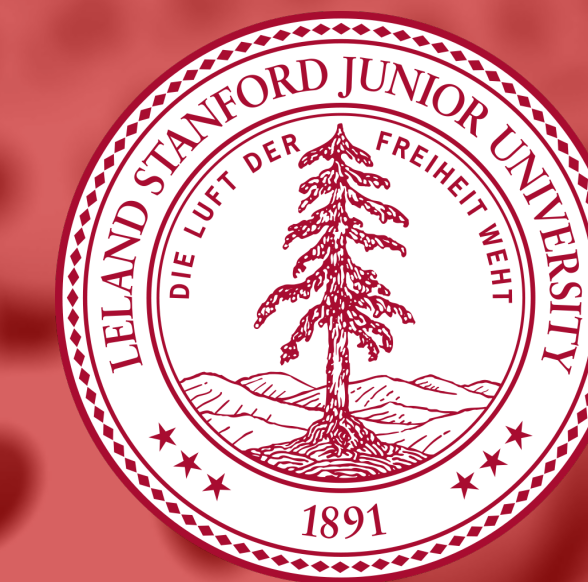




# Automated Restyling of Human Portrait Based on Facial Expression Recognition and 3D Reconstruction



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## Motivation

Experimented automatic restyling of an ordinary photo to a self portrait with effects that correspond to his/her facial expression. This project wants to showcase and inspire audiences the capabilities of AI in visual effects automation in photography or film making.

## Related Work

### 1. Depth Based Visual Effect

Matthias Ziegler, Andreas Engelhardt, Stefan Mller, Joachim Keinert, Frederik Zilly, Siegfried Foessel. Multi-camera system for depth based visual effects and compositing. CVMP, 2015.

### 2. Facial Relighting

Yang Wang, Lei Zhang, Zicheng Liu et.al. Face Relighting from a Single Image under Arbitrary Unknown Lighting Conditions. IEEE Transactions on Pattern Analysis and Machine Intelligence, Nov. 2015.

### 3. RGB-D Registration

Lembit Valgma. 3D reconstruction using Kinect v2 camera. Bachelor's thesis (12 ECTP). 2016

### 4. Expression Recognition

Yu, Zhiding, and Cha Zhang. Image Based Static Facial Expression Recognition with Multiple Deep Network Learning - Microsoft Research. Microsoft Research. IEEE, Nov. 2015.

## Expression Recognition

This part collaborated with Hsin Chen(hsinc@stanford.edu)

