



ANIMATING VIRTUAL SIGNERS : THE ISSUE OF GESTURAL ANONYMIZATION

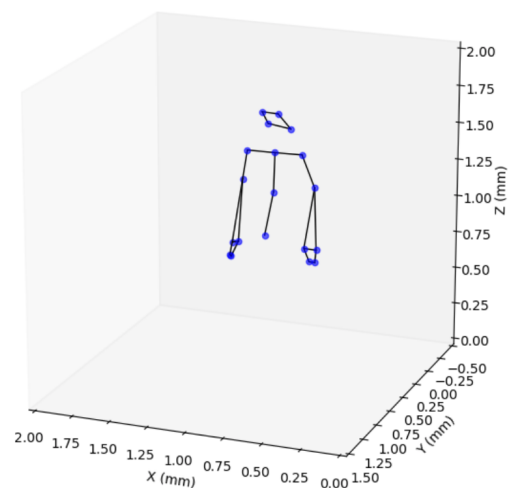
PhD project

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Supervised by Annelies Braffort & Elise
Prigent

Funding : Projet ROSETTA (BPI)

INTRODUCTION

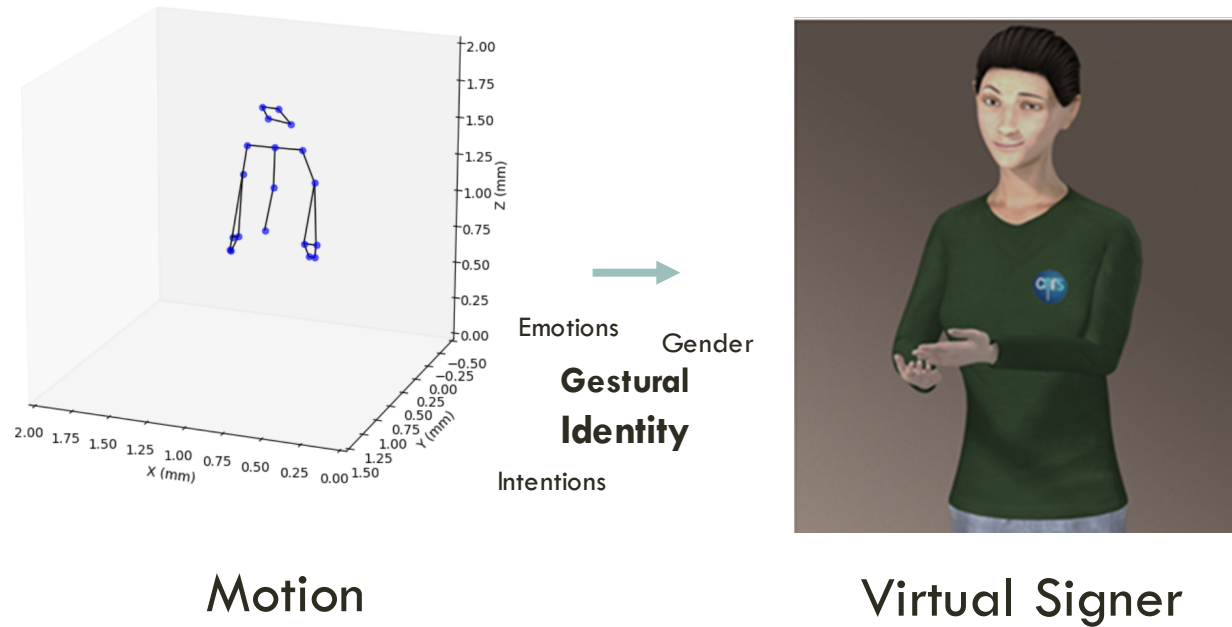


Motion

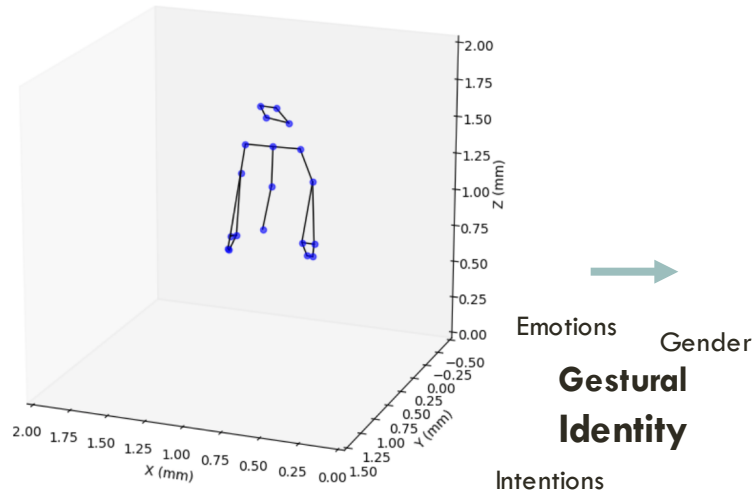


Virtual Signer

INTRODUCTION



INTRODUCTION



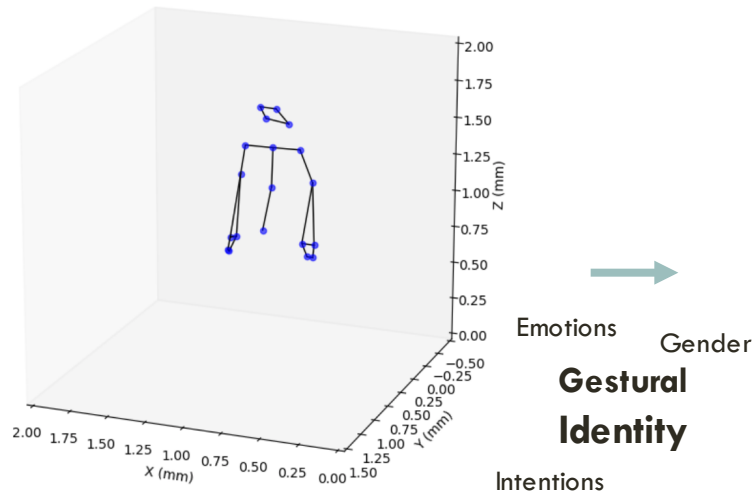
Motion



Virtual Signer

1. Better understand the perception of gestural identity in French Sign Language (LSF)

INTRODUCTION



Motion



Virtual Signer

1. Better understand the perception of gestural identity in French Sign Language (LSF)
