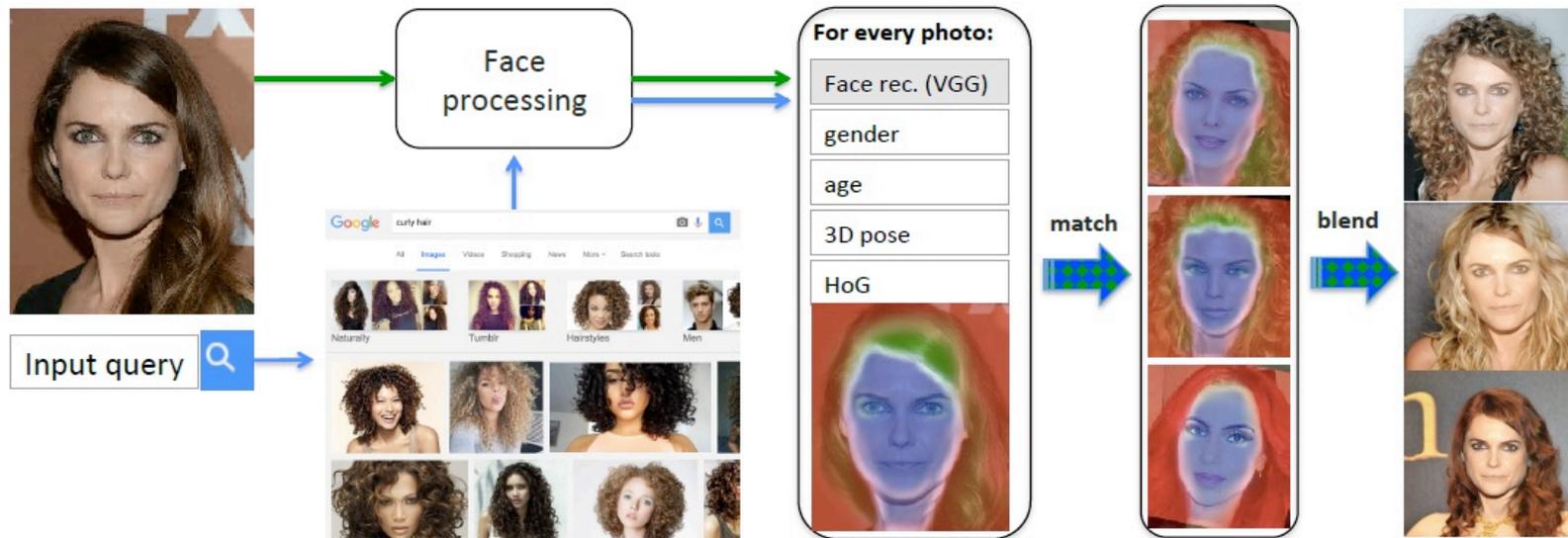
•

Time  
similarity

# Dreambit

## Transfiguring Portraits

Ira Kemelmacher-Shlizerman\*  
Computer Science and Engineering, University of Washington

