

Research @VHLab

Workshop FACIN
24/10/13

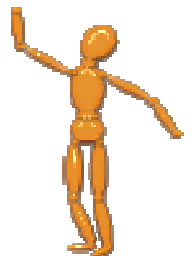


vhlab



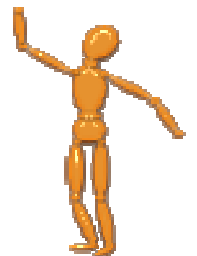
Main research lines

- Crowd Simulation
- Performance Driven Facial Animation
- Computer Vision
- Procedural Modelling

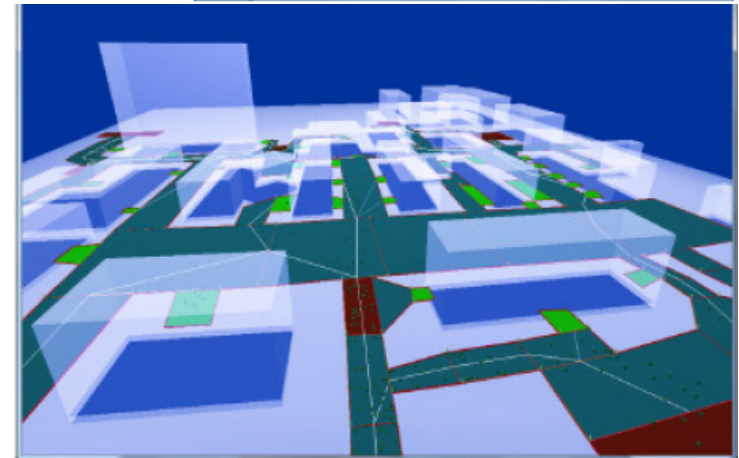
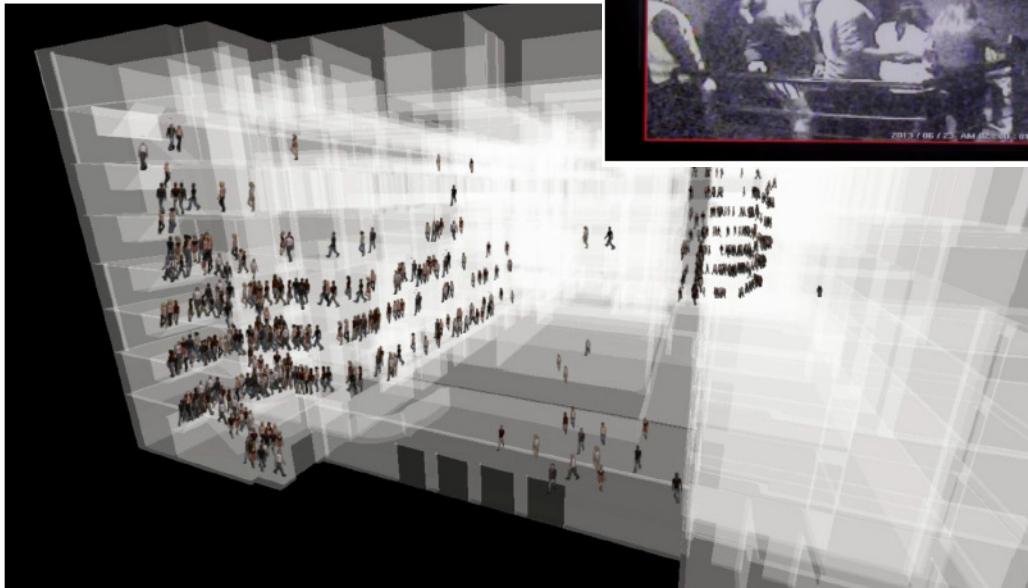
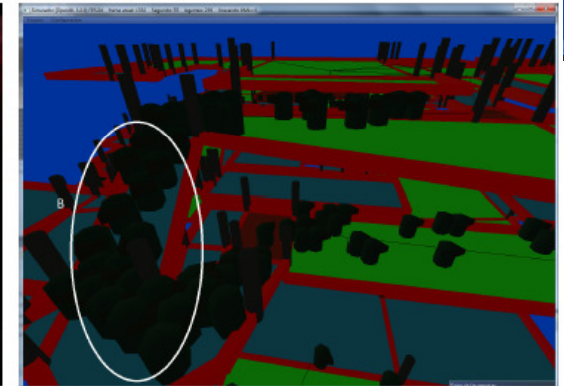
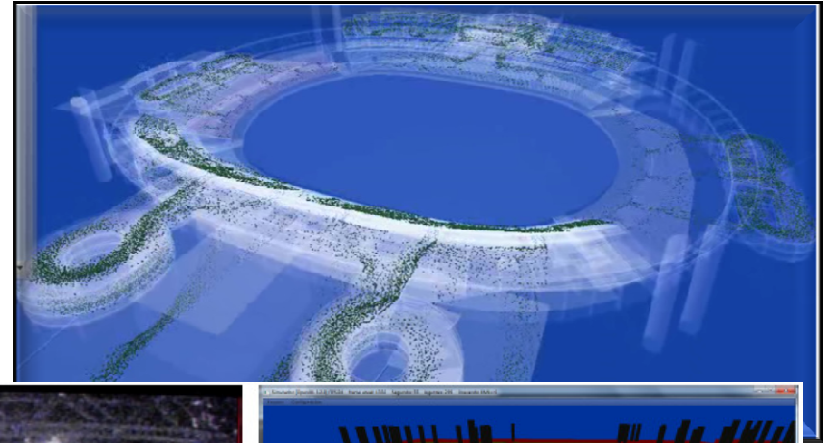
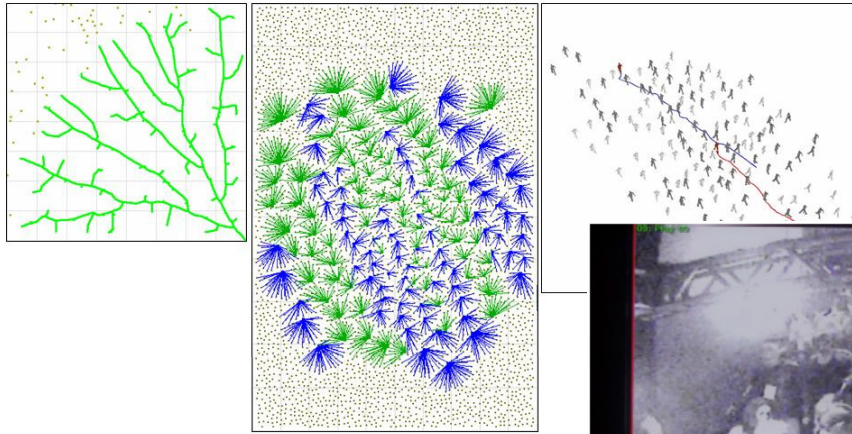


