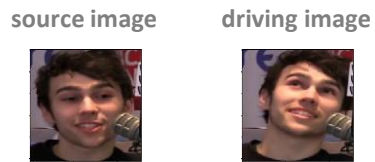




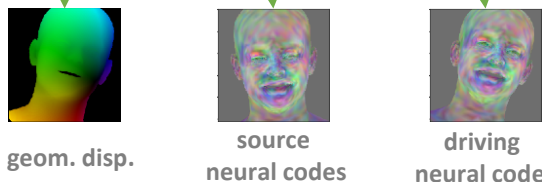
Introduction

- Displacement field estimation is important for face motion transfer
- How to generate accurate displacement field?
- Our proposed method
 - Geometric displacement field and posed neural codes as guidance
 - Progressive warping module (PWM)

Geometric Guidance



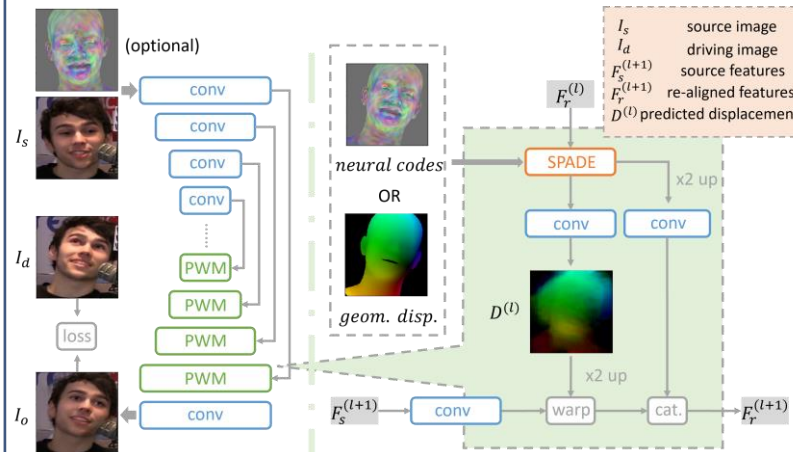
- Geometric displacement field**
 - Compute the displacements between source and driving face meshes
 - Render the displacements using the driving mesh topology
- Posed neural codes**
 - Attach a learnable embedding to template mesh
 - Render the embedded template using the source and driving mesh topologies



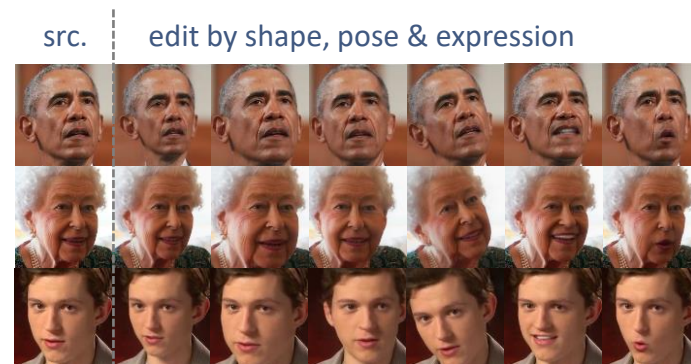
Progressive Warping Module (PWM)

- Designed for better feature (re-)alignment
- Alternates between feature (re-)alignment (warping) and displacement estimation

Architecture Overview



Face Editing



Experiments

| | VoxCeleb1 | | | | VoxCeleb2 | | | | |
|--|------------------------------|--------------|-------------|--------------|-------------------------------|--------------|--------------|--------------|--------------|
| | Same Identity Reconstruction | | | | Cross Identity Reconstruction | | | | |
| | FID ↓ | CSIM ↑ | AKD ↓ | AED ↓ | APD ↓ | FID ↓ | CSIM ↑ | AED ↓ | APD ↓ |
| X2Face | 36.02 | 0.532 | 10.94 | 0.201 | 5.189 | 51.14 | 0.437 | 0.297 | 7.421 |
| Bi-Layer | 79.05 | 0.580 | 3.11 | 0.129 | 0.866 | 87.54 | 0.461 | 0.230 | 1.493 |
| LSR | 20.53 | 0.311 | 2.73 | 0.153 | 1.012 | 28.04 | 0.229 | 0.217 | 1.606 |
| FOMM | 10.87 | 0.788 | 2.25 | 0.087 | 0.688 | 30.84 | 0.562 | 0.218 | 1.612 |
| 3D-FOMM | 5.47 | 0.792 | 2.23 | 0.091 | 0.770 | 22.34 | 0.605 | 0.247 | 2.149 |
| HeadGAN | 10.72 | 0.779 | 3.80 | 0.087 | 1.097 | 25.79 | 0.505 | 0.234 | 1.849 |
| PIRender | 9.47 | 0.745 | 3.41 | 0.119 | 1.148 | 23.82 | 0.530 | 0.222 | 1.916 |
| PWM + NMFC | 5.57 | 0.784 | 2.32 | 0.091 | 0.786 | 15.73 | 0.647 | 0.225 | 1.641 |
| PWM + geom. disp. | 3.95 | 0.794 | 2.29 | 0.081 | 0.756 | 14.19 | 0.653 | 0.228 | 1.668 |
| PWM + neural codes | 3.93 | 0.793 | 2.15 | 0.067 | 0.670 | 14.32 | 0.584 | 0.174 | 1.214 |
| PWM + geom. disp. + neural codes | 4.33 | 0.794 | 2.14 | 0.066 | 0.664 | 15.39 | 0.590 | 0.173 | 1.224 |
| PWM + geom. disp. + neural codes (BFM) | 4.80 | 0.779 | 4.04 | 0.087 | 1.110 | 16.78 | 0.546 | 0.233 | 1.956 |

Face Reenactment: Same Id & Cross Id