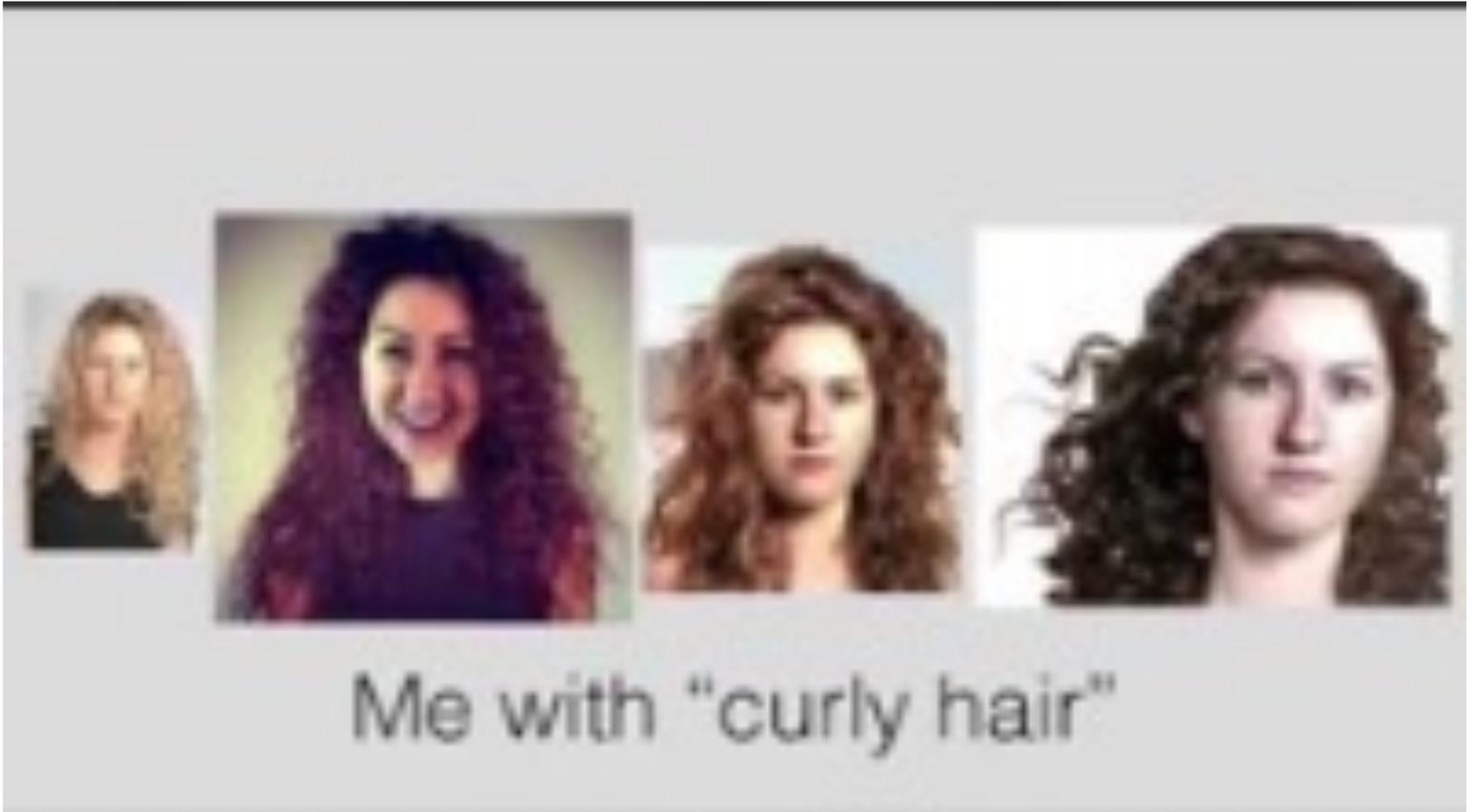


**Figure 2:** Illustration of our system. The system gets as input a photo and a text query. The text query is used to search a web image engine. The retrieved photos are processed to compute a variety of face features and skin and hair masks, and ranked based on how well they match to the input photo. Finally, the input face is blended into the highest ranked candidates.

