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Facial animation through reverse engineering of actions to thought processes

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I propose how where facial animation for characters are often derived as a results of reverse engineering from the last word action on the storyboard to the thought train driving the action. For this process, we classify actions into conscious, subconscious and unconscious actions, and derive the lesser obvious subconscious and unconscious parts leading to the conscious action. we start by analysing things at hand, and therefore the way it applies to each character in it. Then we use the storyboards to understand the primary action of the character. Here we study the face of the character, i.e., his expression, and thus the communication, i.e., the road of action and thus the pose. Then we proceed to research the possible references to the past of the character that might drive the action. Here, we plan to reason things he may have seen or heard and his own internal reasoning that cause his interpretation of things and thus the resultant action. Finally we derive the inner monologue of the character that drives the action. Once we finish the reverse engineering from the action within the storyboard to the thoughts and emotions, we map the eye darts, blinks, eyebrow movement, leading actions and its required anticipations within the time-frame stipulated by the storyboard. This method of reverse engineering-based animation results in greater cohesive acting throughout a movie, and creates greater connect with the audiences.

Computer facial animation is experiencing endless and rapid growth since the pioneering work of Frederick I. Parke in 1972. This is often partly because of the increasing demand of virtual characters or avatars within the sector of gaming, filming, human computer interaction and human machine communication. The face is one of the channels in expressing the affective states. it's complex but flexible three-dimensional (3D) surfaces. To present the face onto a computer system could also be a challenging task because of several goals to be achieved. According to Deng and Noh, the foremost goal in facial modelling and animation research is to develop a high adaptability system that creates realistic animation in real time mode where decreasing manual handling process. Here, high adaptability refers to the system that's easily adapted to any individuals" face.

Various approaches are proposed by the research community to enhance the performance of facial animation in several aspects. Some claims that an honest facial modelling and animation involving the way to lip synchronisation and the way to use the eyes, brows and lids for expression. Others believed that a facial model should include other attributes like surface colours and textures. Computer facial animation isn't a replacement endeavour because it had been introduced since 1970s. However, animating face still presents interesting challenges due to its familiarity because the face is that the part won't to recognize individuals. Facial modelling and facial animation are important in developing realistic computer facial animation. Both modelling and animation depends to drive the animation. The 2 most generally used computer facial animation systems are those supported remodelled shape interpolation and therefore the ones supported cluster or lattice deformations. Most of the facial systems today are a mixture of both.

Note: This work is partly presented at Webinar on Robotics (December 26, 2020

The state of the art in facial animation software may be a muscular structure combined with shape interpolation. This type of system isn't widely used due to the shortage of obtainable commercial technology as most of the currently existing systems are proprietary.

Engineering is that the process of designing, manufacturing, assembling, and maintaining products and systems. There are two sorts of engineering, forward engineering and reverse engineering. Forward engineering is that the traditional process of moving from high-level abstractions and logical designs to the physical implementation of a system. In some situations, there could also be a physical part/ product with none technical details, like drawings, bills-of-material, or without engineering data. the method of duplicating an existing part, subassembly, or product, without drawings, documentation, or a computer model is known as reverse engineering. Reverse engineering is additionally defined because the process of obtaining a geometrical CAD model from 3-D points acquired by scanning/ digitizing existing parts/products. the method of digitally capturing the physical entities of a component, mentioned as reverse engineering (RE), is usually defined by researchers with reference to their specific task (Motavalli & Shamsaasef 1996). Abella et al. (1994) described RE as, "the basic concept of manufacturing a neighborhood based on an ingenious or physical model without the utilization of an engineering drawing". Yau et al.(1993) define RE, because the "process of retrieving new geometry from a manufactured part by digitizing and modifying an existing CAD model". Reverse engineering is now widely utilized in numerous applications, such as manufacturing, industrial design, and jewellery design and reproduction for instance , when a replacement car is launched on the market, competing manufacturers may buy one and disassemble it to find out how it had been built and the way it works. In software engineering, good ASCII text file is usually a variation of other good source code. In some situations, like automotive styling, designers give shape to their ideas by using clay, plaster, wood, or rubber, but a CAD model is, needed to manufacture the part. As products become more organic in shape, designing in CAD becomes tougher and there's no guarantee that the CAD representation will replicate the sculpted model exactly

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