



## 2<sup>nd</sup> 3D Face Alignment in the Wild Challenge & Workshop

<https://3dfaw.github.io>

In conjunction with ICCV 2019, Seoul, Korea  
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Over the past few years a number of research groups have made rapid advances in dense 3D alignment from 2D images and obtained impressive results. How these various methods compare is relatively unknown. Previous benchmarks addressed sparse 3D alignment and single image 3D reconstruction. No commonly accepted evaluation protocol exists for dense 3D face reconstruction from video with which to compare them.

To enable comparisons among alternative methods, we present the **2<sup>nd</sup> 3D Face Alignment in the Wild - Dense Reconstruction from Video Challenge**. This topic is germane to both computer vision and multimedia communities. For computer vision, it is an exciting approach to longstanding limitations of single-image 3D reconstruction approaches. For multimedia, 3D alignment would enable more powerful applications.

### Workshop track

The workshop track is intended to bring together computer vision researchers whose work is related to 2D or 3D face alignment. We are soliciting original contributions which address a wide range of theoretical and application issues of 3D face alignment for computer vision applications, including but not limited to:

- 3D face alignment from 2D dimensional images
- Model- and stereo-based 3D face reconstruction
- Dense and sparse face tracking from 2D and 3D dimensional inputs
- Applications in AR / VR
- Face alignment for embedded and mobile devices
- Facial expression retargeting (avatar animation)
- Face alignment-based user interfaces

### Challenge Track

The challenge track evaluates 3D face reconstruction methods on a new large corpora of profile-to-profile face videos annotated with corresponding high-resolution 3D ground truth meshes. The corpora includes profile-to-profile videos obtained under a range of conditions:

- high-definition in-the-lab video, and
- unconstrained video from an iPhone device.

For each subject, high-resolution 3D ground truth scans were obtained using a Di4D imaging system. The goal of the challenge is to reconstruct the 3D structure of the face from the two different video sources.

### **Organizers**

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### **Dates**

#### Challenge Track

May 27th: Challenge site opens  
June, 26th: Testing phase begins  
July, 17: Competition ends

#### Workshop Track

July 24th: Paper submission deadline  
August 21st: Notification of acceptance  
August 28th: Camera ready submission