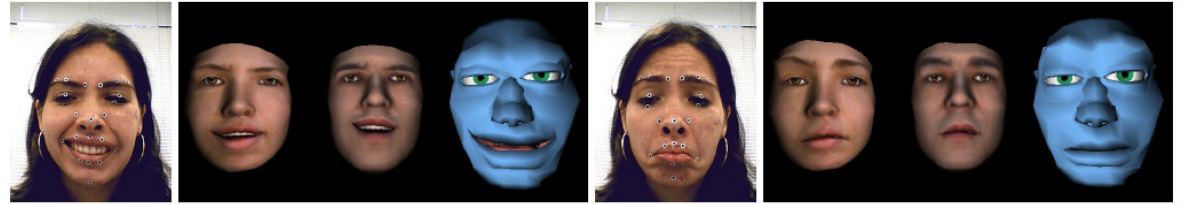
My team

- Crowd Simulation
 - PhD student Vinicius Cassol
 - PhD student Amyr Borges
 - Undergraduate students:
 - Cristiano Moreira,
 - Rodrigo Ramos,
 - Alexandre Carvalho
- Performance Driven Facial Animation
 - PhD student Adriana Braun
 - PhD student Rossana Queiroz
- Computer Vision
 - Posdoc Julio C. Jacques
 - Posdoc Leandro Dihl
 - Master student Nestor Salamon
- Procedural Modelling
 - Master student Daniel Camozzato



