

Accepted Manuscript

Expression Robust 3D Face Landmarking Using Thresholded Surface Normals

Jiangning Gao, Adrian N. Evans

PII: S0031-3203(18)30010-4
DOI: [10.1016/j.patcog.2018.01.011](https://doi.org/10.1016/j.patcog.2018.01.011)
Reference: PR 6420



To appear in: *Pattern Recognition*

Received date: 13 June 2017
Revised date: 28 October 2017
Accepted date: 14 January 2018

Please cite this article as: Jiangning Gao, Adrian N. Evans, Expression Robust 3D Face Landmarking Using Thresholded Surface Normals, *Pattern Recognition* (2018), doi: [10.1016/j.patcog.2018.01.011](https://doi.org/10.1016/j.patcog.2018.01.011)

This is a PDF file of an unedited manuscript that has been accepted for publication. As a service to our customers we are providing this early version of the manuscript. The manuscript will undergo copyediting, typesetting, and review of the resulting proof before it is published in its final form. Please note that during the production process errors may be discovered which could affect the content, and all legal disclaimers that apply to the journal pertain.

Highlights

- A novel 3D facial landmarking algorithm based on thresholded surface normals maps is proposed.
- The potential of using surface normals maps for feature detection is explored.
- Using thresholded surface normals can help facial roll and yaw rotation calibration.
- Seven facial landmarks (the tip, root, subnasal, alar grooves and eye corners) are robustly localised on the well-aligned 3D face.
- Results on the Bosphorus, FRGC and BU-3DFE databases show that the detected landmarks possess high within-class consistency and accuracy under different expressions.

Download English Version:

<https://daneshyari.com/en/article/6939134>

Download Persian Version:

<https://daneshyari.com/article/6939134>

[Daneshyari.com](https://daneshyari.com)