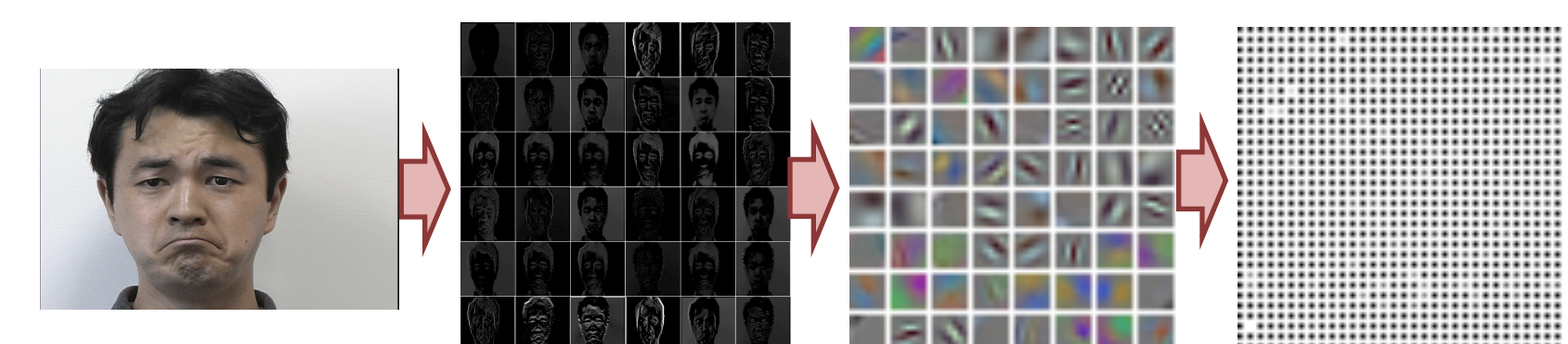
### 1. Dataset/Preparation

- Cohn-Kanade(CK+) dataset
- 5876 images, 8 Emotions

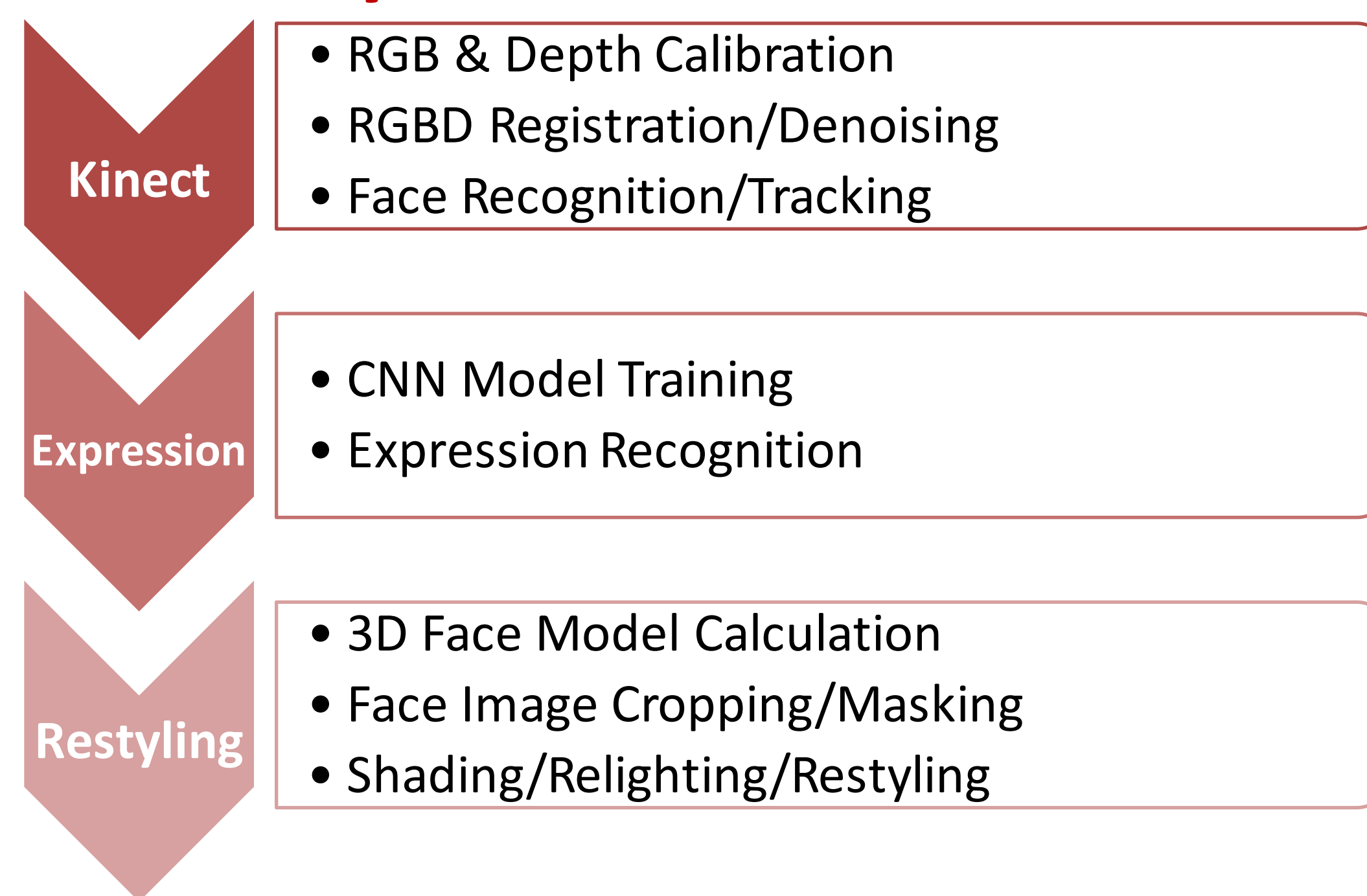


### 2. Convolutional Neural Network

➤ Modify and fine tune a Googlenet model with 8 expression categories. Trained using Caffe on the farm, Matcaffe as local interface.



## System Architecture



## Kinect

### 1. Kinect for Windows V2 Interface:

➤ Libfreenect2/OpenCV on MacOSX

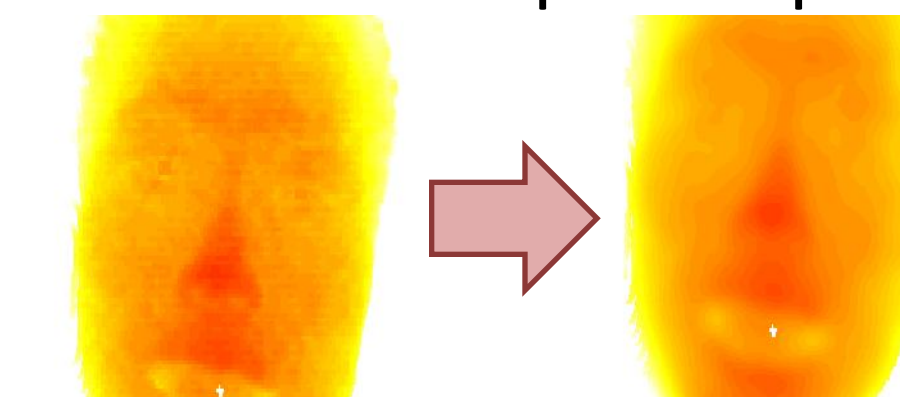
### 2. RGB/Depth Camera Calibration/Registration

