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The Requirements (ARA) group has developed an understanding of the different uses of face descriptors.

To extract the Personal Status Access Units of FACS or Landmak points can be used. FACS are good because they are restricted to the facial expression and there is OSS that animates a Model with AUs but this is not sufficient to animate a 3D face model because FACS does not consider the features that are specific oh a human.

A Model is not necessarily a requirements as a Model Animation can simply use Landmark points as they change with time (for efficiency, differential coding can be used). Candide3 is an example of this approach, but this animation model uses very few points and is outdated. It should not be difficult to develop a 3D model format, but computer graphics expertise is required.

Ànimation can be obtained using AUs/Landmarks. In general AUs/Landmark-based animation uses BlendShapes. However, there is no recognised “standard” BlendShapes. Therefore, AUs/Landmarks are the natural solution.

Landmarks can also be used for Face identification