

Abstract

In the community of computer graphics, facial animation is still considered a challenging area. This thesis provides substantial and practical information to create an expressive facial animation system in real time.

Our approach was that to import the face mesh from blender and then animate it. In Blender according to our desired, we create the face mesh and we did land marking on it, after that we did rigging and skinning process. Then we imported this face-mesh into visual studio after importing we did animation on it. It is a practical approach and is do-able for multiple applications. Realistic and expressive facial animations required to be generated automatically may also use it as a prototyping tool.