Erratum of the thesis Lifelike Humans: Detailed Reconstruction of Expressive Human Faces

* Number of pages refers to the PDF page not the book's pages.

Page: 2

Change: Adding ISBN number and copyright to 2021.

Page: 30

Change: Evolution of detailed facial reconstruction → Evolution of Detailed Facial Reconstruction

Page: 31

Change: Medium and fine-level detail estimation → Medium and Fine-Level Detail Estimation

Page: 33

Changes:

Blendshapes as expression models → Blendshapes as Expression Models

Joint framework → Joint Framework

Page: 34

Change: Objectives and scope → Objectives and Scope

Page: 37

Change: and we detail con we connect → , and we detail the connection of

Page: 41

Change: in a fast a concise → , in a fast and concise

Page: 42

Change: most of them → most of the

Page: 45

Change: en al. → et al.

Page: 47

*Change*s:

Texture analysis → Texture Analysis

Localization and clustering of wrinkle pixels → Localization and Clustering of Wrinkle Pixels

Page: 49

Change: Wrinkle modeling → Wrinkle Modelling

Page: 52

Change: Synthetic data tests → Synthetic Data Tests

Page: 54. Table 2.2

Change: sixth column → sixth row

Page: 65.

Change: Individual hair trace → Individual Hair Trace

Page: 67

Change: Endpoint labeling → Endpoint Labeling

Page: 69

Change: Hair modelling → Hair Modelling

Page: 71

Change: Adding density → Adding Density

Page: 77

Change: Adding small random variations → Adding Small Random Variations

Page: 73. Table 3.1

Change: Swap rows 3rd and 4th

Page: 74

Changes:

(Tables 3.2 and 3.3) indicating its row and column position → indicating its row in the referenced Figure.

See subjects (2,3) and (3,1) on the previous figure → see rows 2 and 3 on Figure 3.6.

Subject (5,2) → subject on the fifth row on Figure 3.7

Subject (6,1) → subject 6 on figure 3.6.

In Fig. 3.8. → In Figure 3.8

Page: 81

Change: However, this paper, → However, this chapter,

Page: 85

Changes:

Add reference to Algorithm 3. → The full pipeline is detailed at Algorithm 3.

From RGB video to 3D Model → from RGB Video to 3D Model

Page: 86

Change: Mapping function → Mapping Function

Page: 87

Change: Point subregion classification → Point Subregion Classification

Page: 88

Change: Add reference to Figure 4.2. → Figure 4.2 depicts the input-output function.

Page: 90

Change: Smoothing energy → Smoothing Energy

Page: 93

Change:

Change order sorting of Figure 4.6 to 4.7 and vice versa.

Page: 100

Changes:

Detailed reconstruction → Detailed Reconstruction

Hair recovery and the effect of orientation correction → Hair Recovery and the Effect of Orientation Correction

Wrinkle preservation on expression and appending of further expression wrinkles → Wrinkle Preservation on Expression and Appending of Further Expression Wrinkles

Page: 101

Change: hair animation on expression → Hair Animation on Expression

Page: 102

Change: and har acquisition → and hair acquisition

Page: 104

Change: Our approach describes a reliable, fast, and effective alternative to the previous methods. → Our approach describes a reliable, fast, and effective alternative to the previous partial methods.

Page: References

Change:

Agudo and F. Moreno-Noguer. Shape basis interpretation for monoculardeformable 3D reconstruction. IEEE Transactions on Multimedia, PP:1–1, 09 2018. → A. Agudo and F. Moreno-Noguer. Shape basis interpretation for monocular deformable 3D reconstruction. IEEE Transactions on Multimedia (TMM), 21(4):821–834, 2019.

New references:

A. Agudo and F. Moreno-Noguer. Combining local-physical and global statistical models for sequential deformable shape from motion. International Journal of Computer Vision (IJCV), 122(2):371–387, 2017.

A. Agudo and F. Moreno-Noguer. Force-based representation for non-rigid shape and elastic model estimation. IEEE Transactions on Pattern Analysis and Machine Intelligence (TPAMI), 40(9):2137–2150, 2018.

Referenced on page: 85. In the last years, this problem has been addressed by non-rigid structure from motion approaches ...