



Real Time Technologies for Realistic Digital Humans: Facial Performance and Hair Simulation

Session

Real-Time Live!

Event Type

Real-Time Live!

Presentation Types

Interest Areas

Gaming & Interactive New Technologies

Production & Animation

Registration Categories

Keywords


Animation/Simulation

Artificial Intelligence/Machine Learning

Real-Time

Time

Wednesday, 10 August

20226:05pm - 6:18pm PDT 

Location

West Building, Ballroom C/D

Description

We rapidly edit the facial performance of the Enemies' protagonist in Maya with Ziva's control scheme and deploy the new performance to Unity instantaneously, as if reacting to director feedback live. We then switch the protagonist for a new character to show the extensibility of Ziva faces and animation data.

Contributors

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