

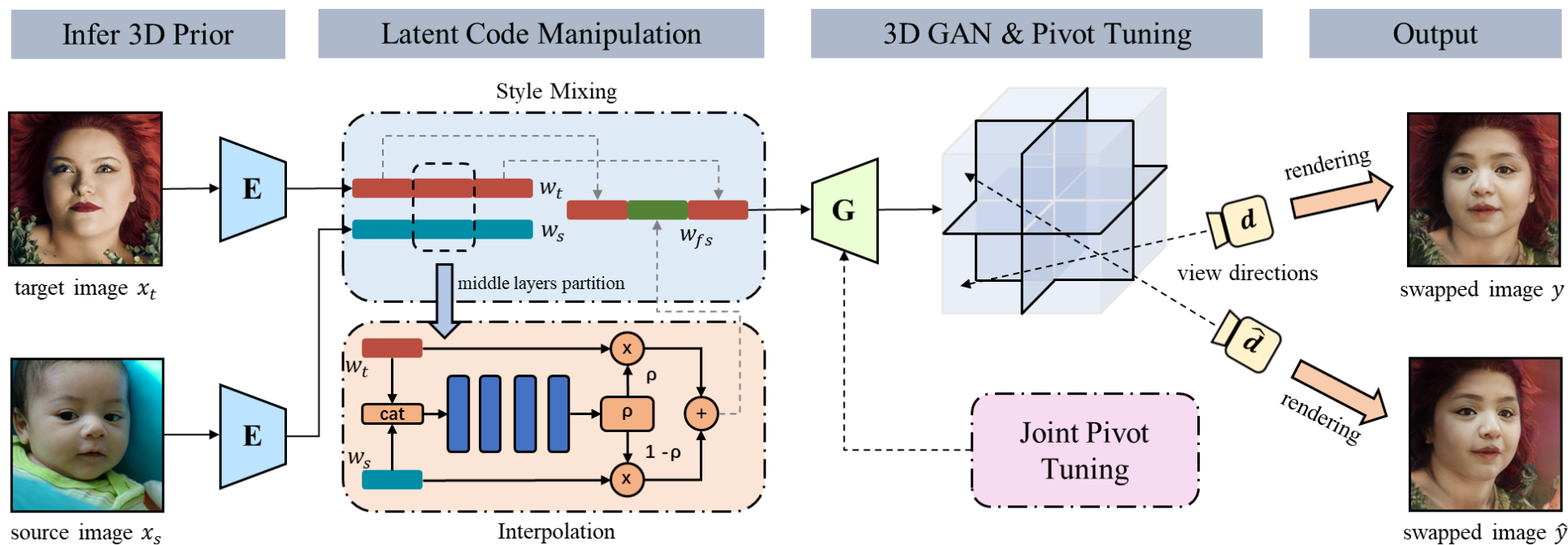
# 3D-Aware Face Swapping

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# Preview

- Current approaches only learn to swap 2D facial images:
  - Exist undesirable artifacts
  - Transfer less accurate geometric facial features
- We swap face in a 3D-aware manner!

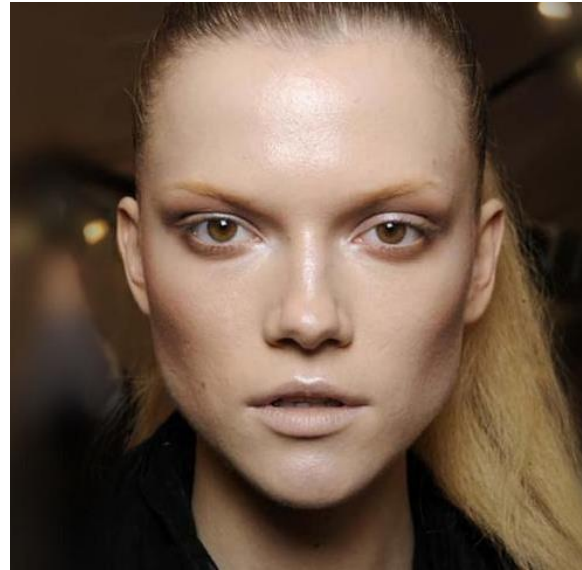


# What is Face Swapping?



Source Image

+



Target Image

=



Swapped Face

# Motivation

- Existing face swapping approaches
  - 3D-based methods
  - GAN-based methods / GAN-inversion-based methods
- Problems of existing approaches



3D-based Method



GAN-based Method

# Challenges

- Challenges of 3D-aware face swapping task:
  - How to infer both geometry and texture prior from single-view 2D images?
  - How to leverage such inferred prior to swap face in a 3D-aware manner?



