ABSTRACT

To produce facial expressions in 3D animation from human’s natural expression, facial motion capture has been considered as the most effective way, especially in terms of rapid production. But so far, some expressions in result were not so expressive, especially if the model target has a different shape in facial features with the model’s referenced. This research conducted facial expression improvement on facial motion retargeting using blendshape method based on linear interpolation. Blendshape method in the field of computer graphics can be defined as a method or tool which allows shape interpolation. Linear interpolation method is used as a method of movement of two points on blendshape vertices using straight lines. On this research, blendshape method stands for corrector of retargeting result. Based on marker position, fuzzy logic automatically generated blendshape weights which will correct the expression if the facial motion retargeting resulted less expressive. This process will be easier and faster to do than using customize one by one in vertex management manually. To avoid haphazard movement, in this research we made a weight constraint with range [0,1].

Keywords: Blendshape, face expression animation, semi automatic retargeting, fuzzy logic, facial motion capture, fuzzy logic