IJARSCT
ISSN (Online) 2581-9429
International Journal of Advanced Research in Science, Communication and Technology (IJARSCT)
International Open-Access, Double-Blind, Peer-Reviewed, Refereed, Multidisciplinary Online Journal
Impact Factor: 7.301
Volume 3, Issue 13, May 2023

Real-Time Face Animation using Deep Learning

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Abstract: *The development of deep learning methods for face analysis and synthesis has made tremendous strides in recent years. Real-time face animation, which includes projecting user facial motions onto a 3D model in real-time, is one of the most intriguing uses of these technology. Using a generative adversarial network (GAN) and a facial landmark detector, we suggest a deep learning-based method for real-time face animation in this research. Our method enables the creation of realistic face animations of the highest quality, with fluid and natural motions that may be utilised in a number of contexts, including video games, virtual reality, and augmented reality.*

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