

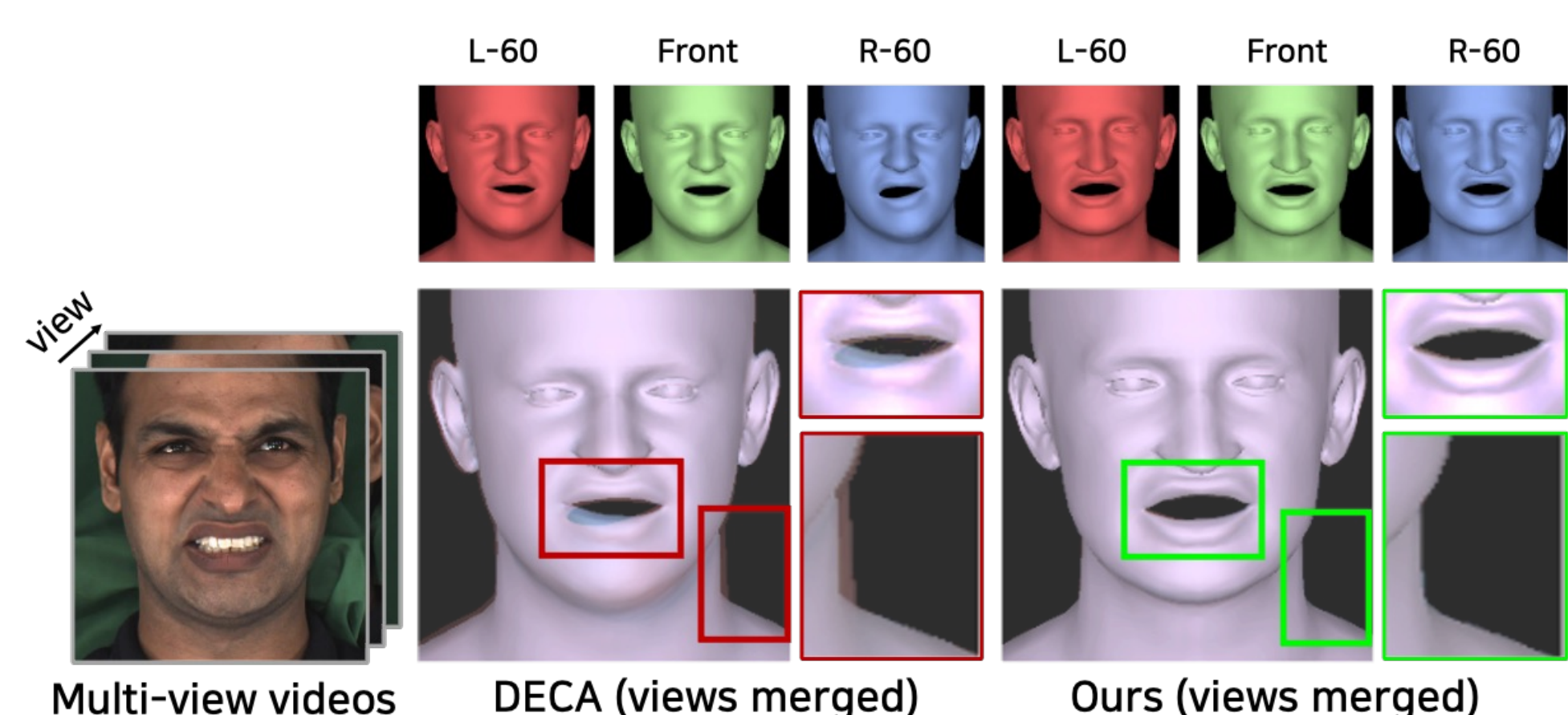
Spatio-Temporally Consistent Face Mesh Reconstruction on Videos