# Infer 3D Prior

- How to infer both geometry and texture prior from single-view 2D images?
  - Solution: Introduce a 3D GAN inversion framework to project 2D inputs into 3D latent space.
- Difference between 2D/3D GAN inversion

- For 2D GAN inversion

- Formulation

$$\mathbf{w}^* = \arg \min_{\mathbf{w}} \mathcal{L}(G(\mathbf{w}), \mathbf{x})$$

- Information of camera pose is embedded in the latent space

- For 3D GAN inversion

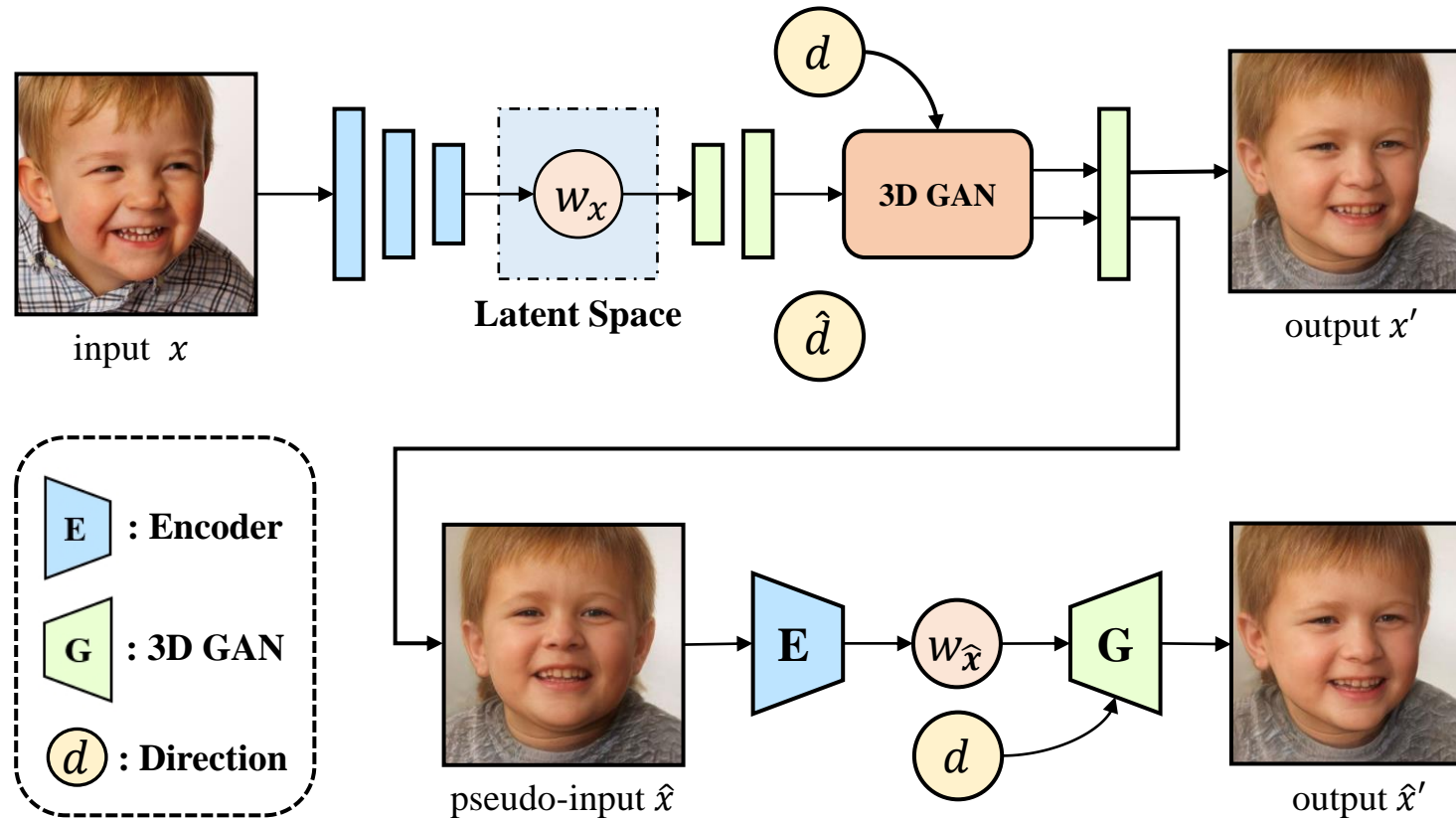
- Formulation

$$\mathbf{w}^* = \arg \min_{\mathbf{w}} \mathcal{L}(G(\mathbf{w}, \mathbf{p}), \mathbf{x})$$

