

Animation Morphing Using Piecewise Warping On Local Environment

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Abstract

This project presents an appropriate way to morph a facial expression by applying a piecewise warping technique, which is using bilinear function. In which we apply a simple transformation locally but allow that transformation to vary across the image. An advantage of this approach is that we can leave some areas of the image unchanged whilst warping other to the significant degree. While local warping appears to be a promising method to warping image. Its effectiveness still has to be future proved. The process of using piecewise warping operation that requires user first to define a center point. The purpose of center point is to determine the specific area of image to be warp. The four grids will appear on the top of the image. Next, user has to define four control points corresponding to the grid on source image and four control points on the image to be warped later. There are eight coefficients to be determined, but the four corner points are sufficient to solve for them exactly. Furthermore, the facial images must be in the 2D. In this respect, an image is a non planar with a grey scale.

Table of Contents

DECLARATION	ii
ACKNOWLEDGEMENT	iii
ABSTRACT	iv
CHAPTER 1 - Introduction	
1.1 Background	1
1.2 Problem statement	1
1.3 Project objective	2
1.4 Project aim	3
1.5 Project scope	3
1.6 Project significance	3
CHAPTER 2 - Literature Review	
2.1 Introduction	4
2.2 Morphing	4
2.3 Animation	6
2.4 Related technique	7
2.4.1 Image morphing based on pixel transformation	7
2.4.2 Local warping method	8
2.4.3 Empirical analysis of facial expressions	8
2.4.4 Morphing based animation technique	9
2.4.5 Geometric transformation	10
2.5 Conclusion	11

CHAPTER 3 - Methodology

3.1	Introduction.....	12
3.2	Research framework.....	13
3.3	Research activities.....	15
3.3.1	Sampling phase.....	15
3.3.2	Pre-processing phase.....	15
3.3.3	Development.....	16
3.3.3.1	Project development.....	16
	Phase 1: Define the control point and its coefficients.....	19
	Phase 2: Create an output image, G.....	21
	Phase 3: Compute value x and y and set the pixel based on its values....	21
3.3.3.2	Design interface.....	22
3.3.4	Implementation.....	23
3.3.5	Documentation.....	23
3.4	Detail discussion on the proposed technique.....	23
3.5	Hardware and software requirement.....	27
3.6	Conclusion.....	27

CHAPTER 4 - Result and analysis

4.1	Introduction.....	28
4.2	Piecewise warping.....	28
4.3	Result of piecewise warping technique.....	29
4.3.1	Animation of lip expression.....	29
4.3.2	Animation of facial image.....	31
4.3.3	Animation of animated avatar.....	33
4.4	Summary.....	35

CHAPTER 5 - Conclusion and recommendation

5.1	Introduction.....	36
5.2	Research conclusion.....	36
5.3	Problem during this research.....	37