Automated Blendshape Personalization for Faithful Face Animations Using Commodity Smartphones

Supplementary Material

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1 BLENDSHAPE RECONSTRUCTION ERRORS

In this document we provide additional test results for our blendshape personalization method compared to example-based facial rigging by Li et al. [1] and deformation transfer by Sumner and Popović [2].

1.1 Subject 2

Figure 1: Root-mean-square reconstruction error of deformation transfer (blue), example-based facial rigging (orange) and our method (green) for Subject 2.

Figure 2: Maximum reconstruction error of deformation transfer (blue), example-based facial rigging (orange) and our method (green) for Subject 2.

Figure 3: Deviation of the maximum reconstruction errors from deformation transfer (blue) and our method (orange) to the errors produced by example-based facial rigging for Subject 2.
1.2 Subject 3

Figure 4: Root-mean-square reconstruction error of deformation transfer (blue), example-based facial rigging (orange) and our method (green) for Subject 3.

Figure 5: Maximum reconstruction error of deformation transfer (blue), example-based facial rigging (orange) and our method (green) for Subject 3.

Figure 6: Deviation of the maximum reconstruction errors from deformation transfer (blue) and our method (orange) to the errors produced by example-based facial rigging for Subject 3.

1.3 Subject 4

Figure 7: Root-mean-square reconstruction error of deformation transfer (blue), example-based facial rigging (orange) and our method (green) for Subject 4.

Figure 8: Maximum reconstruction error of deformation transfer (blue), example-based facial rigging (orange) and our method (green) for Subject 4.

Figure 9: Deviation of the maximum reconstruction errors from deformation transfer (blue) and our method (orange) to the errors produced by example-based facial rigging for Subject 4.

REFERENCES