

# WP4 Progress

## MPEG-4 advanced animation system

INT



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## *Delivered components*

- **MPEG-4 compliant SNHC *player* version 2.1**
  - ⇒ **Embedded MPEG-4 Visia avatar**
  - ⇒ **VRML scene importer**
  - ⇒ **MPEG-4 full SNHC codec:**
    - ✗ **Avatar geometry / texture coding**
    - ✗ **BAP/FAP coding ( scalability / interpolation)**
  - ⇒ **BAP/FAP editor**
  - ⇒ **UDP client for MPEG-4 animation over IP networks** [demonstrated in WP1]



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## ***Released components***

- ❑ **BAF importer version 1.0 beta**
- ❑ **Vision-based motion capture for MPEG-4 facial animation:**
  - ⇒ **eyes / lips tracker in video sequences**
- ❑ **MPEG-4 route to SiGML-driven animation:**
  - ⇒ **ongoing developments on BAP/FAP generation given a target configuration to be reached by the MPEG-4 avatar**

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## *Next steps (1)*

### □ MPEG-4 SNHC *player*

⇒ BAF importer: validation and integration

⇒ BIFS (*Binary Image Format for Scene*) importer

⇒ Improved face animation

### □ MPEG-4 SNHC *codec*

⇒ MPEG-4 System integration

### □ MPEG-4 tools *integration*

◀ ▶ WP1

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## *Next steps (2)*

- **MPEG-4 route to SiGML-driven animation:**
  - ⇒ **BAP/FAP generation from geometric specifications: extensive validation**

**✘ Requirement from others Partners:**  
**SiGML *data* & *parser* from WP2 / WP5**