3D-Aware Hair Manipulation in Images and Videos

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Abstract:

Human hair is incredibly delicate and flexible. People alter it so constantly and in so many different ways, unlike any other part of our body. However, editing hair in a portrait image is far more difficult without any knowledge of the underlying 3D structure. In this talk I will introduce a novel single-image 3D hair modeling algorithm that can reconstruct 3D hair strands from only one ordinary portrait. Such 3D understanding allows us to manipulate hair in images and videos in many new ways, such as interactive hair styling and physically based simulation.

About the Speaker:

Lvdi Wang is an associate researcher of Internet Graphics Group, Microsoft Research Asia. He obtained his PhD from IASTU (Institute of Advanced Study, Tsinghua Univ.) in 2011, under the supervision of Baining Guo.

Lvdi’s current research focuses on hair modeling and image manipulation. He is also interested in volumetric modeling, vector graphics, HCI, and other cool stuff that will usually be categorized into some “Graphics-Is-Fun” session of a major conference.

All are welcome!
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