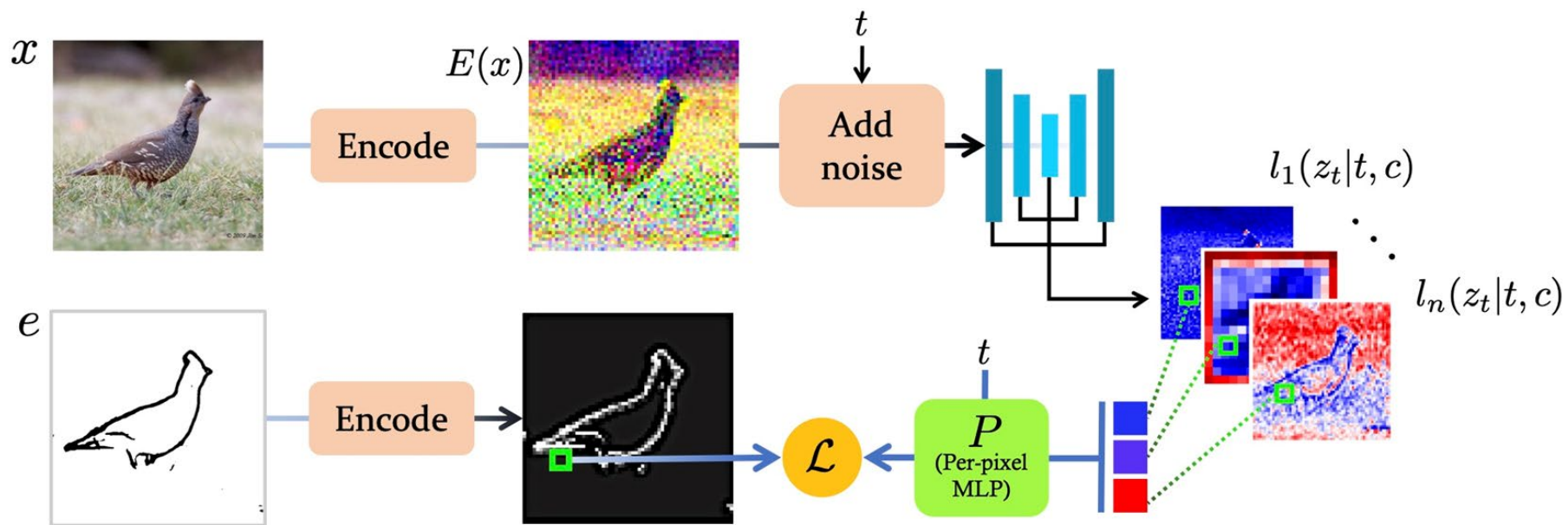


# Recap of last week

## Sketch-Guided Text-to-Image Diffusion Models



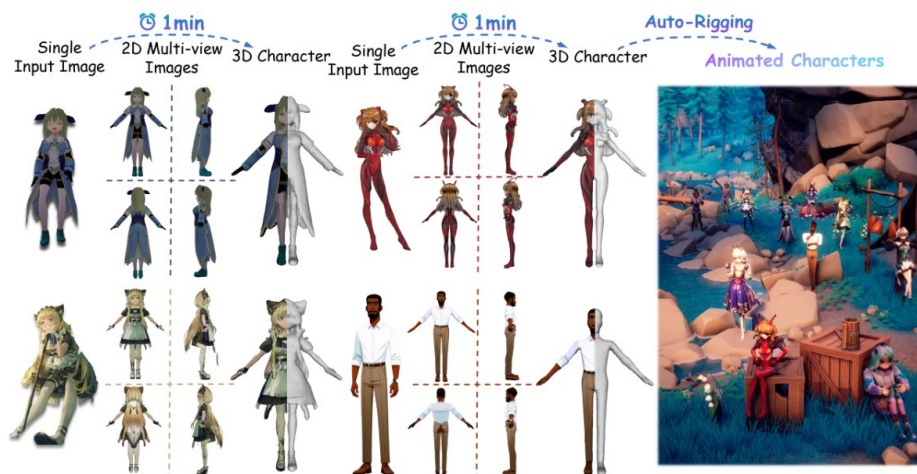
# CharacterGen: Efficient 3D Character Generation from Single Images with Multi-View Pose Calibration

SIGGRAPH(TOG) 2024

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<sup>1</sup>Tsinghua University, <sup>2</sup>VAST

