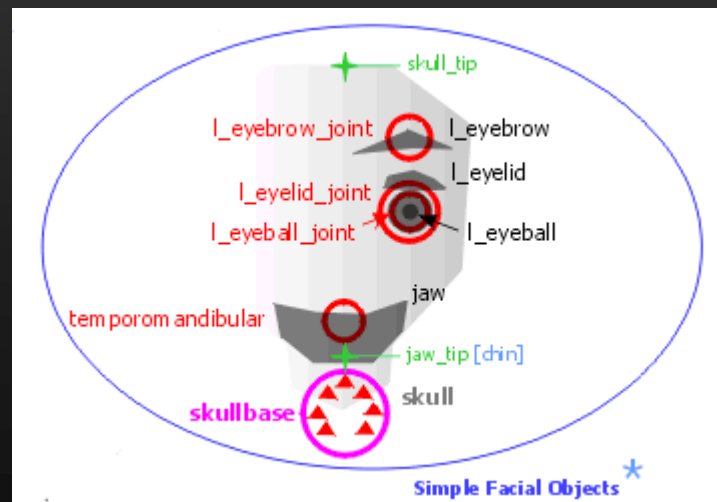


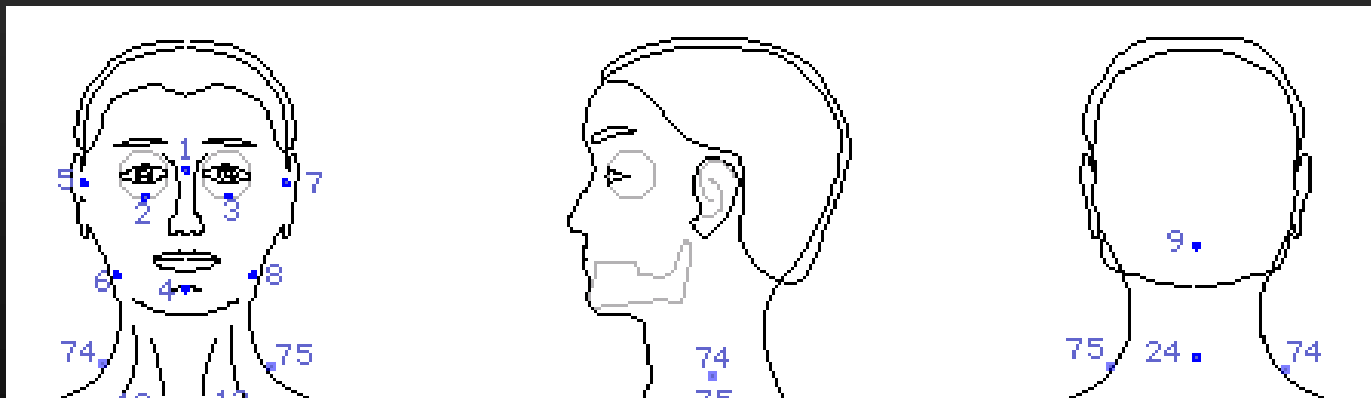
H-Anim: ISO 19774

- ❖ H-Anim defines humanoid animation by joint rotations and their hierarchy
 - Assumption: *Deformation of a humanoid is mainly affected by joint rotations*
 - Exception: *Deformation of a humanoid face is mainly affected by facial muscles*



The face in H-Anim (4.9.4)

- ❖ Facial animation using predefined joints can represent a ventriloquist's dummy
 - Facial animation without expression
- ❖ We may use displacer objects in H-Anim
 - Each displacer object specifies a location (morph target, the movement of feature points)
 - The face mesh can be morphed smoothly



New facial animation in H-Anim

- ❖ High-quality facial animation for a high-density face model
 - For existing unorganized facial vertex animation from a large number of vertices and facial features
 - This may reflect artist's level of perfection
- ❖ How to describe such new facial animation
 - Region-based facial animation



New facial animation in H-Anim

- ❖ A set of regions
 - Defining regions from a face
 - Anatomy-based
 - Aesthetic-based
 - Arbitrarily
 - One feature for each region
 - Parameterize the motion of region boundary with respect to all features
 - From existing example animation
 - Reconstruct the position of other vertices from region boundary

