

Performance-Driven Facial Animation

Schedule

8:30 am
Introduction and Overview
Pighin

9 am
Facial Motion Capture in Production
Havaldar and Tolles

10:15-10:30 am Break

10:30 am
Facial Retargeting
Pighin and Lewis

11:15 am
Markerless Face Capture and Automatic Model Construction
Bregler and Zhang

12:15 – 1:30 pm Lunch

1:30 pm
Performance-Driven Facial Animation at ILM
Sullivan and Hery

2:15 pm
Monster House
Havaldar

3 pm
King Kong
Sagar

3:30 – 3:45 pm Break

3:45 pm
Virtual History and Face Robot
Radford and Kang

4:45 pm

Playable Universal Capture at Electronic Arts
Borshukov

5:15 pm

Panel on the Future of Performance Driven Animation

Pighin, Lewis, Borshukov, Bregler, Havaladar, Radford, Sullivan, Sagar, Tolles, Zhang