Crowd Simulation (BioCrowds and CrowdSim)





PDA



(a) Anger

(b) Disgust

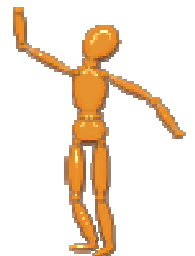
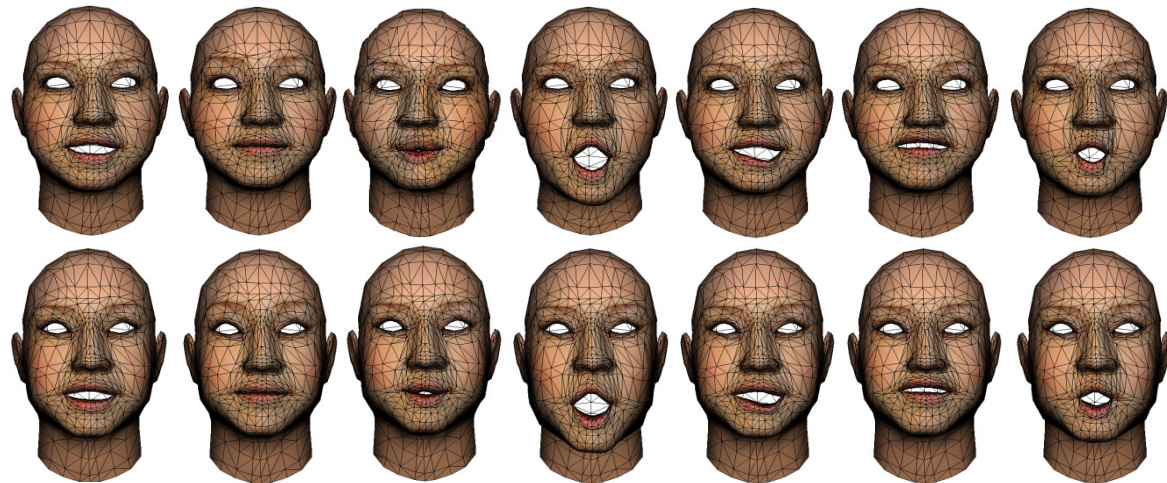
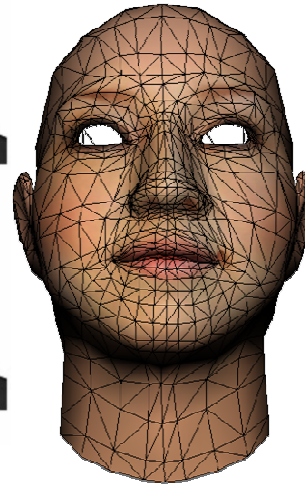
(c) Sadness



