

## A Simple Line Drawing Definition and Transfer Model for Facial Animation Generation

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### Abstract

The Line Drawing Animation is an active research area in Non-Photorealistic Rendering. Many researches are focused on the sketch abstract, like such as portrait drawing of human and animation generation. However most of the model are too complex to calculate or pay attention to the details which are not stable that are not suitable for realtime transfer for continuous sequence of video. This paper proposes a simple line drawing definition and transfer model with Bézier Curves and the core of the AAM fit parameters. The facial line drawings have seven basic emotions include neutral, happiness, anger, disgust, fear, sadness and surprised. Each of the drawing in a specific model is consisted of a same set of cubic Bézier curves. The proposed model is suitable for shape combination animation. In the experiment, the AAM method is used to get the facial features of the face and then find the nearest combination of the emotion to transfer to the line drawing model. The result shows that the method is simple and fast. Only a few of the parameters are needed to transfer that is suitable to record and communication.

**Keywords:** line drawing, bézier curves, AAM

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### 1. Introduction

Non-Photorealistic Rendering (NPR) is an area of computer graphics that has been widely used in digital art. Line drawing animation is one of the most active styles in NPR. Although considerable research has been done on line drawings, continuous line drawing animation which is suitable for facial expression animation automated generation and communication is still a challenging task.

Recent years, creating line drawings from images or 3D range data has been extensively studied [1-5]. [1] uses a set of hand-drawn images of facial features to perform morphs to generate animation that need some hand-drawn basic facial components expressions. In [2], They proposed a 3D pen and ink style drawings from a range image. [3] generate a line drawing from a shaded image. [4] proposes a method to produces plausible animated constructions of input line drawings. [5] propose an image creation model to produce line drawing from 3D models.

Previous research on facial line drawing cartoons has demonstrated the approach in portrait, e.g. [1] and [6], and then for facial sketch. [7] proposed a neighbour expression transfer model (NET) to transfer expressions and [8] presents a method to get expressive caricatures of basic main expressions but they need that there is a approximate face existed in the train set. [9], create multi-view hand-drawn sketches by using a hybrid sketch-based method. [10] use a facial expression graph to extract the facial actions and then transfer that to cartoon model based on ANN.

Although those researches are exciting, most of the model are too complex to calculate or pay attention to the details which are not stable that are not suitable for realtime transfer for continuous sequence of video.

This paper proposes a simple line drawing definition and transfer model with Bézier Curves and the core of the AAM [11] fit parameters. When an input video coming, the animation could be generated automatically without manual intervention. And also the model is simple and easy to achieve which are suitable to transfer in the online communication.

This paper is organized as follows. Section 2 we will propose the line drawing model definition with seven basic emotions based on bézier curves. Section 3 describe the research method, including how to train and track the facial feature points and how to decompose to basic emotions and transfer to the line drawing models. The last two sections are the results and conclusion.

## 2. Proposed Line Drawing Model

In this paper, we choose the shape combination method to make the facial animation. The shapes are divided into seven different emotions like the [12] proposed which are neutral, happiness, anger, disgust, fear, sadness and surprised. we choose bézier curve with width to describe the facial line drawing model and most of the curves are cubic curves with four control points. The control points are saved to file for reused. Some lines share one control point with the line previous or next to them.

### 3.1. Curves

In computer graphics and computer aided design, bézier curves are used widely. The curve is controlled by several control points and could be directly manipulated in the convex hull by control points intuitively. Adjustment of the positions of control points can make the curve deformed.