- Information of camera pose is disentangled from the latent space

# Infer 3D Prior

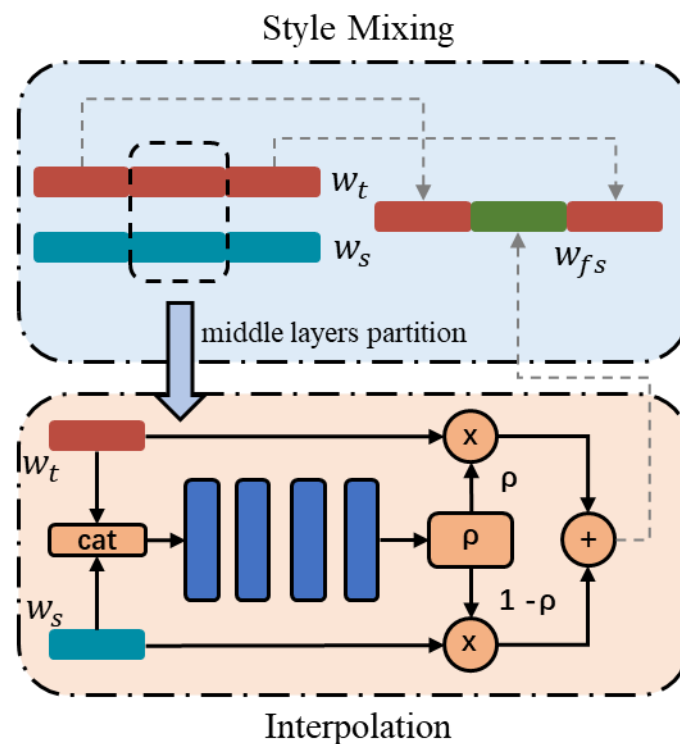
- Pseudo-multi-view train strategy



$$\min_{\theta} \{ \mathcal{L}(x, x') + \eta \mathcal{L}(x, \hat{x}') + \mathcal{L}(w_x, w_{\hat{x}}) \}$$

# Latent Code Manipulation

- How to leverage such inferred prior to swap face in a 3D-aware manner?
  - Solution: Design a face swapping algorithm based on the 3D latent codes and directly synthesize the swapped faces with the 3D-aware generator.





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$$w_{fs}^{(i)} = \begin{cases} \rho^{(i)} \times w_t^{(i)} + (1 - \rho^{(i)}) \times w_s^{(i)} & i \in [5, 9] \\ w_t^{(i)} & otherwise \end{cases}$$

# Joint Pivot Tuning

- How to bridge the gap between 2D image generating and 3D rendering?
  - Solution: Implement a “joint” pivot tuning<sup>1</sup> considering both reconstruction quality and face swapping performance.

$$\min_{\theta^*} \{ \mathcal{L}(x_{s/t}, \mathcal{G}_{\theta^*}(w_{s/t}, d_{s/t})) + \mathcal{L}(x_t \cdot M_f, \mathcal{G}_{\theta^*}(w_{fs}, d_t) \cdot M_f) \},$$

- Finally, we can synthesize the swapped face  $y$  in any direction  $d$  by:

$$y = \mathcal{G}_{\theta^*}(w_{fs}, d)$$

# Experiments on CelebA-HD Dataset

- CelebA-HD<sup>1</sup> is a large-scale high-quality face attributes dataset.
- Robustness of 3dSwap is validated under several challenging settings:

Source Target



3dSwap



**Different Genders**

**Large Age Gaps**

**Different Skin Colors**

**Distinguishing Lighting**

**Large Pose Variations**

1. T. Karras, T. Aila, S. Laine and J. Lehtinen. "Progressive growing of GANs for improved quality, stability, and variation." In ICLR, 2018.

# Comparison with 2D Approaches

Source

Target

SimSwap

MegaFS

InfoSwap

Xu *et al.*

Ours



# Multi-view Results on CelebA-HD

Source

Target

Source View

Target View

Left View

Frontal View

Right View



# Conclusion

- We propose the first 3D-aware face swapping framework, where:
  - Infer both geometry and texture facial prior from a single-view image with 3D GAN inversion
  - Design an unique latent code manipulation algorithm for face swapping
  - Bridge the image quality between 2D generating and 3D rendering with a joint pivot tuning





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Thanks!

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