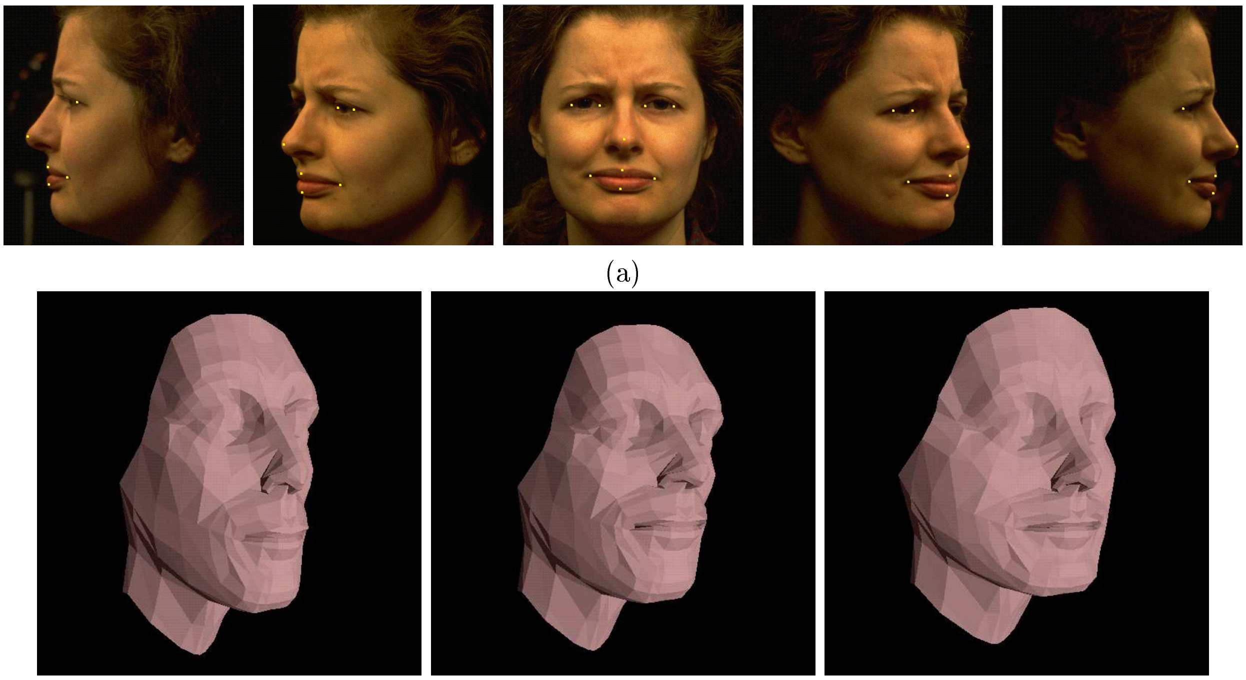
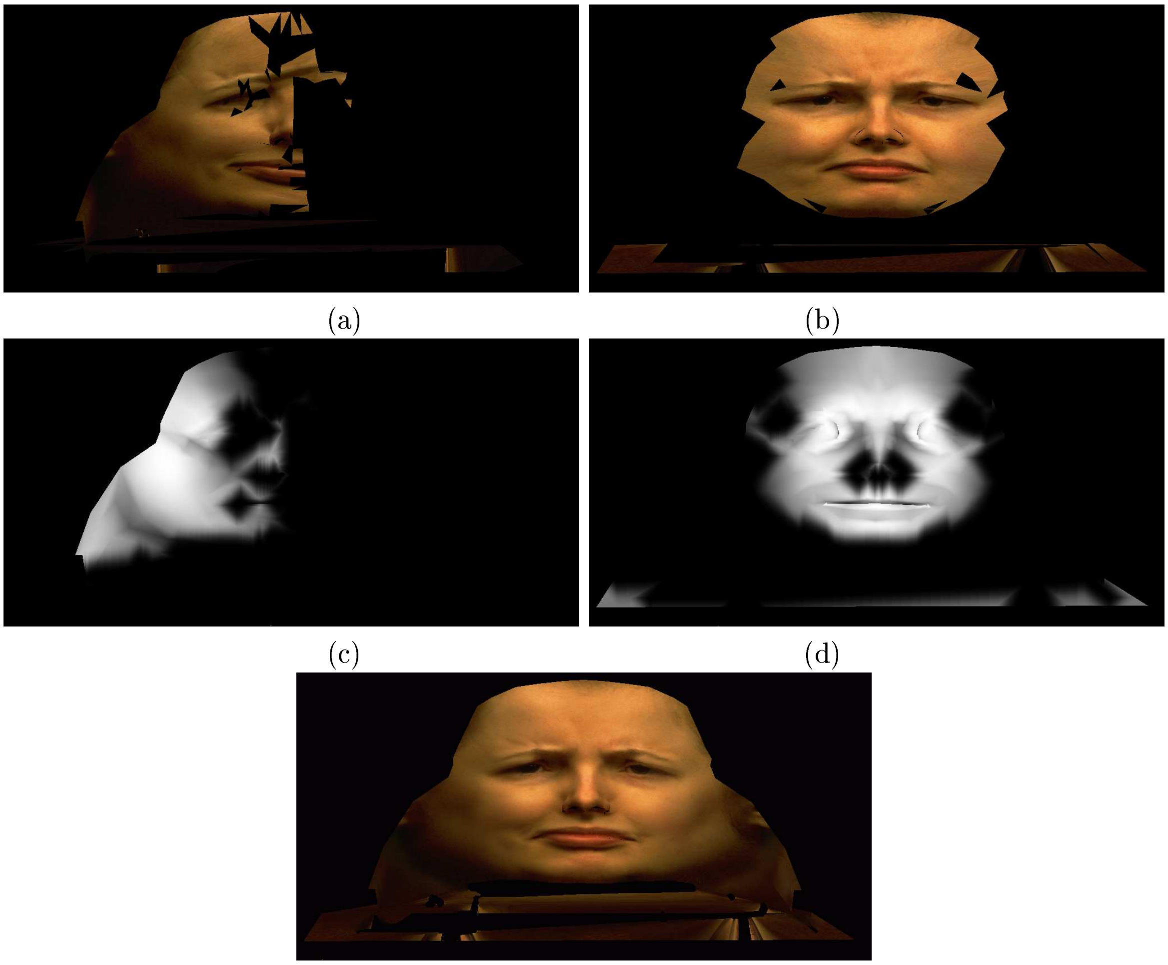


