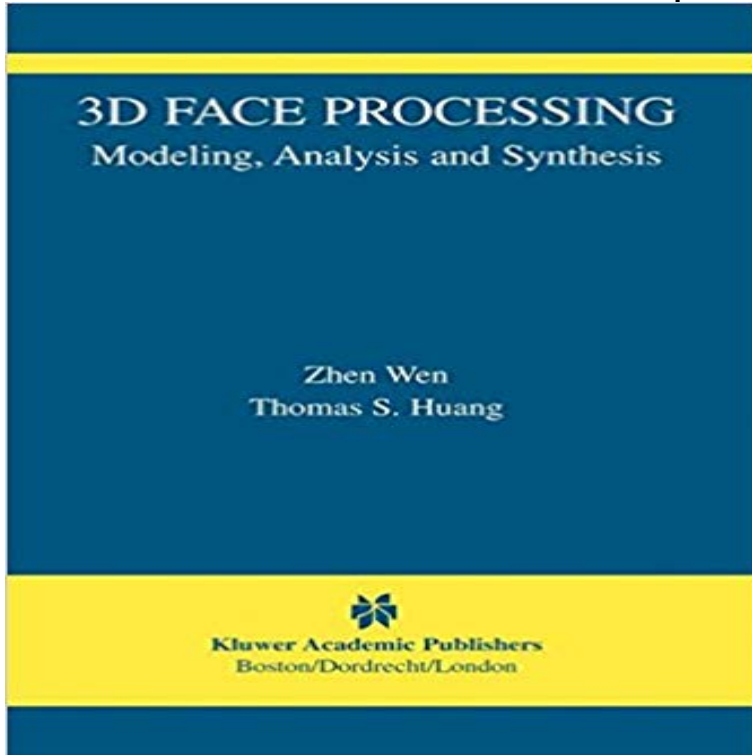# 3D Face Processing: Modeling, Analysis and Synthesis (The International Series in Video Computing)

3D Face Processing: Modeling, Analysis and Synthesis introduces the frontiers of 3D face processing techniques. It reviews existing 3D face processing techniques, including techniques for 3D face geometry modeling; 3D face motion modeling; and 3D face motion tracking and animation. Then it discusses a unified framework for face modeling, analysis and synthesis. In this framework, the authors present new methods for modeling complex natural facial motion, as well as face appearance variations due to illumination and subtle motion. Then the authors apply the framework to face tracking, expression recognition and face avatar for HCI interface. They conclude this book with comments on future work in the 3D face processing framework. 3D Face Processing: Modeling, Analysis and Synthesis will interest those working in face processing for intelligent human computer interaction and video surveillance. It contains a comprehensive survey on existing face processing techniques, which can serve as a reference for students and researchers. It also covers in-depth discussion on face motion analysis and synthesis algorithms, which will benefit more advanced graduate students and researchers.

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