

Skin Stretch: Simulating Dynamic Skin Microgeometry

Daytime Selects

Visualizations and Simulations

Contact:

Koki Nagano

nagano@ict.usc.edu

gl.ict.usc.edu/

United States



This demonstration of the effects of skin microstructure deformation on high-resolution dynamic facial rendering features the state-of-the-art skin in microstructure simulation, facial scanning, and rendering. Facial animations made with the technique show more realistic and expressive skin under facial expression.

Microgeometry Simulation

Koki Nagano
USC Institute for Creative
Technologies

Performance Capture

Graham Fyffe

Digital Artists

Oleg Alexander
Jay Busch
Rusko Ruskov

Senior Supervisor

Paul Debevec

Render Artists

Chihyuan (Jason) Huang
Christopher Nichols

Senior Render Engineer

Vladimir Koylazov