2. Design a model to control the gestural style of virtual signers

PLAN

I. Introduction

II. Background and motivation

- a. Virtual signers for anonymized content in LSF
- b. Mapping movements on signers : the issue of gestural identity

III. Proposed methodology

- a. Person identification task
- b. Animating signers with a gestural style control

Conclusion

ANONYMIZED CONTENT IN LSF

→ Main accessible content : VIDEO

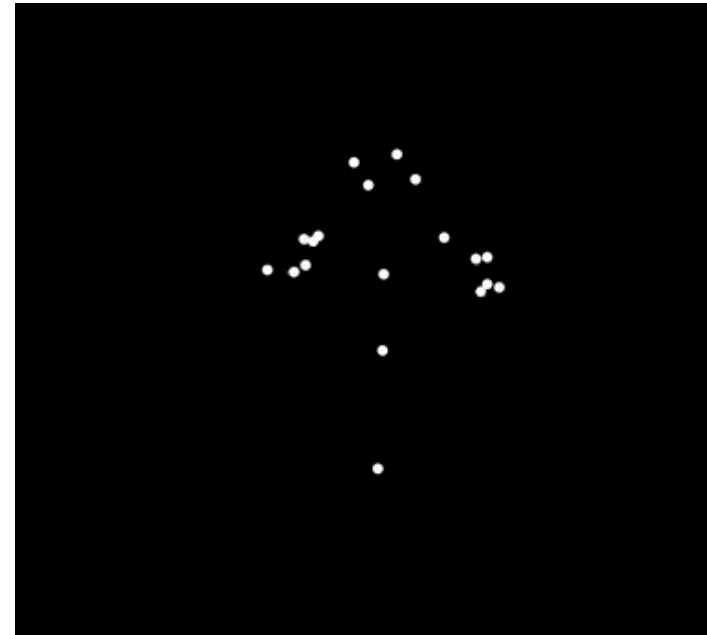


→ Anonymity ? → **Virtual signers**

*e.g. Segouat & Braffort 2009, Benchiheub et al. 2016,
Gibet 2018, Filhol & McDonald 2018*

ANONYMIZATION : ANIMATING VIRTUAL SIGNERS

MOCAP : Very **accurate**
(ex : spatial acc. 0.5 mm // temporal res. 250 Hz)