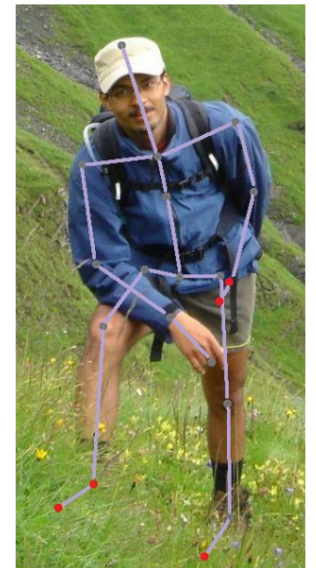
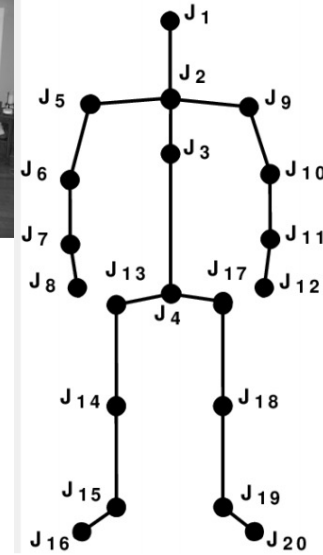
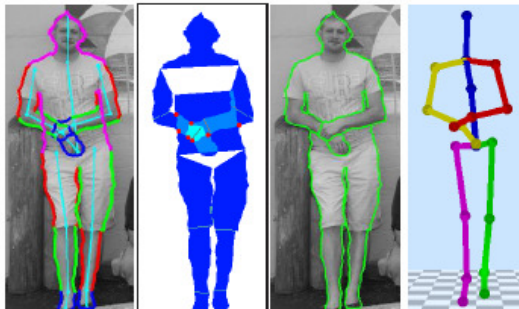
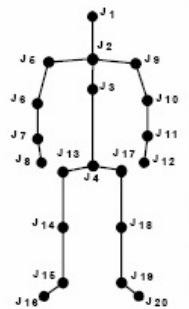
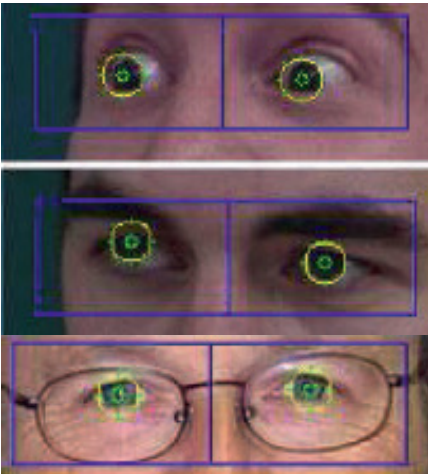
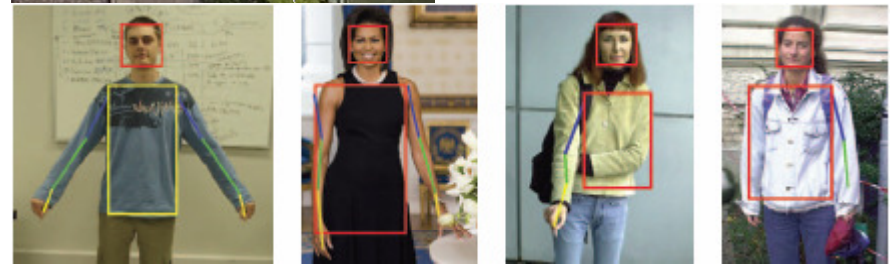
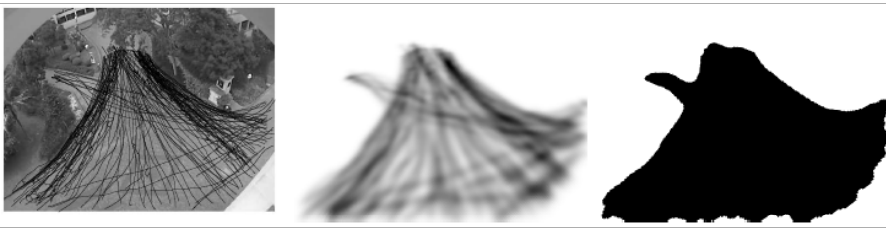
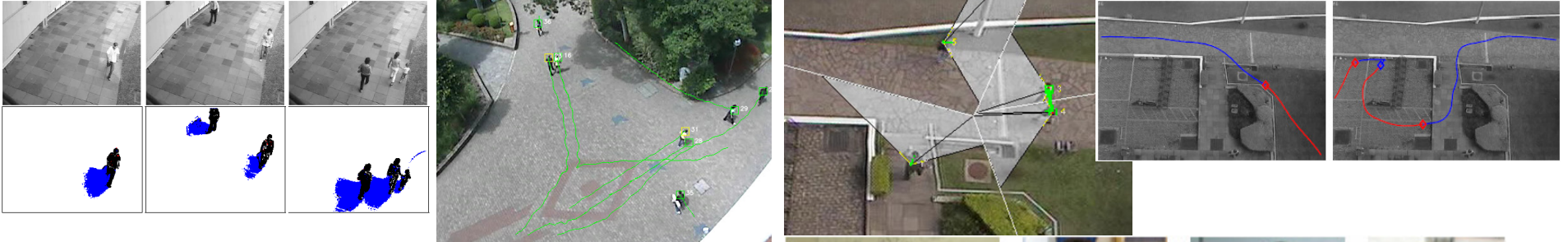
(d) Surprise

(e) Tongue out

(f) Worry



Computer Vision



Procedural Modelling

