3D-FM GAN: Towards 3D-Controllable Face Manipulation

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\textbf{Motivation}

Current 3D-Controllable GAN
Good Controllability on Randomly Sampled Code

\textbf{Dataset}

FFHQ
Each identity only shows in one image

Synthetic Dataset
Each identity has multiple images

\textbf{Architecture}

\textbf{Training Scheme}

Training Output

\textbf{Experimental Results}

Controllable Manipulation
Input
Edited Images

Artistic Face Editing
Input
Edited Images

Reanimation
Input
Reanimation

Comparing to State-of-the-Art Methods

\textbf{Paper Resource}

Webpage: https://lychenyoko.github.io/3D-FM-GAN-Webpage/
Video: https://www.youtube.com/watch?v=3tR7qIYxZLE