



DAFTAR PUSTAKA

- [1] K. Suwarno, “Analysis of face recognition algorithm: Dlib and opencv,” *JOURNAL OF INFORMATICS AND TELECOMMUNICATION ENGINEERING*, 2020.
- [2] S.-J. Z. Lei Zhang, Jia-Chun Zheng, “An improved lightweight high-resolution network based on multi-dimensional weighting for human pose estimation,” 2023.
- [3] A. Insight, “Beginner’s guide to object detection for computer vision project,” *Analytics Insight*. [Online]. Available: <https://www.analyticsinsight.net/beginners-guide-to-object-detection-for-computer-vision-project/>
- [4] A. Staff, “Pro tips: 3d modeling best practices,” *Artella*. [Online]. Available: <https://www.artella.com/index.php/2017/10/18/pro-tips-3d-modeling-best-practices/>
- [5] R. O’Connor, “Mediapipe for dummies,” *AssemblyAI Blog*, April 2022, [Accessed: DD Month YYYY]. [Online]. Available: <https://www.assemblyai.com/blog/mediapipe-for-dummies/>
- [6] N. K. Bansode and P. K. Sinha, “Facial feature extraction and textual description classification using svm,” *2014 International Conference on Computer Communication and Informatics*, pp. 1–5, 2014. [Online]. Available: <https://api.semanticscholar.org/CorpusID:17601671>
- [7] M. Nafie, “Head-pose-estimation,” <https://github.com/Mostafa-Nafie/Head-Pose-Estimation>, 2023.
- [8] Unknown, “Maya manipulators image,” <https://ed.iogues.com/images/posts/manipulators/maya.png>, 2023.
- [9] Google, “Canonical Face Model UV Visualization,” [Online]. Available: https://github.com/google/mediapipe/blob/a908d668c730da128dfa8d9f6bd25d519d006692/mediapipe/modules/face_geometry/data/canonical_face_model_uv_visualization.png.
- [10] E. Wood, T. Baltrušaitis, C. Hewitt, S. Dziadzio, M. Johnson, V. Estellers, T. J. Cashman, and J. Shotton, “Fake it till you make it: Face analysis in the wild using synthetic data alone,” 2021.
- [11] Z. Pan, A. Cheok, W. Müller, and A. Rhalibi, *Transactions on Edutainment II*. Springer, 2009.
- [12] A. Alhakamy and M. Tuceryan, “Real-time illumination and visual coherence for photorealistic augmented/mixed reality,” *ACM Transactions on Multimedia Computing, Communications, and Applications*, 2020.
- [13] E. Karuzaki, N. Partarakis, N. Patsiouras, M. Zidianakis, A. Katzourakis, A. Pat-takos, D. Kaplanidi, E. Baka, N. Cadi, N. Magnenat-Thalmann *et al.*, “Realistic virtual humans for cultural heritage applications,” *Heritage*, 2021.
- [14] C. Nissler, N. Mouriki, and C. Castellini, “Optical myography: Detecting finger movements by looking at the forearm,” *Frontiers in Neurorobotics*, 2016.



