

METHOD AND SYSTEM FOR ONE-SHOT HUMAN MOTION TRANSFER VIA OCCLUSION-ROBUST FLOW PREDICTION AND NEURAL TEXTURING

ABSTRACT

[0092] Methods, computer readable media and systems for avatar animation in a virtual environment are provided. The method for avatar animation includes receiving first data of at least one source image corresponding to an avatar to be animated in the virtual environment and receiving second data corresponding to the desired animation. The method further includes combining the first data and the second data to animate the avatar by processing the first and second data to generate a motion-transferred image in response to both latent-feature warping of appearance variation between the first and second data and neural texture mapping of coarse spatial differences between the first and second data.

[FIG. 3]