➤ Undistort depth cam with camera matrix and distortion coefficients and project onto RGB

$$\begin{bmatrix} k1 = 0.0905474 \\ k2 = -0.26819 \\ k3 = 0.0950862 \\ p1 = 0.0 \\ p2 = 0.0 \end{bmatrix}$$

### 3. Depth Denoising

➤ Bilateral filter depth map



### 4. Face Tracking/ Locating ROI

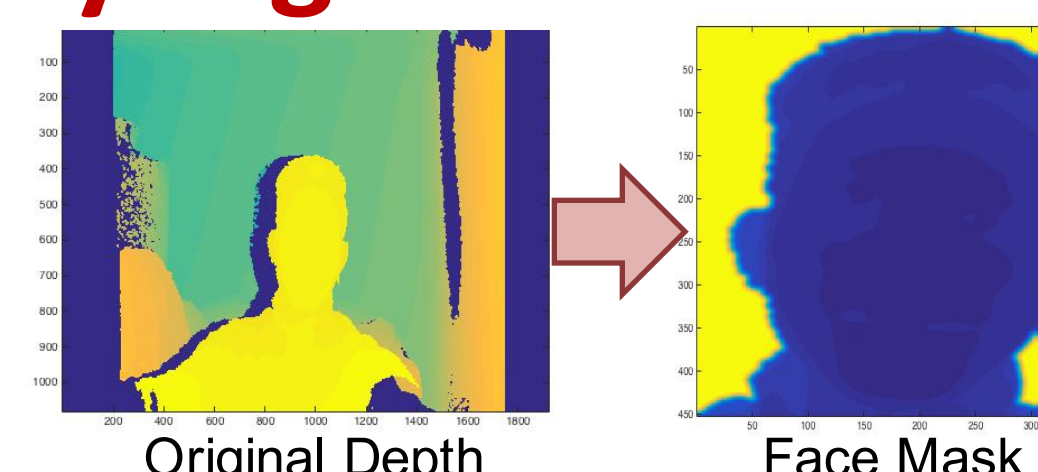
➤ OpenCV Haar-Cascade



## Shading/Restyling

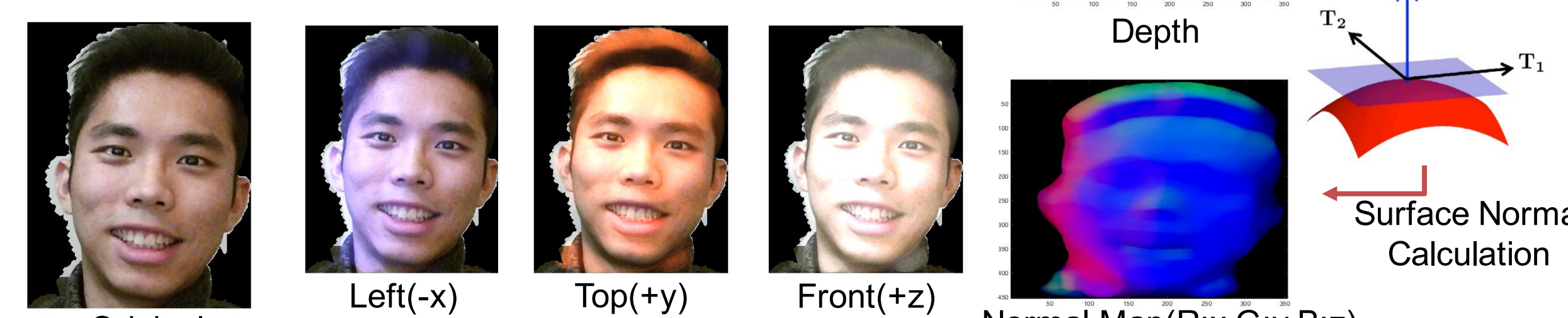
### 1. Cropping ROI and Image Masking

- Crop with OpenCV tracked face ROI
- Mask with dilated, hole-filled, and thresholded depthmap.



### 2. Shading/Relighting

- Calculate surface normal from depth.
- Calculate directional lighting intensity and color for the face.



