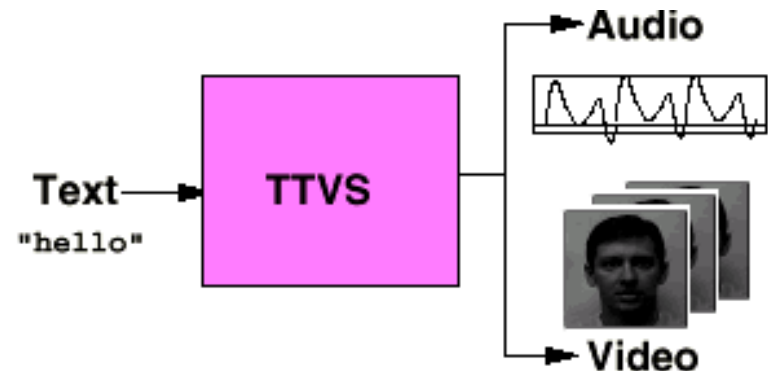# Project Overview

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

- Learn facial dynamics and coarticulation
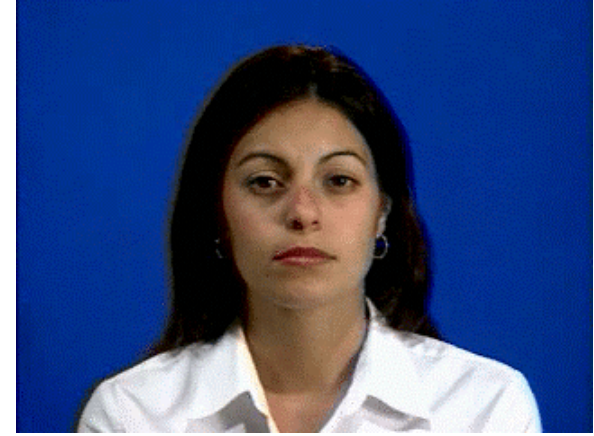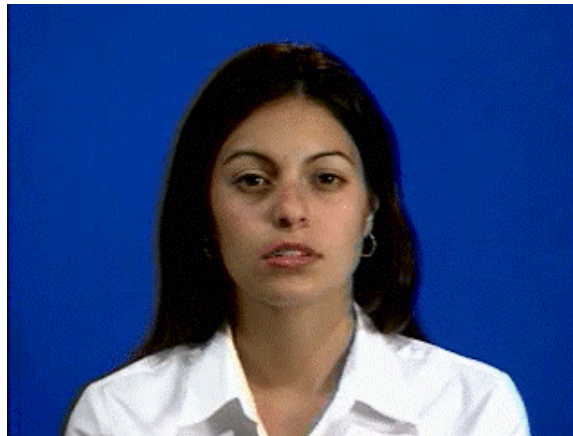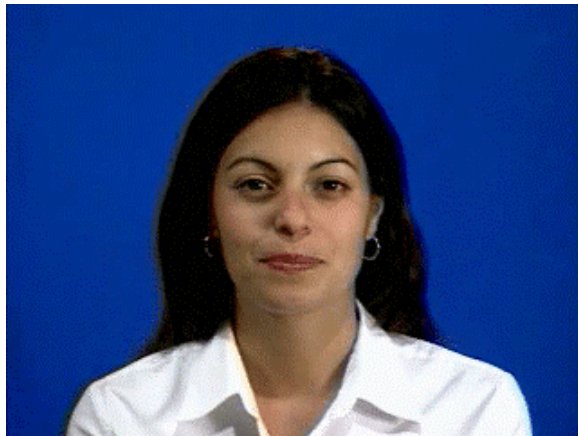- morphing of 3D models of faces to output a 3D model of a speaking face

Progress Through December 30,2000

Recorded a very large video corpus in order to capture
Range of facial dynamics.

Corpus also includes emotion: happy, neutral, sad.

Progress Through December 2000

3D Talking Face: we have established correspondence between faces and produced some simple morphs.

Research Plan for the Next Six Months

–   Develop further approach to deal with the dynamics & coarticulation problem: We will now use learning algorithms such as Hidden Markov models trained from the recorded video.

–   Continue development of system to synthesize 3D models of faces in collaboration with Thomas Vetter and Volker Blanz by recording more visemes.