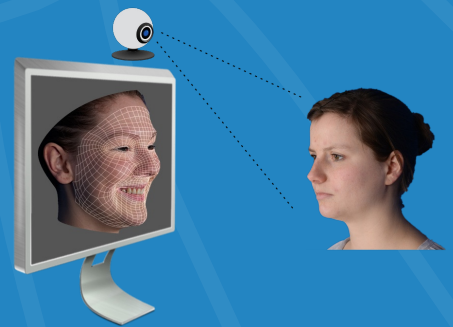


Virtual Reality in Psychological Research

In close collaboration between psychology and computer science, we are studying human visual face perception in social interaction (see QR). Our goal at Zuse Institute Berlin (ZIB) is the development of a framework for perception experiments. Important parts of the framework include real-time face tracking, online identity/expression manipulation, and photorealistic rendering.

Possible topics of your project:

- Machine learning for pose and expression manipulation.
- 3D face reconstruction from RGB video.
- Integration of Blender's new real-time engine Eevee.



You should bring solid coding skills (ideally C++/Python) and high interest in computer vision/graphics. We are offering insight into latest (inter)disciplinary research topics driven by powerful hardware in a friendly and inspiring team.

Send further questions and your application until **21. June 2019** to Martin Grewe (grewe@zib.de).



www.activeself.de



Project details