- [15] M. A. Noor Reza, E. A. Zaki Hamidi, N. Ismail, M. R. Effendi, E. Mulyana, and W. Shalannanda, “Design a landmark facial-based drowsiness detection using dlib and opencv for four-wheeled vehicle drivers,” in *2021 15th International Conference on Telecommunication Systems, Services, and Applications (TSSA)*, 2021, pp. 1–5.
- [16] X. Dong, Y. Yan, W. Ouyang, and Y. Yang, “Style aggregated network for facial landmark detection,” in *Proceedings of the IEEE conference on computer vision and pattern recognition*, 2018, pp. 379–388.
- [17] P. Chandran, D. Bradley, M. Gross, and T. Beeler, “Attention-driven cropping for very high resolution facial landmark detection,” in *Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition*, 2020, pp. 589–598.
- [18] L. Liu, Z. Ke, J. Huo, and J. Chen, “Head pose estimation through keypoints matching between reconstructed 3d face model and 2d image,” *Sensors*, vol. 21, no. 5, p. 1841, 2021.
- [19] X. Sun, Z. Fan, Z. Zhang, Y. Guo, and S. Xia, “A backbone replaceable fine-tuning framework for stable face alignment,” 2020. [Online]. Available: <http://arxiv.org/abs/2010.09501v2>
- [20] P. Micaelli, A. Vahdat, H. Yin, J. Kautz, and P. Molchanov, “Recurrence without recurrence: Stable video landmark detection with deep equilibrium models,” 2023. [Online]. Available: <http://arxiv.org/abs/2304.00600v1>
- [21] J. Booth and V. Ivanov, “Realistic physics based character controller,” 2020. [Online]. Available: <http://arxiv.org/abs/2006.07508v1>
- [22] F. Nocentini, C. Ferrari, and S. Berretti, “Learning landmarks motion from speech for speaker-agnostic 3d talking heads generation,” 2023. [Online]. Available: <http://arxiv.org/abs/2306.01415v2>
- [23] E. Berson, C. Soladié, V. Barrielle, and N. Stoiber, “A robust interactive facial animation editing system,” 2020. [Online]. Available: <http://arxiv.org/abs/2007.09367v1>
- [24] H. Kim, P. Garrido, A. Tewari, W. Xu, J. Thies, M. Nießner, P. Pérez, C. Richardt, M. Zollhöfer, and C. Theobalt, “Deep video portraits,” 2018. [Online]. Available: <http://arxiv.org/abs/1705.09966v2>
- [25] A. Voulodimos, N. Doulamis, A. Doulamis, and E. Protopapadakis, “Deep learning for computer vision: A brief review,” *Computational intelligence and neuroscience*, vol. 2018, 2018.
- [26] K. Kang, W. Ouyang, H. Li, and X. Wang, “Object detection from video tubelets with convolutional neural networks,” in *Proceedings of the IEEE conference on computer vision and pattern recognition*, 2016, pp. 817–825.
- [27] J. Hanhirova, T. Kämäräinen, S. Seppälä, M. Siekkinen, V. Hirvisalo, and A. Ylä-Jääski, “Latency and throughput characterization of convolutional neural networks for mobile computer vision,” in *Proceedings of the 9th ACM Multimedia Systems Conference*, 2018, pp. 319–324.



- [28] R. Tapu, B. Mocanu, and T. Zaharia, “Deep-see: Joint object detection, tracking and recognition with application to visually impaired navigational assistance.”
- [29] A. M. Reach and C. North, “The signals and systems approach to animation,” 2017. [Online]. Available: <http://arxiv.org/abs/1703.00521v1>
- [30] A. Seth and D. Mishra, “Comparative study of geometric and image based modelling and rendering techniques,” 2014. [Online]. Available: <http://arxiv.org/abs/1409.5024v1>
- [31] A. Holynski, B. Curless, S. M. Seitz, and R. Szeliski, “Animating pictures with eulerian motion fields,” 2020. [Online]. Available: <http://arxiv.org/abs/2011.15128v1>
- [32] J. Munkberg, J. Hasselgren, T. Shen, J. Gao, W. Chen, A. Evans, T. Müller, and S. Fidler, “Extracting triangular 3d models, materials, and lighting from images,” 2021. [Online]. Available: <http://arxiv.org/abs/2111.12503v5>
- [33] J. Guo, V. Vidal, I. Cheng, A. Basu, A. Baskurt, and G. Lavoue, “Subjective and objective visual quality assessment of textured 3d meshes,” 2021. [Online]. Available: <http://arxiv.org/abs/2102.03982v1>
- [34] J. Hasselgren, J. Munkberg, J. Lehtinen, M. Aittala, and S. Laine, “Appearance-driven automatic 3d model simplification,” 2021. [Online]. Available: <http://arxiv.org/abs/2104.03989v1>
- [35] S. Musa, R. Ziatdinov, and C. Griffiths, “Introduction to computer animation and its possible educational applications,” 2013. [Online]. Available: <http://arxiv.org/abs/1312.1824v1>
- [36] P. Zhang, D. Smirnov, and J. Solomon, “Wassersplines for neural vector field-controlled animation,” 2022. [Online]. Available: <http://arxiv.org/abs/2201.11940v2>
- [37] E. E. G. Martínez, A. G. Mitjans, E. Garea-Llano, M. L. Bringas-Vega, and P. Valdés-Sosa, “Automatic detection of fiducial landmarks toward the development of an application for digitizing the locations of eeg electrodes: Occipital structure sensor-based work,” 2021. [Online]. Available: <https://dx.doi.org/10.3389/fnins.2021.526257>
- [38] S. W. Lee, H. Bülthoff, and T. Poggio, *Biologically Motivated Computer Vision*, 2000. [Online]. Available: <https://dx.doi.org/10.1007/3-540-45482-9>
- [39] P. Fua, “Human shape and motion from video,” 2004. [Online]. Available: <https://dx.doi.org/10.5244/C.18.1>
- [40] Y. Liu, J. Ren, C. Wang, and X. Yuan, “Research and implementation of facialnet based on convolutional neural network,” in *2020 International Conference on Information, Intelligent and Big Data Applications (ICIIBMS)*, 2020. [Online]. Available: <https://dx.doi.org/10.1109/ICIIBMS50712.2020.9336389>