ANONYMIZATION : THE ISSUE OF GESTURAL IDENTITY

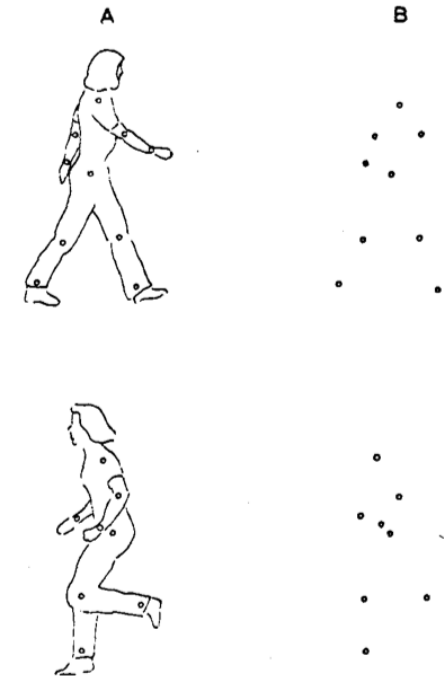
Humans can recognize

- Actions (e.g. walking, running)

e.g. Johansson 1973, 1976

- **Identity** (friends vs. strangers)

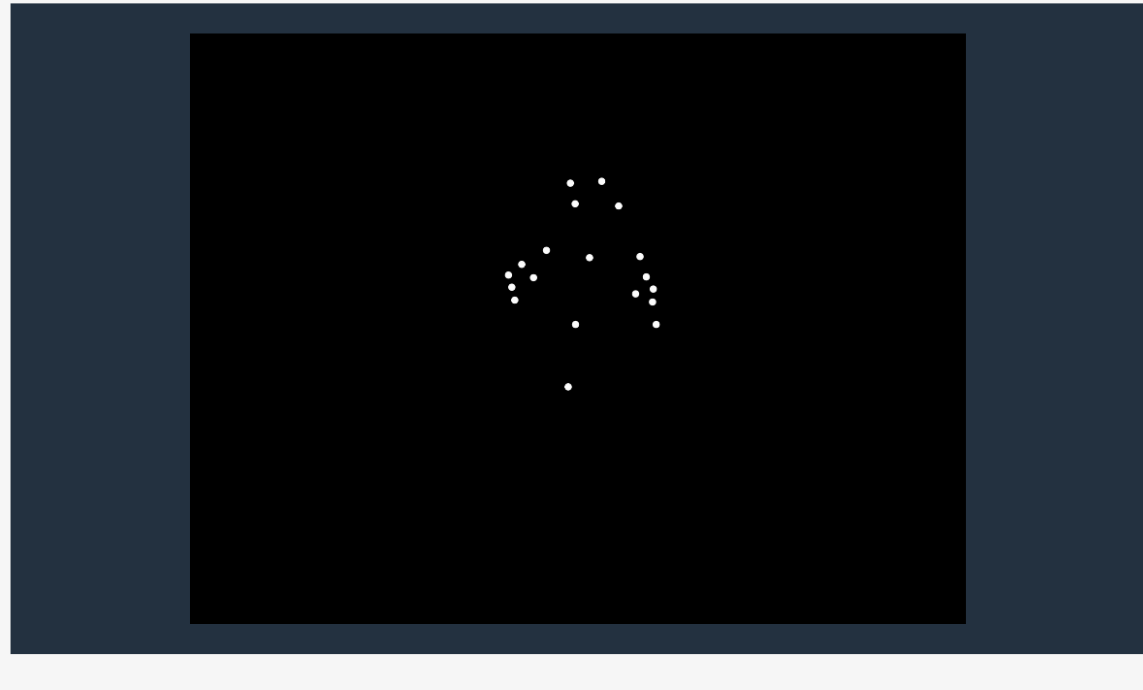
e.g. Cutting & Kozlowski 1977, Jacobs 2004, Loula 2005, Troje 2005...



Johansson 1973

→ In LSF ?