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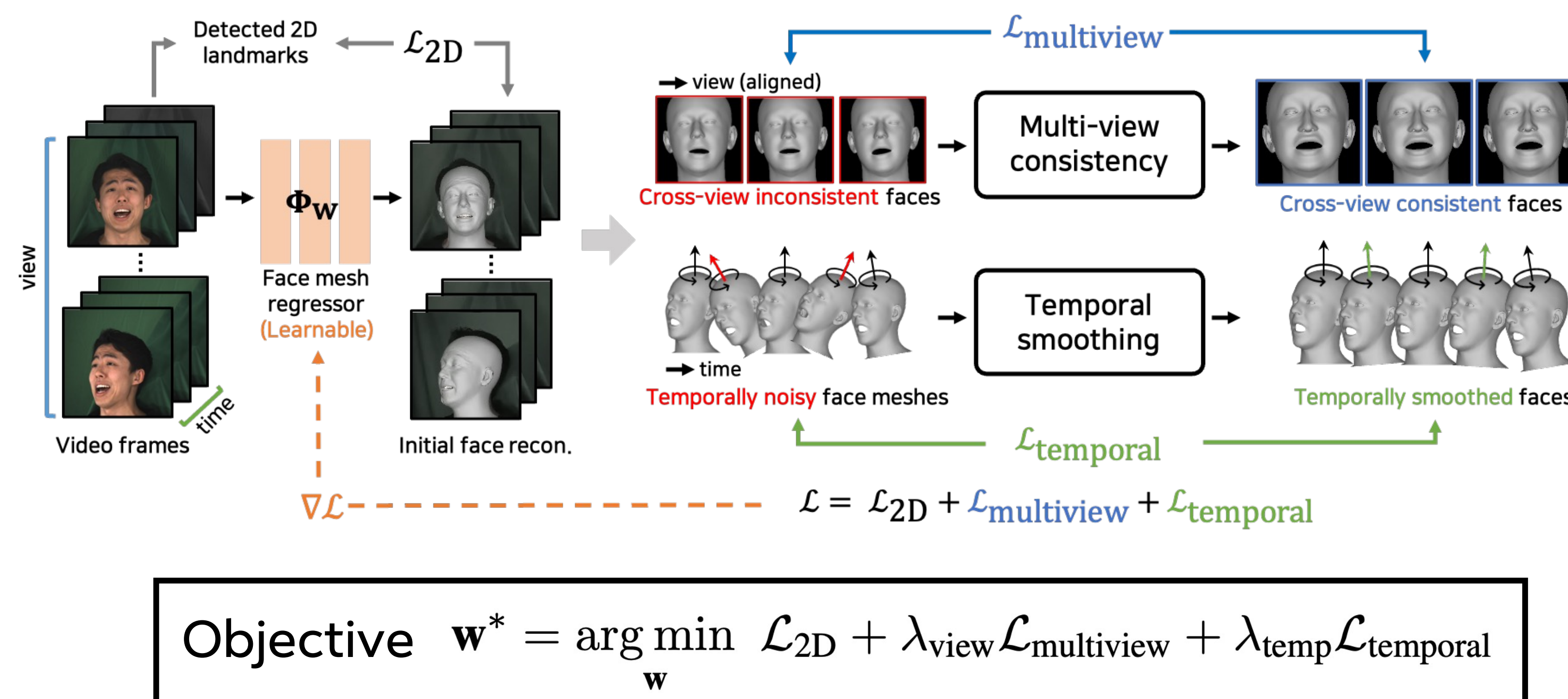


Overview

- The goal of 3D face mesh reconstruction: 2D images, videos → accurate & consistent 3D faces.
- Multi-view videos: severely occluded faces → most neural models fail to recon. accurate faces.

