THE COUNTERANCE LAB: FACE MODELING, MATERIAL CAPTURE, AND MOVING FORWARD

presented by

Eric Patterson
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Abstract:
The human face conveys tremendous meaning in our daily lives. We recognize others, understand their communication, and empathize with their emotional state all based on subtle nuances of the face. Accurately representing, analyzing, and modifying appearances of the face relate to a myriad of applications in computing from biometrics to digital production, various elements represented under the unifying focus of the Countenance Lab at Clemson University. Along with improving representations of the human face, digital-production-related industries have been moving toward physically based rendering and higher-fidelity representations of real-world surfaces and materials in films, games, and other interactive applications. Dr. Patterson will present an overview of recent related work along with selected elements from an ongoing, collaborative research and development project with Red Storm Entertainment, an Ubisoft Company. The talk will conclude with a brief overview of planned developments in material, face, and object capture at the Countenance Lab.

Bio:
Eric Patterson, Ph.D. currently serves as Associate Director of Digital Production Arts and Associate Professor of Visual Computing in the School of Computing at Clemson University. He was previously Professor of Computer Science and Digital-Arts Coordinator at University of North Carolina Wilmington where he worked with the departments of Film Studies and Studio Art to establish a thriving, interdisciplinary Digital-Arts program. Eric has recently been part of the Technical Art team at Red Storm and previously been an IPAX Faculty Fellow at Sony Pictures Imageworks; served as development consultant for the video-software company Digieffects; and worked on a variety of film productions and photography projects.

Friday, September 15, 2017 @ 2:30 pm       McAdams Hall, Room 119

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