Creating a Realistic Face Image from a Cartoon Character

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Introduction

- **Goal**
  To generate a realistic facial image from a single cartoon character image.
- **Key Idea**
  - an algorithm for synthesizing a novel face image without the warping process.
  - a searching algorithm, which search each optimal patch from the database based on gradient distribution.

Proposed System

- **Making mesh model**
- **Position correspondence**
- **Texture Synthesis**

Overview of our system

```
\( \text{Input} \)  \rightarrow \text{Position correspondence}  \rightarrow \text{Texture Synthesis}  \rightarrow \text{Our Result}  \rightarrow \text{Output}
```

Application

- Our result is applicable for generating 3D facial character model.

Conclusion & Future work

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  - we propose a method of creating a novel facial image which is preserved original image.
- **Future Work**
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