PERSON IDENTIFICATION TASK IN LSF



*
Si vous pensez avoir reconnu le signeur, sélectionnez sa photo, sinon sélectionnez 'Je ne sais pas'

ⓘ Veuillez sélectionner une réponse ci-dessous

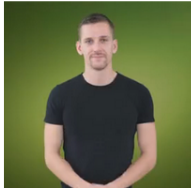
☐ Personne 1

☐ Personne 3

☐ Je ne sais pas

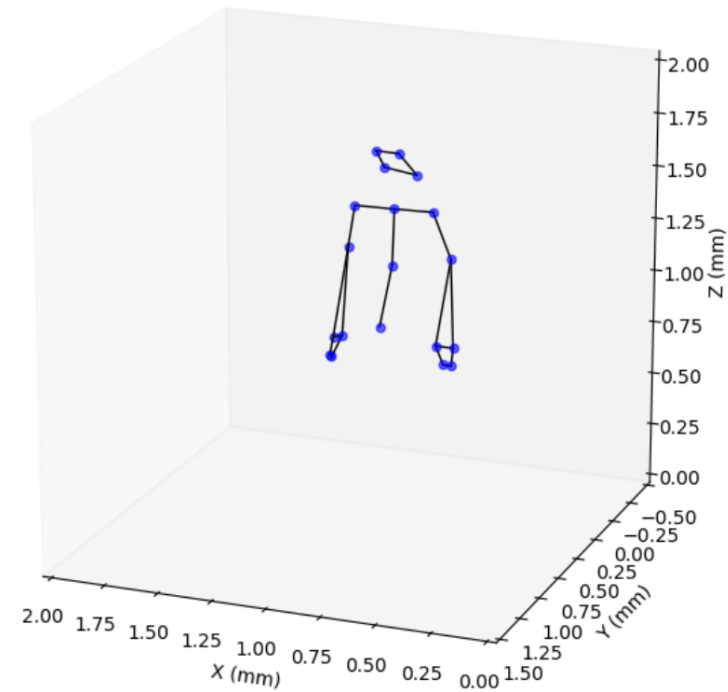
☐ Personne 2

☐ Personne 4

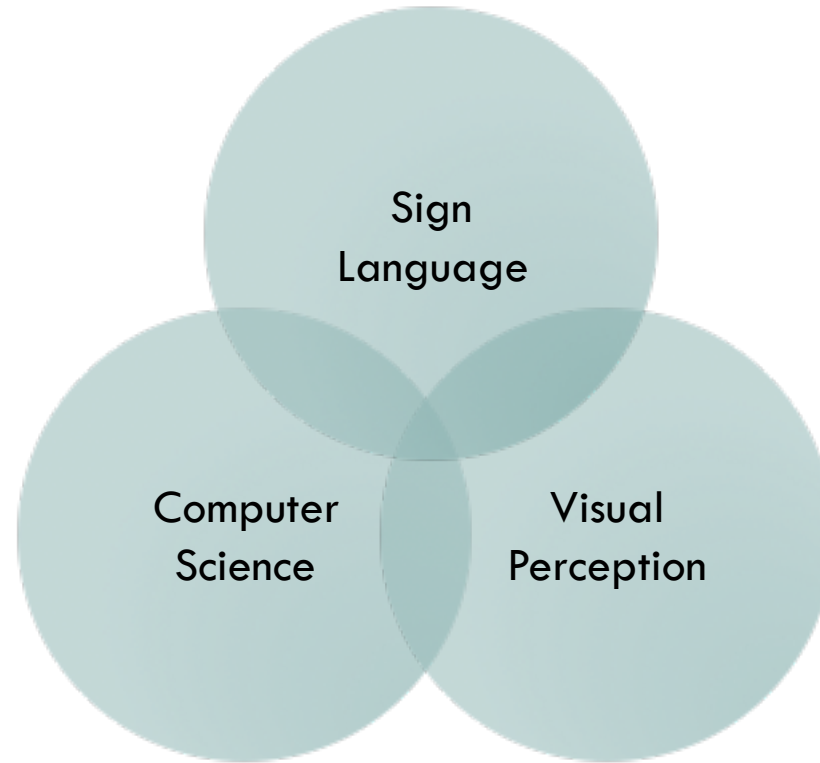


GESTURAL IDENTITY AND MACHINE LEARNING

- A model to control gestural style and reconstruct LSF motion animations
- Statistical methods (PCA, Gaussian Models, HMMs)



CONCLUSION



→ Multidisciplinary research work which furthers our understanding of gestural identity for both SL research, visual perception and computer science.

THANK YOU FOR YOUR ATTENTION!

GESTURAL IDENTITY AND MACHINE LEARNING

- 10-15 repetitions of gloses/forms per signer
- Extract low-dimensional features to discriminate gestural styles
- PCA, Gaussian Modeling, HMMs...
- Need for a specific corpus (limitations of MOCAP1), redundancy etc