<https://www.youtube.com/watch?v=mILLFK1Rwhk>

# Dreambit

---



# Illumination-aware Age Progression

---

CVPR 2014

Ira Kemelmacher-Shlizerman, Supasorn Suwajanakorn, Steven M. Seitz



3 years old



5-7



14-16



26-35



46-57



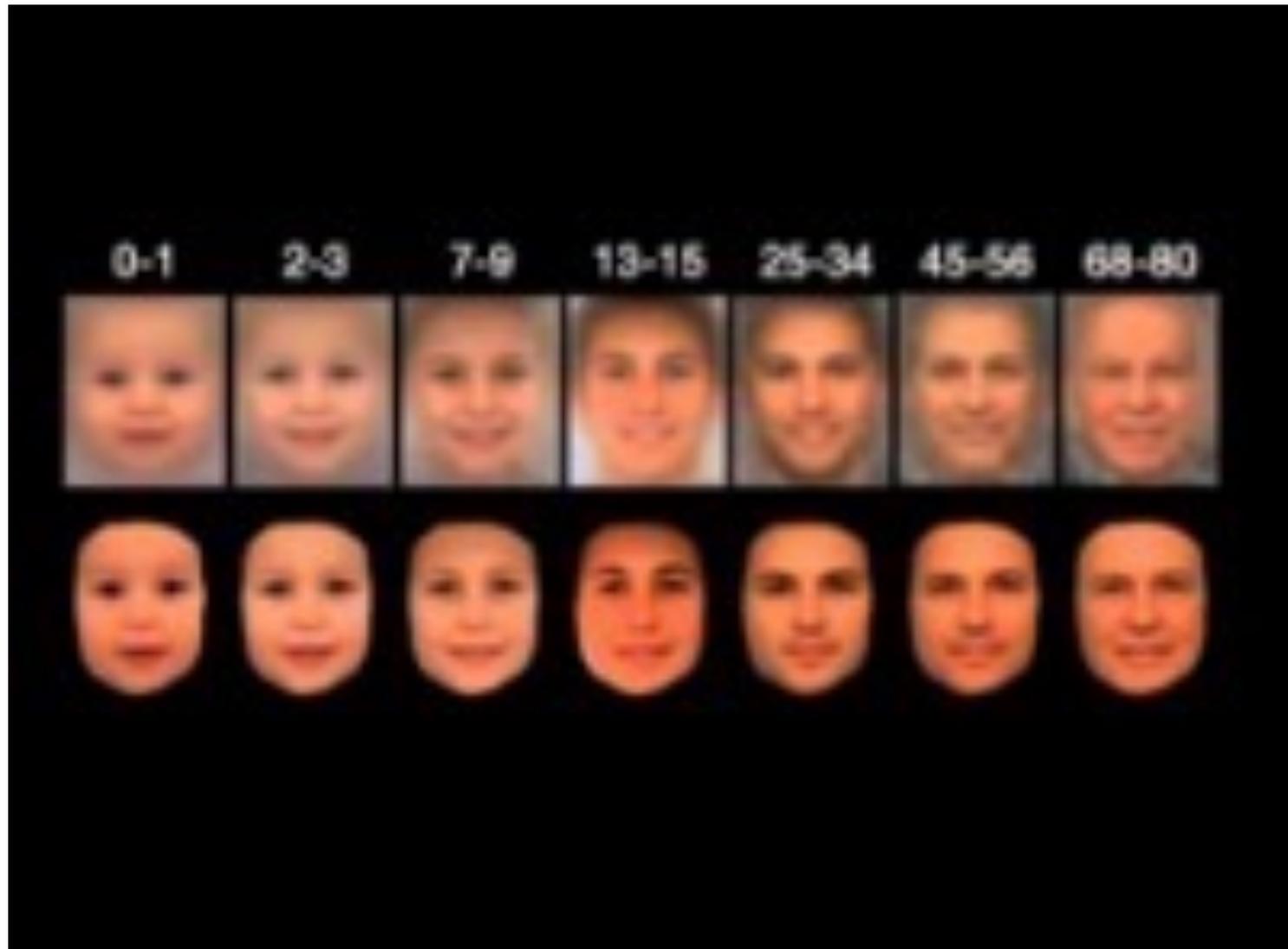
58-68



81-100

# Illumination-aware Age Progression

---

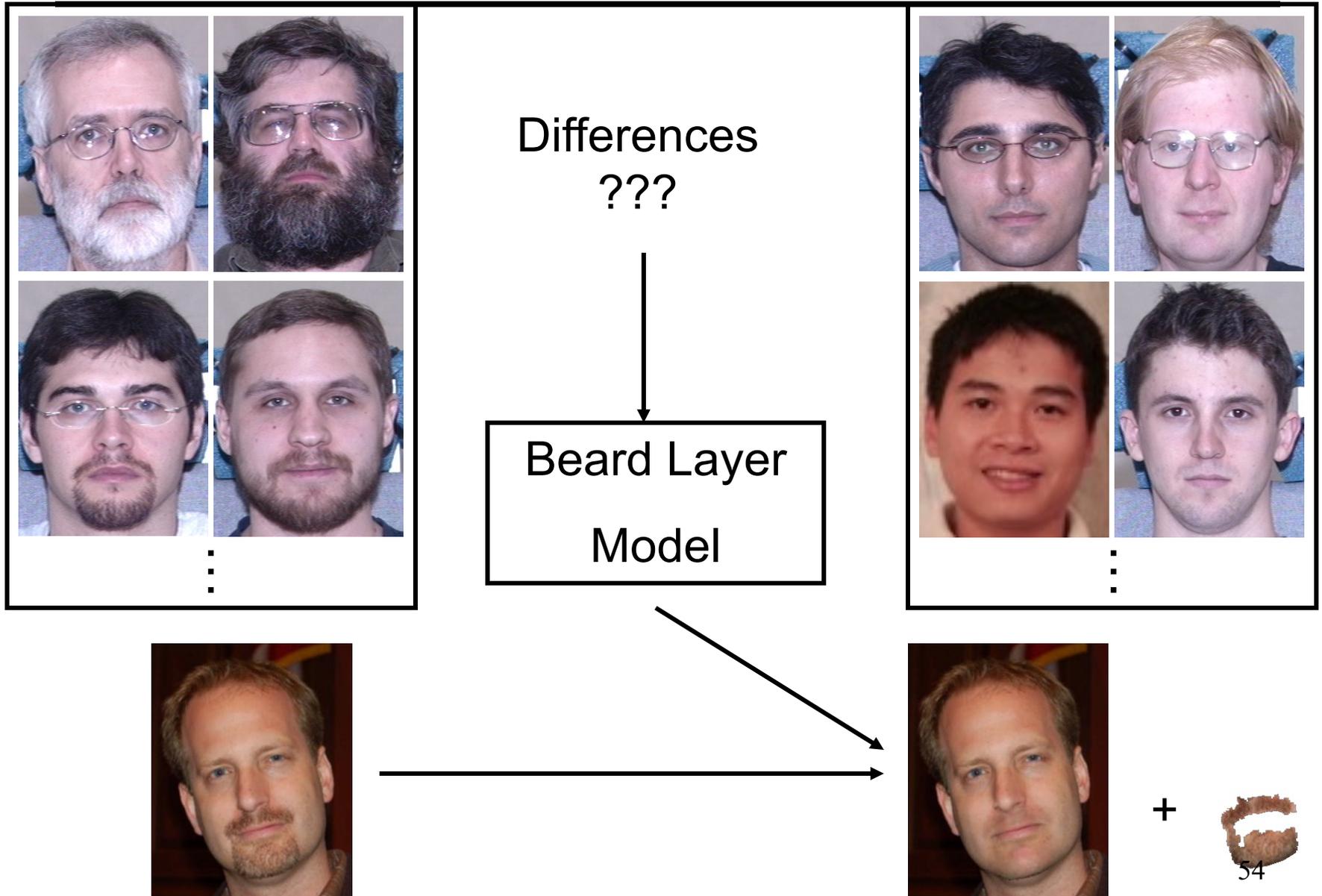


# Image-Based Shaving

---