(a)

(b) (c) (d)

Figure 2: Model fitting process: (a) a set of input images with marked feature points, (b) generic face geometry (shaded surface rendering), (c) face adapted to initial 9 feature points (after pose estimation), (d) face after 22 additional correspondences have been given

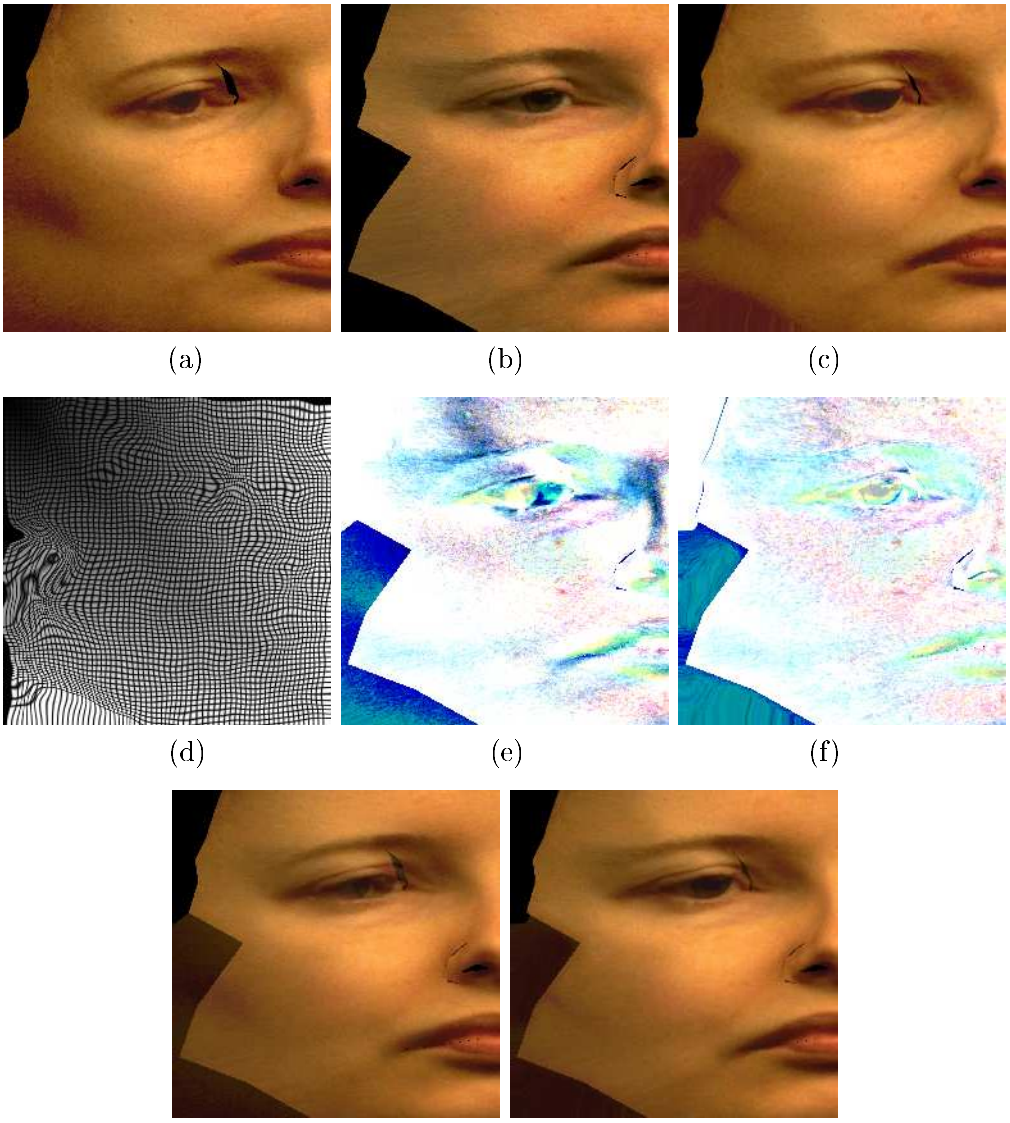


(a) (b)

(c) (d)

(e)

Figure 3: Texture map blending: (a) and (b) show two of the input images after projection onto the face model, followed by cylindrical projection; (c) and (d) show the corresponding weight maps; (e) shows the view-independent texture blended from all five input images.



(a) (b) (c)

(d) (e) (f)

(g) (h)

Figure 4: (a)–(b) sections of two cylindrical texture maps reconstructed from different photographs (c) the first texture map after optical flow is used to warp it to better match the second (d) the warping, visualized by applying it to a regular test grid (e) the difference between the two original texture maps (f) the difference after warping (g) 50-50 blend of the original texture maps (h) the blend with optical flow