**Linear Bézier curves** A linear Bézier curve is a straight line and have two control points  $P_0$  and  $P_1$ ,

$$B(t) = (1 - t)P_0 + tP_1, \quad t \in [0,1] \quad (1)$$

**Quadratic Bézier curves** A quadratic Bézier curve has three control points  $P_0$ ,  $P_1$ , and  $P_2$ ,

$$B(t) = (1 - t)^2P_0 + 2(1 - t)tP_1 + t^2P_2, \quad t \in [0,1] \quad (2)$$

**Cubic Bézier curves** Four points  $P_0$ ,  $P_1$ ,  $P_2$  and  $P_3$  in the plane or in higher-dimensional space define a cubic Bézier curve. The curve starts at  $P_0$  going toward  $P_1$  and arrives at  $P_3$  coming from the direction of  $P_2$ .

$$B(t) = (1 - t)^3P_0 + 3(1 - t)^2tP_1 + 3(1 - t)t^2P_2 + t^3P_3, \quad t \in [0,1] \quad (3)$$

In this paper we choose Bézier curve with width to describe the facial line drawing model and most of the curves are cubic curves with four control points.

### 3.2. Line Drawing Model

The expressions of people could be classified into six facial expressions which are common to all. Those expressions are happy, anger, disgust, fear, sadness and surprised [12]. McCloud defined six basic emotions and considered these basic emotions can be blended to achieve complex emotions [13]. Grimace project gives the origin graph of the caricature based on [13] in their web site. In this paper, we defined this six emotions with line drawings of bézier curves to generate the animation.

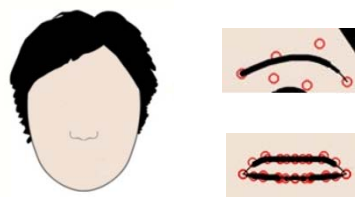


Figure 1. Face Background and Curve Definition (eyebrow and mouth), Red Circles are the Control Points



background (the nose and face contour. See Figure 1) and the facial features (the eyes, eyebrows, lip etc.) as shown in Table 1.

We use bézier curve with width to define the strokes and describe the strokes' width at every control point, as in (4).

$$\{(x_i, y_i, w_i) | 1 \leq i \leq n\} \tag{4}$$

Where  $(x_i, y_i)$  is the coordinate of the control point  $i$  and  $w_i$  is the width of the stroke.

On drawing, the width of every point is calculated by the segmentation and interpolation of the adjacent control points.

Those definition of the model are showed in Table 1. In this definition, the number of control points is 56 and curves number is 14. Each column show one emotion of the model. The unit is pixel and the rows are the control points.

Table 2 shows the lines of the model. There are 14 lines and each of those are cubic and include four lines for eyes, two for eyebrows and the eight lines for mouth. The numbers in Points No column shows the control points, with the order of curves control points.

Table 2. The Control Points of Lines

Line Name	Control Points Num	Points No
rbow	4	0,1,2,3
lbow	4	4,5,6,7
reyelid	4	8,9,10,11
leyelid	4	12,13,14,15
reyebld	4	16,17,18,19
leyebld	4	20,21,22,23
rmulink	4	24,25,26,27
lmulink	4	28,29,30,31
rmu	4	32,33,34,35
lmu	4	36,37,38,39
rmb	4	40,41,42,43
lmb	4	44,45,46,47
rmblink	4	48,49,50,51
lmbblink	4	52,53,54,55

### 3. Research Method

With the seven basic emotions, we need get the ratios of the distribution of the emotions to blend the shape to achieve the animation. In this paper, a core of AAM is used to get the ratios. Before decomposing the expression, the person is required to perform some expression in front of the camera which is recorded and analysed with AAM to get the special emotion shape. When a frame is inputted, the AAM fit the shape of current face and locating the shape features points and then decompose that shape into ratios of personal emotion shapes. At last transfer this ratios to line drawing model to get the animation result. The process is showed in Figure 2.

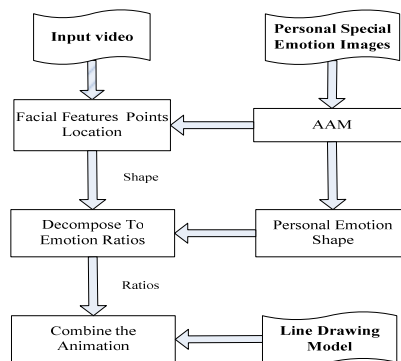


Figure 2. The Animation Generation Process

The AAM fit process is based on the work of [11]. See in (5).

$$\sum_{x \in S_0} [A_0(x) + \sum_{i=1}^m l_i A_i(x) - I(N(W(x; p); q))]^2 \quad (5)$$

Where the coefficients  $p$  is the shape parameters and The base shape  $S_0$  is the mean shape and the vectors  $A_i$  are the eigenvectors of the appearance,  $W(x;p)$  means warp the pixel in the current facial shape of the input image to  $S_0$ ,  $q$  is the global parameter, include rotation, scale and translation.