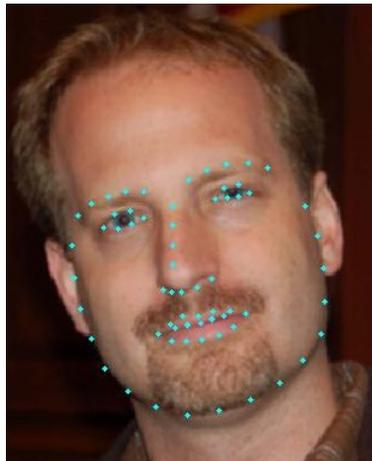


# The idea



# Processing steps

---



68 landmarks

a



b



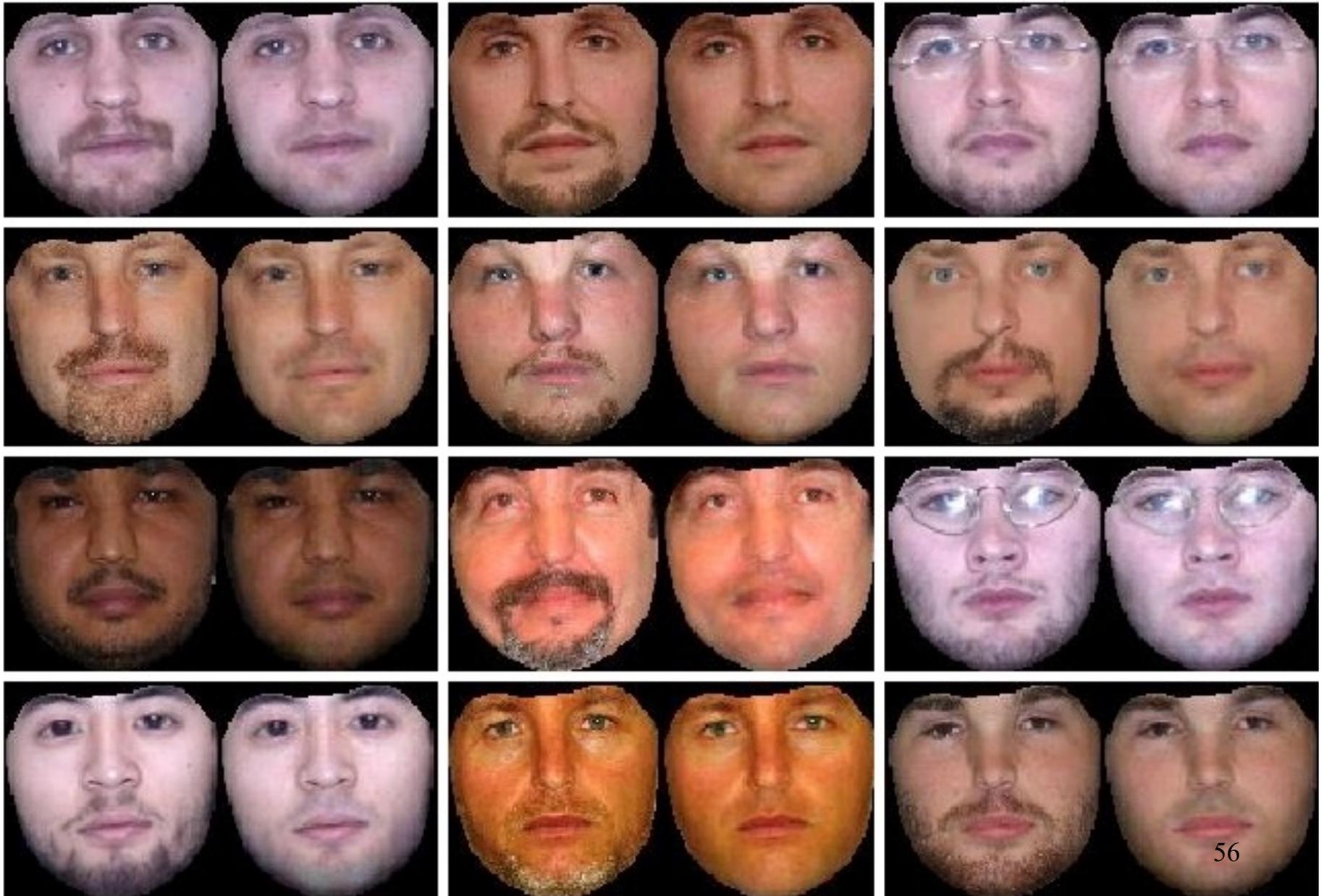
c



d



# Some results



# Take-home Message

---

- Alignment (2D and 3D): 3D is better than 2D.
- Shape + Texture representation.
- Subpopulation mean  $\bar{x}$  and deviation  $\Delta x$
- 3D data and 3D shape representation helps!
  - Easy to change the viewpoint.
- Standard face pipeline:
  - Given: Input Image
  - Step 1: warp it to canonical pose (2D or 3D)
  - Step 2: Calculate distances between faces OR apply image manipulation operations.
  - Step 3: Unwarp the result back to the original image
  - Step 4: Post-processing (e.g., Poisson blending)

---

# Thank You!



16-726, Spring 2022

<https://learning-image-synthesis.github.io/sp22/>