

Supplementary Material: Creating a 3D Mesh in A-pose from a Single Image for Character Rigging

Seunghwan Lee¹  and C. Karen Liu¹ 

¹Stanford University, USA



Figure 1: A-pose generations from images in-the-wild. For each example, the leftmost image is the input and the rightmost image is the generated A-pose image. Characters with smaller face can be improved by the additional face refinement step, evidenced by the difference between the middle image and the rightmost image. Input images with background come from real-world photos.

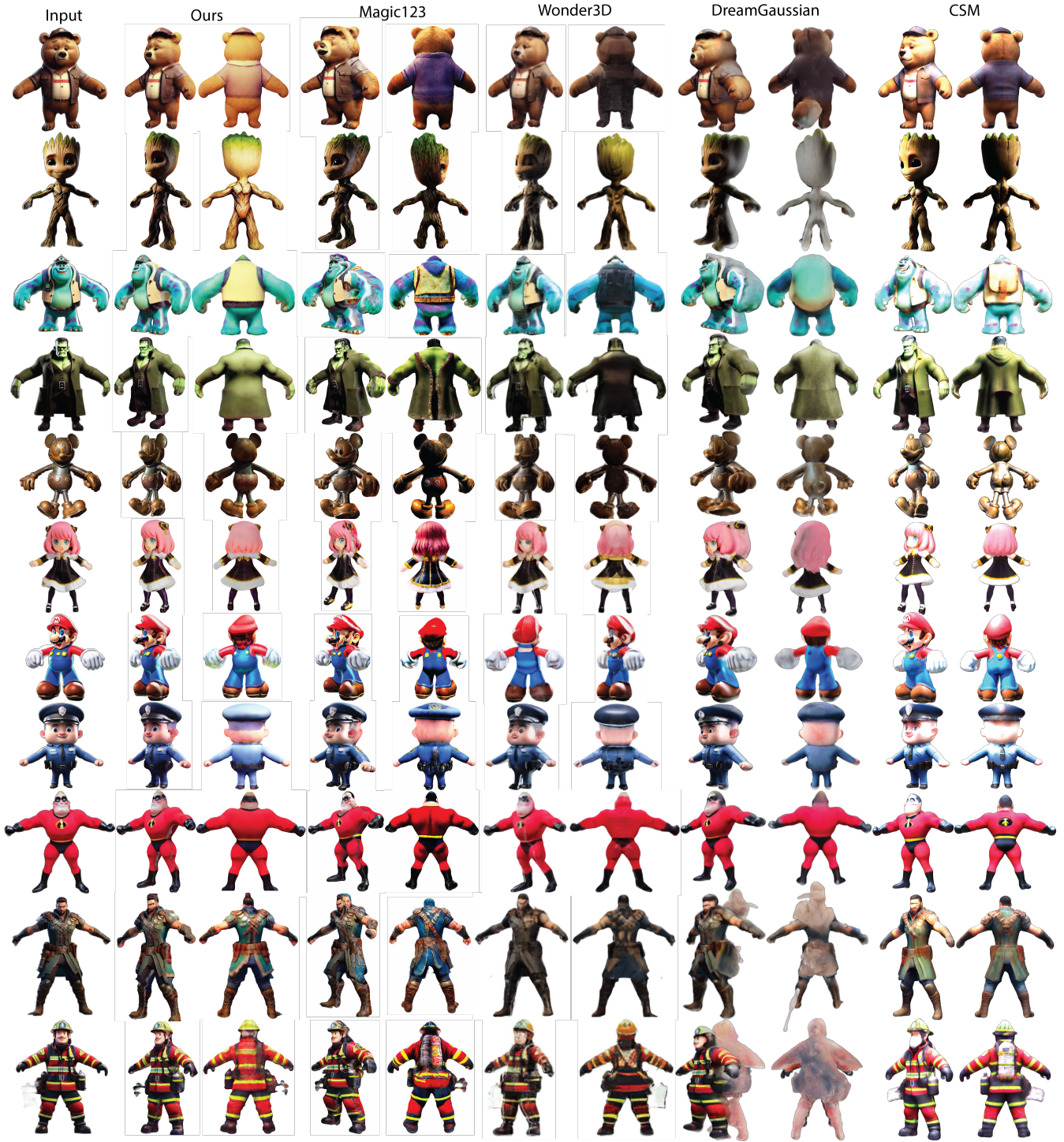


Figure 2: Comparisons of 3D models generated by our method with baselines.