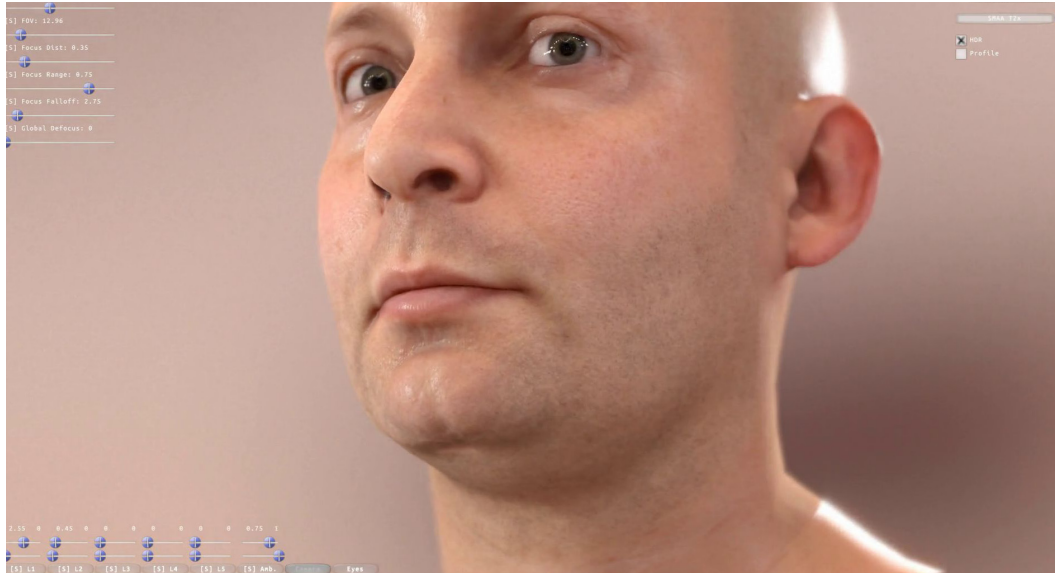# Digital Ira: High-Resolution Facial Performance Playback

CONTACT
Paul Debevec
USC Institute for Creative Technologies

Video performance capture drives a facial blendshape model made from high-resolution facial scans, compressed and realistically rendered in a reproducible game-ready pipeline designed for current-generation PCs and next-generation consoles.