In AAM, the global parameter  $q$  is used to adjust the fit result to match the inputted face and necessary in the fit process, however that is irrelevant to the expression. So in this paper, the parameter  $q$  of AAM fit result is abandoned after the fit process.

The personal special emotion images are performed and fit with AAM. The fit result shapes are recorded and used to decompose the fit result in above paragraph by singular value decomposition (SVD).

$$\begin{cases} S(x) = \sum_{i=1}^7 \alpha_i E_i(x) \\ \sum_{i=1}^7 \alpha_i = 1 \end{cases} \quad (6)$$

Where  $S$  is the shape and  $E_i$  is the shape of personal emotion shapes.  $\alpha_i$  is the ratio of  $i$ th emotions.

After decomposition, the  $\alpha_i$  is transferred to the corresponding line drawings.

#### 4. Experiment Results and Discussion

The line drawings are formed with bézier curve as showed in Table 1. In this paper, a simple facial line drawing model is used to finish the experiment. See it in section II.

We write a tool to design the line drawings which could draw the bézier curves and fit a video with AAM and output the ratios of the result. After animation generation, the ratios of each frame could be adjusted.

The AAM model is built with the IMM Face Database [14], some Asian facial images and a few of personal images. The tool is implemented with VC++2010 and OpenCV2.1.

The personal special images are showed in Figure 3. All of the special images are aligned to main shape of the AAM trained model. Seven emotions are recorded and fit with AAM to get the shape of the special emotions which are corresponding to the emotions in line drawing model.



Figure 3. Personal Special Emotion Images (After align to AAM main shape)



Transfer ratios :

Neutral	0.22
Happy	0.11
Anger	0.50
disgust	-0.08
fear	0.11
sadness	0.06
surprised	0.06

Figure 4. A frame (No 316) of the Experiment, Transfer Ratios Shows the Ratio of Every Emotion

In the experiment, a video is inputted to test the model. From Each frame, the method get a ratios of the emotions and then transfer them to the line drawing model. Figure 4 shows a frame from the video. The sum of the ratios is 1, but a few of them may below zero which is caused by the decomposition and in the experiment and has not serious consequences on the results.

Some other line drawing results are showed in Figure 5. The number right to the images are the emotion ratios of the frame. From the result, we can draw a conclusion that although there are only seven ratios to express the facial expression, the model could effectively generate a rich animation.

	0.66 -0.17 0.08 -0.18 0.44 0.17 -0.01		0.21 0.06 0.51 0.10 0.00 0.17 -0.06		0.23 0.11 0.01 0.13 0.35 -0.07 0.20		-0.25 0.44 0.85 -0.03 -0.14 -0.10 0.24
	0.45 -0.03 0.32 -0.15 0.29 0.08 0.02		0.48 -0.04 0.09 -0.23 0.38 0.15 0.14		0.25 0.11 0.17 -0.10 0.31 0.01 0.24		0.51 -0.13 0.24 0.01 0.19 0.29 -0.12

Figure 5. Some Line Drawing Results

The test video has 1241 frames, the emotion ratios record file is only 26k Byte, the runtime of the transfer is about 100s which include the AAM fit process on a PC(CPU 2.3GHz, 2G Ram). That shows this method is suitable to record and communication. The distribution of the emotions are showed in Figure 6. Figure 6 illustrate that most of the emotion ratios are between -0.4 and 0.6. The neutral, anger and fear are easier to extract than happy and disgust with our method. The disgust complements to the other sometimes.

Figure 7 illustrate that surprised emotion is very stable between the frames and others fluctuates in a small range but change faster when the expression is changed quickly.