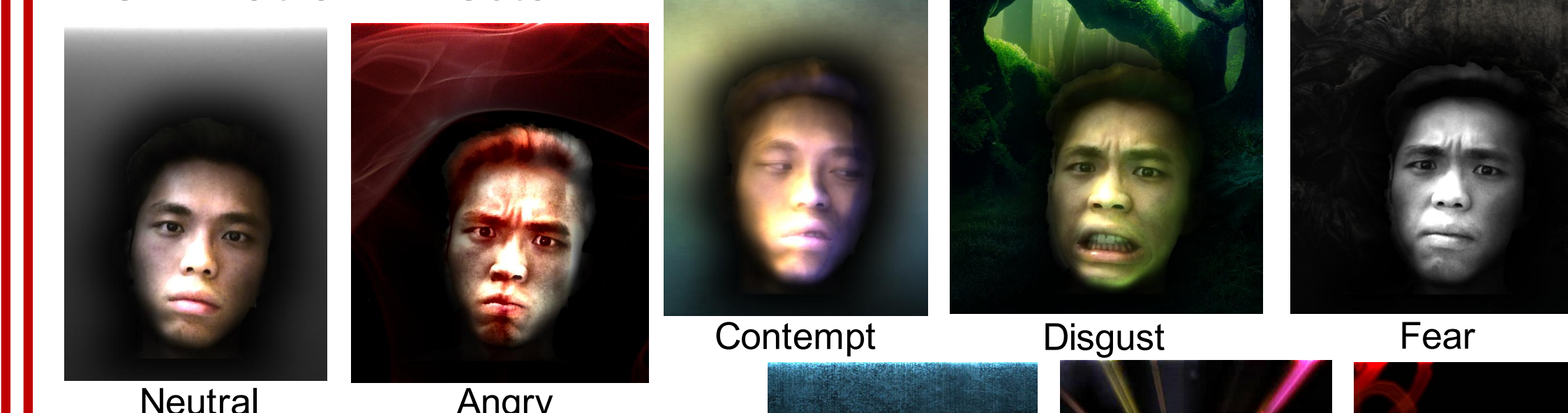
### 2. Restyling

- Apply mood lighting and background, processed using above mask applied on both images.



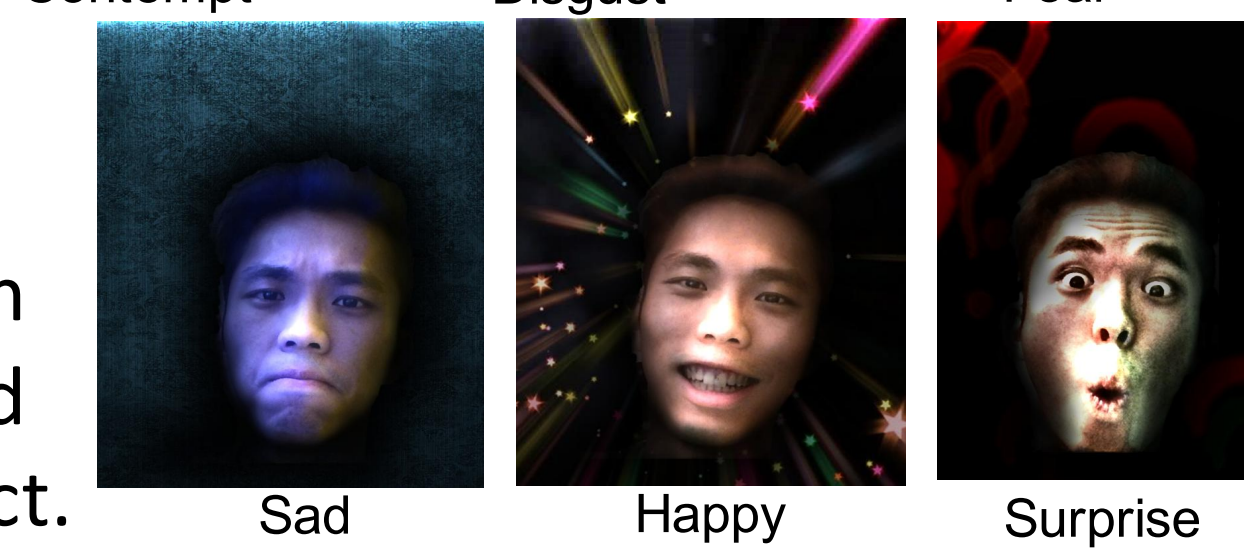
## Experimental Results

### 1. 8 Emotion Effects



### 2. CNN accuracy

➤ Around 60%, drop when there are large background Intensity variation or object. Fed in cropped data to improve.



## Future Work

1. Lighting improvements with surface textile characteristic calculation.
2. Improve expression recognition accuracy.
3. Improve bilateral filtering efficiency and system efficiency.