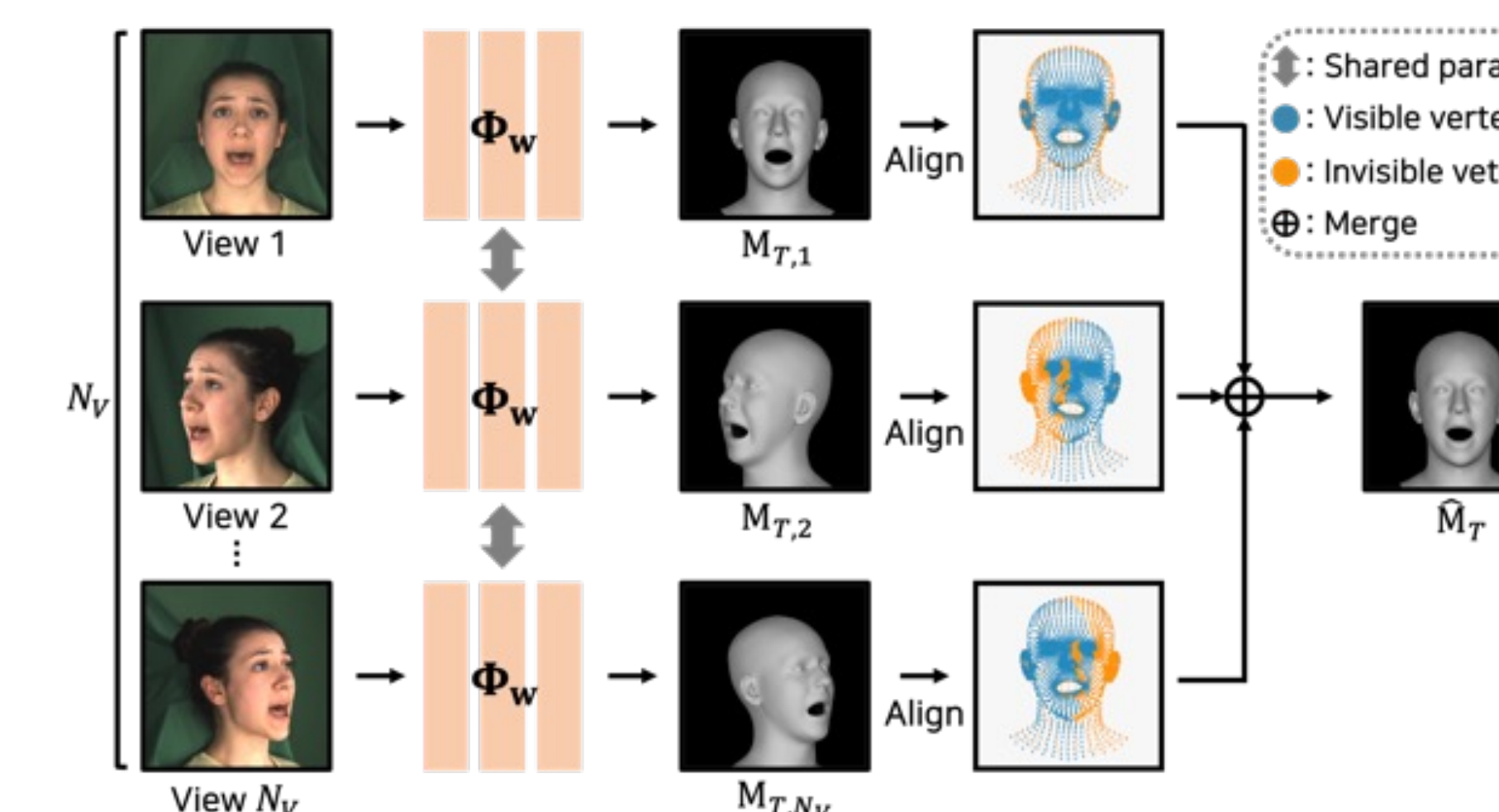


STREAM optimization



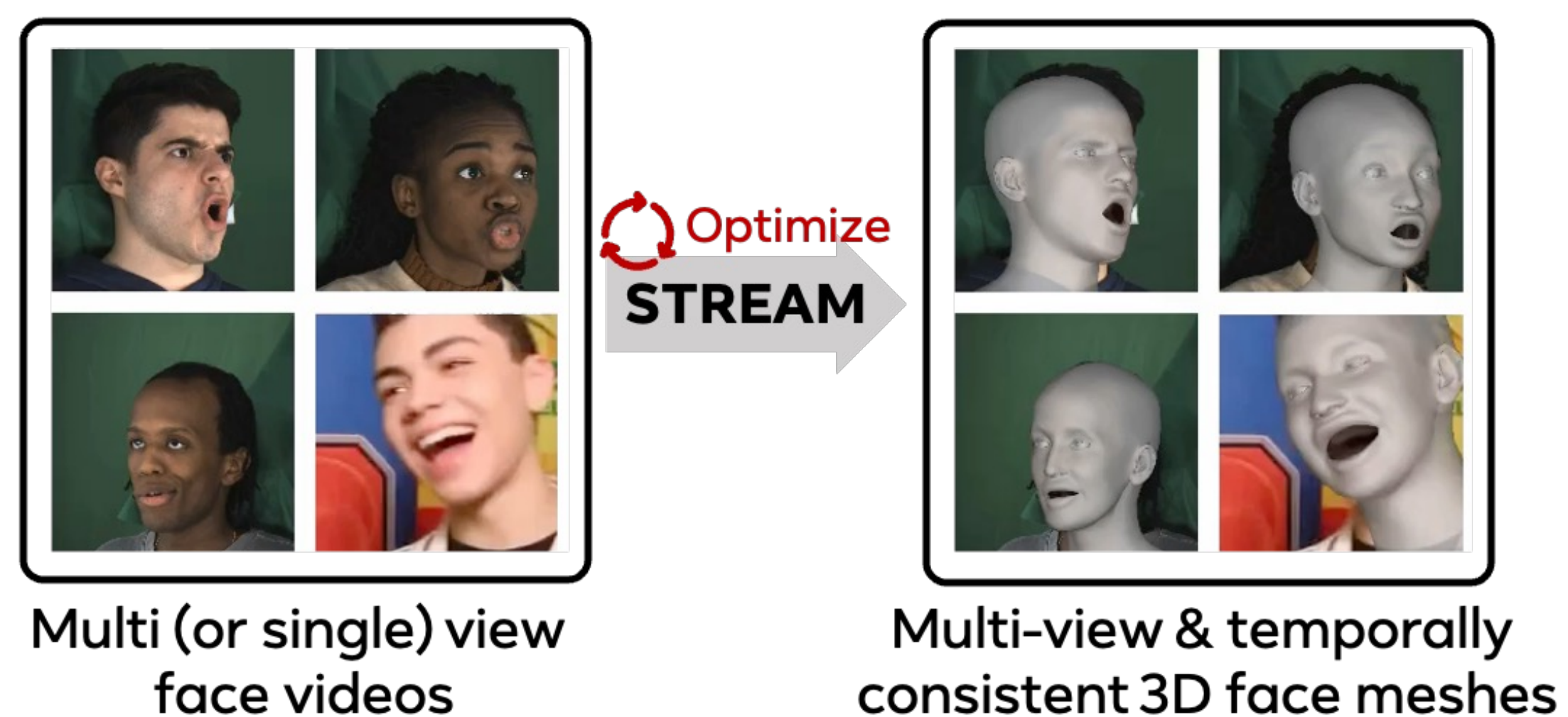
Multi-view bootstrapping

- Vertex level merging of per-view mesh predictions:
 - Higher weight on visible vertices → occlusion robust.
 - Serves as a pseudo-supervision during optimization.