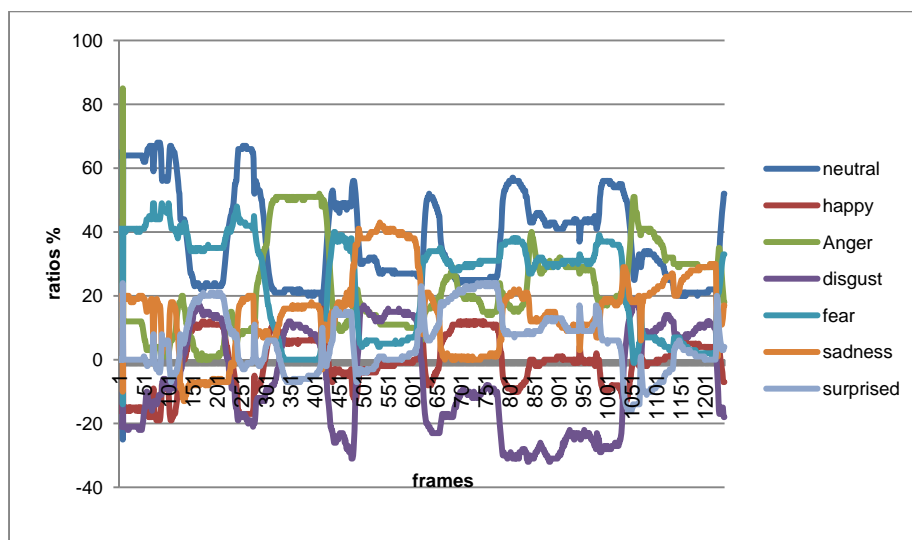


Figure 6. The Ratios of each Emotion in the Frames.

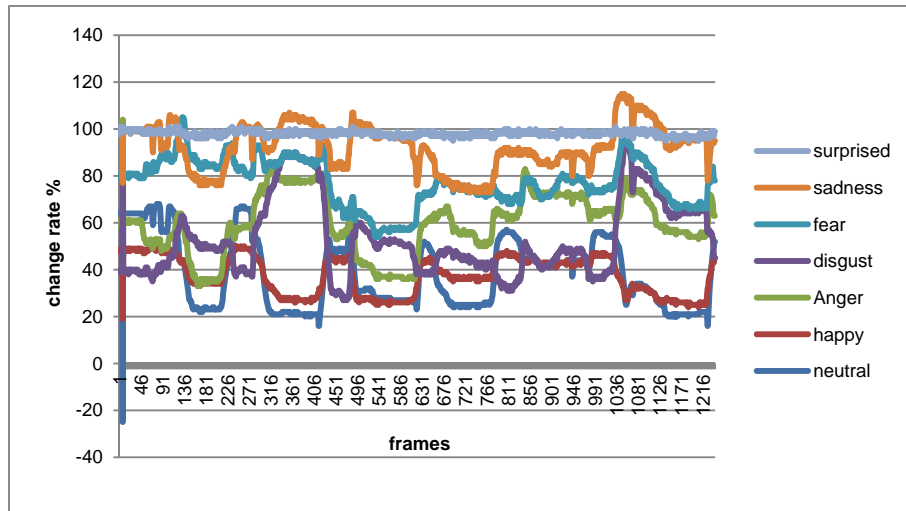


Figure 7. The Change Rate of the Ratios of each Emotion in the Frames

## 5. Conclusion

Through the proposed line drawing definition model and transfer method, a line drawing animation can be automatically generated. The line drawings model are simple, easy to achieve, less memory space and run fast. So the proposed method is capable of transferring expression videos to line drawing animations for the purpose of communication. Because of the use of shape combination animation method, that conforms to the industrial standard and is easy to change the animation figure, even the animal figure. The person need play or input some special expressions for the decomposition of AAM that is lack of the method. Introduce a plenty of facial emotion image database to train the special AAM may solve that. More animation figure should be provided for output choice and the details of the face could be added. Those would be our work in the future.

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