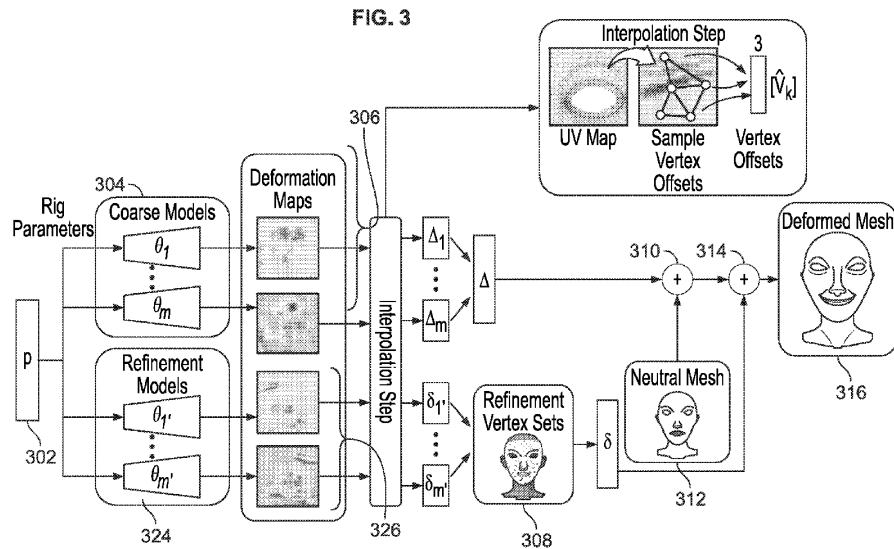




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(54) **Title:** FAST AND DEEP FACIAL DEFORMATIONS

(57) **Abstract:** According to at least one embodiment, a method for generating a mesh deformation of a facial model includes: generating a first plurality of deformation maps by applying a first plurality of neural network-trained models; extracting a first plurality of vertex offsets based on the first plurality of deformation maps; and applying the first plurality of vertex offsets to a neutral mesh of the facial model to generate the mesh deformation of the facial model.

[Continued on next page]

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