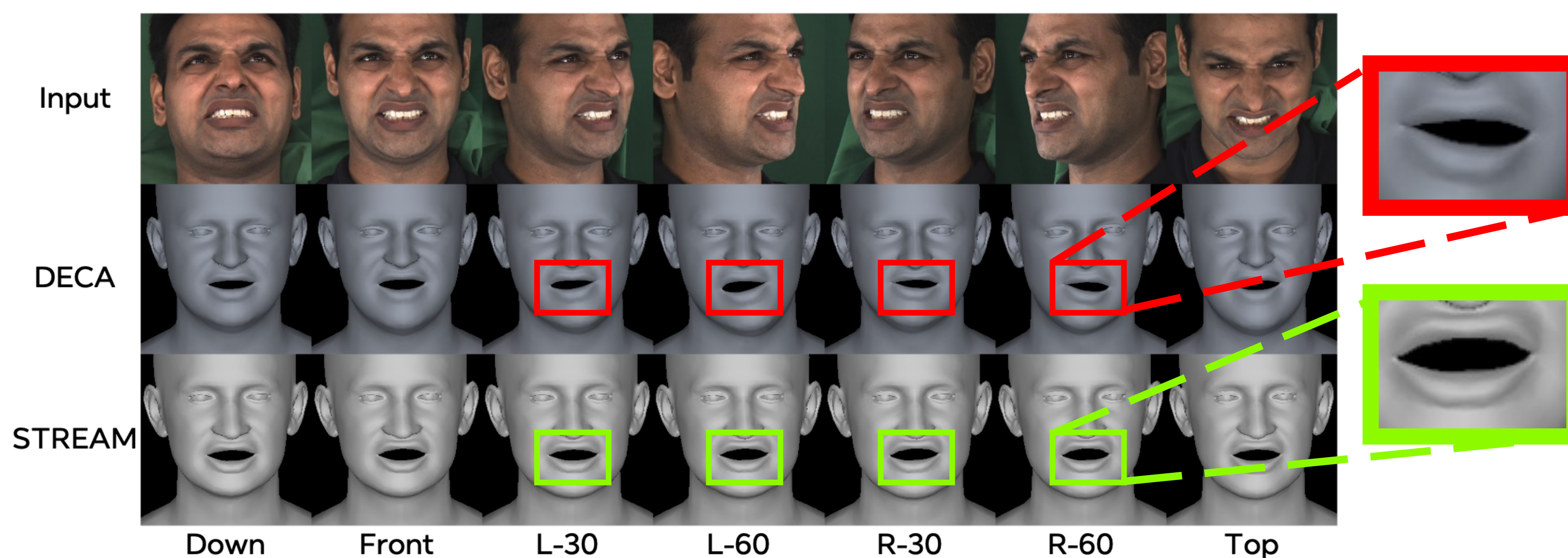
Contributions

- STREAM**: a **3DMM optimization** method to obtain
 - Multi-view consistent facial geometries.
 - Temporally smooth facial motion.



- Design **spatio-temporal bootstrapping** methods.
- Propose **evaluation metrics** for 4D face meshes.

Multi-view consistent 3D faces



- STREAM optim. achieves
- Multi-view consistent face geometry.
 - Occlusion robust 3D reconstruction.

Cross-view Vertex Distances

	Down	Front	L-30	L-60	R-30	R-60	Top
Down	0.000						
Front	0.135	0.000					
L-30	0.181	0.165	0.000				
L-60	0.248	0.251	0.127	0.000			
R-30	0.178	0.151	0.198	0.260	0.000		
R-60	0.216	0.229	0.235	0.251	0.138	0.000	
Top	0.226	0.170	0.239	0.319	0.209	0.273	0.000

	Down	Front	L-30	L-60	R-30	R-60	Top
Down	0.000						
Front	0.079	0.000					
L-30	0.107	0.087	0.000				
L-60	0.122	0.112	0.063	0.000			
R-30	0.108	0.086	0.103	0.116	0.000		
R-60	0.123	0.110	0.113	0.111	0.065	0.000	
Top	0.114	0.081	0.108	0.126	0.108	0.125	0.000

Qualitative results: 3D faces on videos



Take-home message

- STREAM**: a multi-view and temporal aware optimization for 3D face reconstruction on videos.
- Breakthrough**: simple bootstrapping for 3D face meshes.
- Application**: dataset of accurate 3D faces for internet videos.