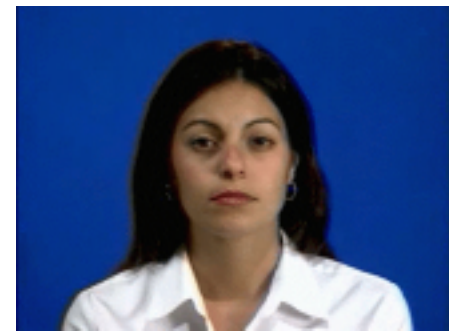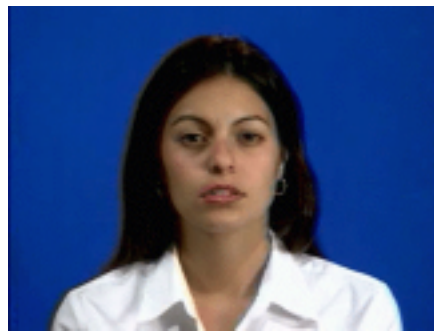# Project Overview

Two extensions of our text-to-visual-speech (TTVS) system:
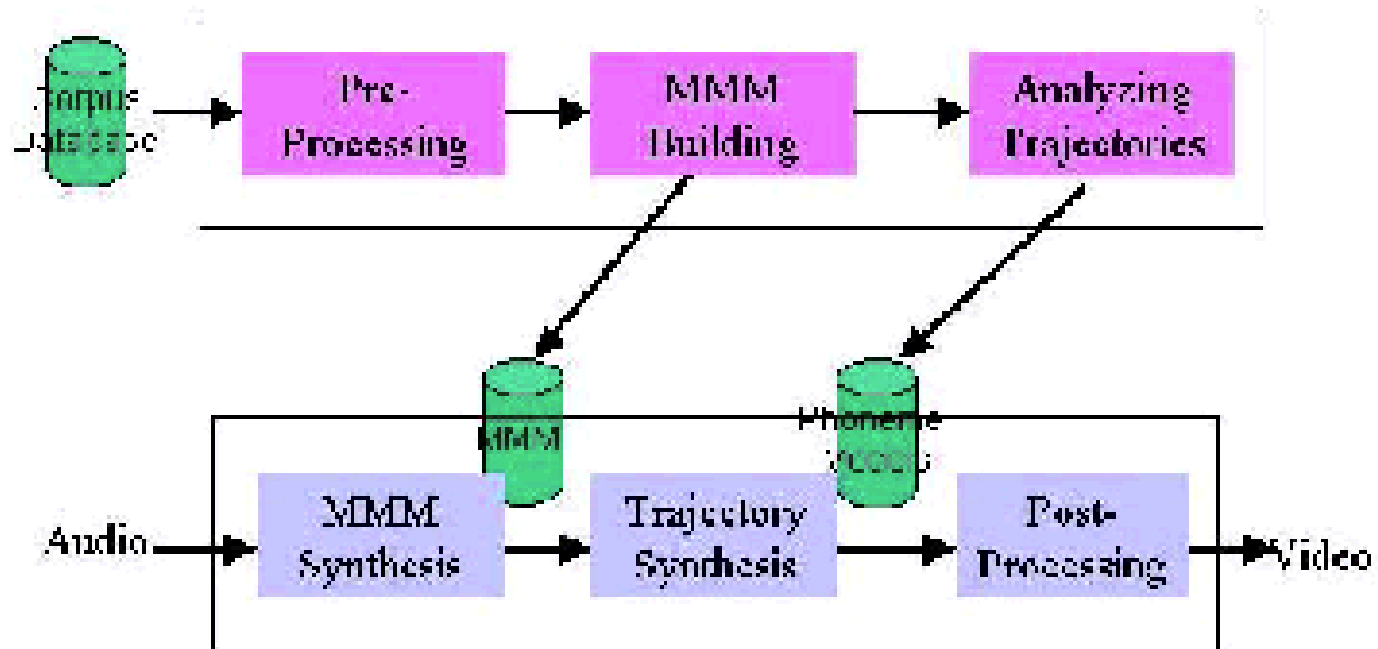
- Learn facial dynamics and coarticulation
- morphing of 3D models of faces to output a 3D model of a speaking face

Progress Through December 31, 2001

The new animation system: Ezzat, Geiger, Poggio, 2002

24 of the 46 prototype images used to synthesize the morphable model; the reference image is the top left frame

Ezzat, Geiger, Poggio, 2002

Research Plan for the Next Six Months

Incorporate higher-level communication mechanisms into our talking facial model.

Assess the realism of the talking face using psychophysical experiments.