- [41] P. Huber, G. Hu, J. Tena, P. Mortazavian, W. P. Koppen, W. Christmas, M. Rätsch, and J. Kittler, “A multiresolution 3d morphable face model and fitting framework,” in *International Conference on Computer Vision Theory and Applications (VISAPP)*, 2016. [Online]. Available: <https://dx.doi.org/10.5220/0005669500790086>
- [42] Z. Zhang, “Flexible camera calibration by viewing a plane from unknown orientations,” vol. 1, pp. 666–673, 1999.
- [43] H. Li, G. Hua, Z. Lin, J. Brandt, and J. Yang, “Accurate face pose estimation using a single 2d face image,” *Science China Information Sciences*, vol. 53, no. 3, pp. 447–458, 2010.
- [44] Y. Wang, Z. Liu, Z. Liu, Z. Li, J. Han, and L. Shao, “Real-time 3d face pose estimation using a monocular camera,” *Sensors*, vol. 21, no. 9, p. 2939, 2021.
- [45] Z. Liu, G. Zhang, Z. Wei, and J. Sun, “A method for extrinsic parameter calibration of rotating binocular stereo vision using a single feature point,” *Sensors*, vol. 18, no. 11, p. 3666, 2018.
- [46] W. Liu and K. Tan, “Face landmark detection based on deep learning processor unit on zynq mpsoc,” in *2022 7th International Conference on Intelligent Computing and Signal Processing (ICSP)*, 2022.
- [47] T. Kim, J. W. Mok, and E. C. Lee, “1-stage face landmark detection using deep learning,” in *Intelligent Human Computer Interaction*. Springer International Publishing, 2021.
- [48] H. J. Lee, S. T. Kim, H. Lee, and Y. M. Ro, “Lightweight and effective facial landmark detection using adversarial learning with face geometric map generative network,” *IEEE Transactions on Circuits and Systems for Video Technology*, vol. 30, no. 3, 2020.
- [49] R. Rakshita, “Communication through real-time video oculography using face landmark detection,” in *2018 Second International Conference on Inventive Communication and Computational Technologies (ICICCT)*, 2018.
- [50] D. Anghelone, S. Lannes, V. Strizhkova, P. Faure, C. Chen, and A. Dantcheva, “Tfld: Thermal face and landmark detection for unconstrained cross-spectral face recognition,” in *2022 IEEE International Joint Conference on Biometrics (IJCB)*, 2022.
- [51] V. Bonanzinga, “Some applications of linear algebra and geometry in real life,” 2022. [Online]. Available: <http://arxiv.org/abs/2202.10833v1>
- [52] Y. Kozlov, H. Xu, M. Bächer, D. Bradley, M. Gross, and T. Beeler, “Data-driven physical face inversion,” 2019. [Online]. Available: <http://arxiv.org/abs/1907.10402v1>
- [53] Q. Qiu, G. Sapiro, and C. H. Chen, “Domain-invariant face recognition using learned low-rank transformation,” 2013. [Online]. Available: <http://arxiv.org/abs/1308.0275v1>



- [54] V. V. Sergeichuk, “Computation of the canonical form for the matrices of chains and cycles of linear mappings,” 2007. [Online]. Available: <http://arxiv.org/abs/0709.2470v1>
- [55] T. Wang, C. Peng, and T. Zhang, “Facecook: Face generation based on linear scaling factors,” 2021. [Online]. Available: <http://arxiv.org/abs/2109.03492v1>
- [56] Live2D Inc., “Sample data,” 2023, accessed: 2023-05-07. [Online]. Available: <https://www.live2d.com/en/download/sample-data/>