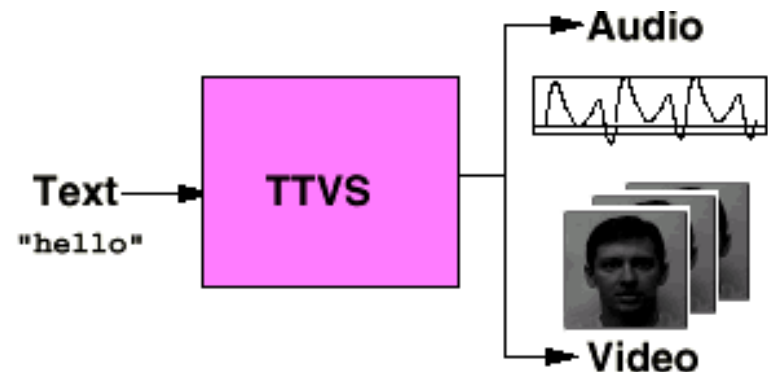




Project Overview

Two extensions of our text-to-visual-speech (TTVS) system:

- enrich the context of each viseme to deal with coarticulation issues
- morphing of 3D models of faces to output a 3D model of a speaking face

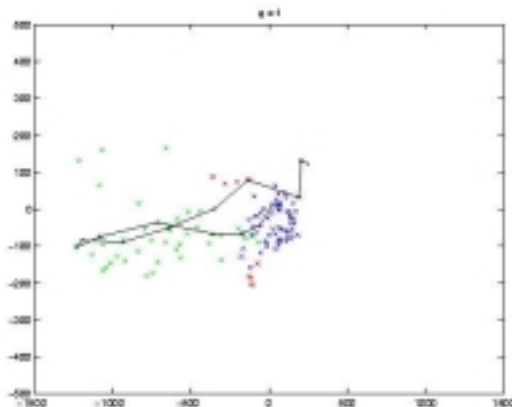




Progress Through June 30,2000

Coarticulation:

Obtained low-dimensional parametrization of the lip shape using statistical shape-appearance techniques





Progress Through June 2000

3D Talking Face:

We have begun work on the 3D talking face with V. Blanz:





Research Plan for the Next Six Months

- Develop further approach to deal with the coarticulation problem: We will now use learning algorithms to generate the parameters of the morphable model from the phonetic time series.
- Continue development of system to synthesize 3D models of faces in collaboration with Thomas Vetter and Volker Blanz by recording more visemes.