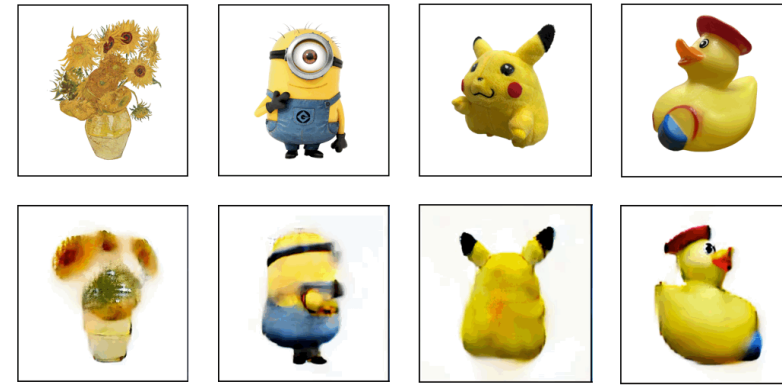
<sup>†</sup>Corresponding Author



# Background



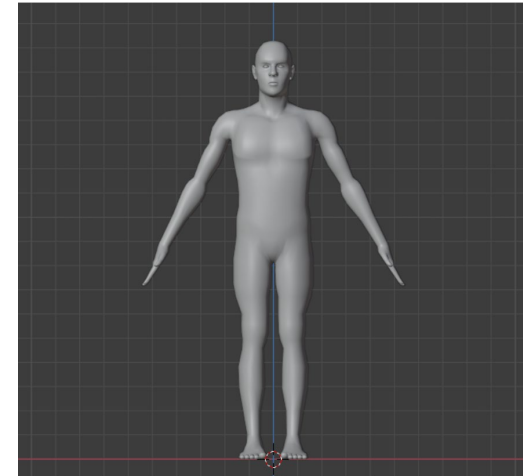
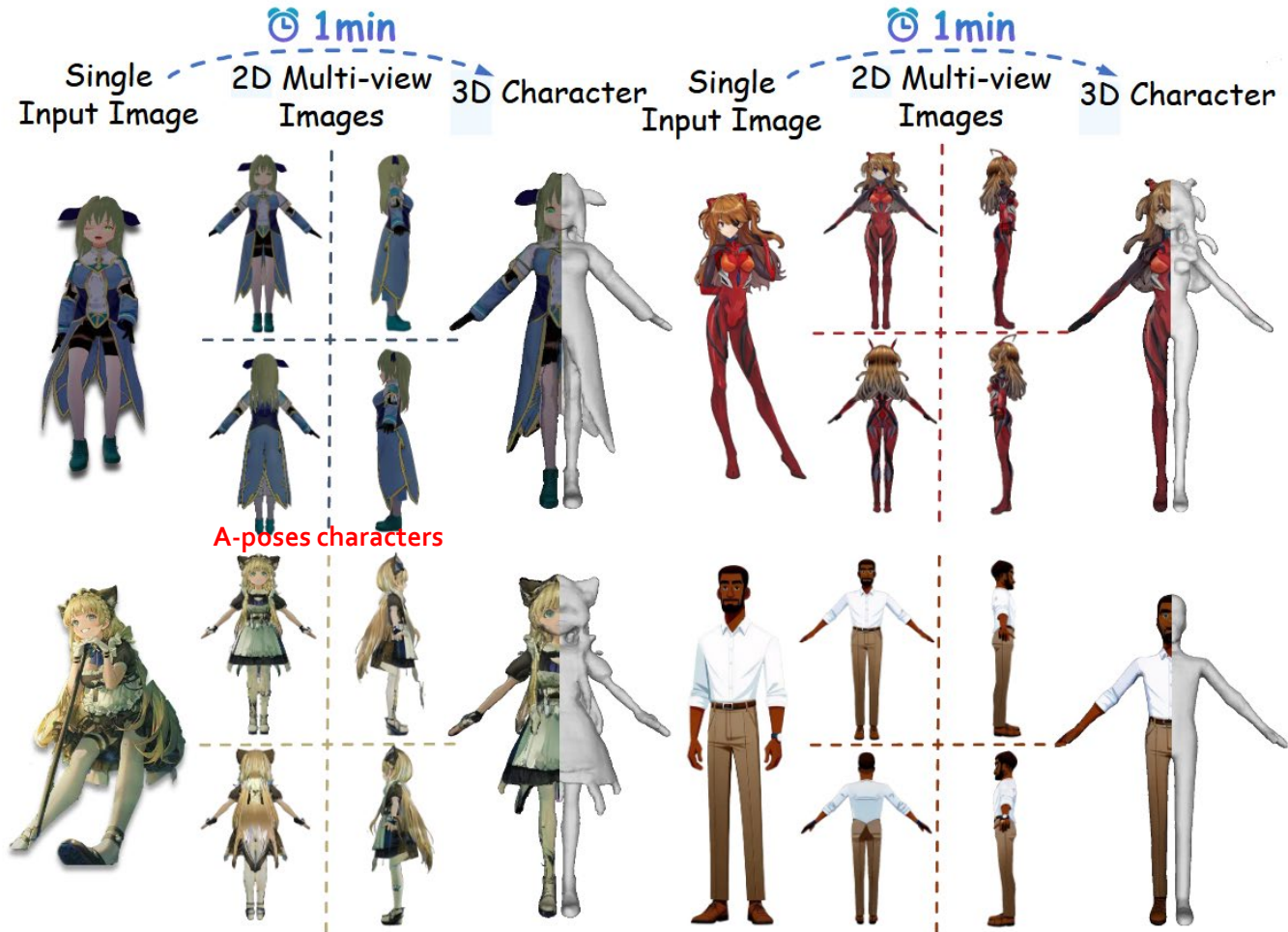
Make-It-3D(ICCV 2023)



Zero 123 (CVPR 2023)

- (1) Realistic human style generation
- (2) Poses limits

# Overall Pipeline

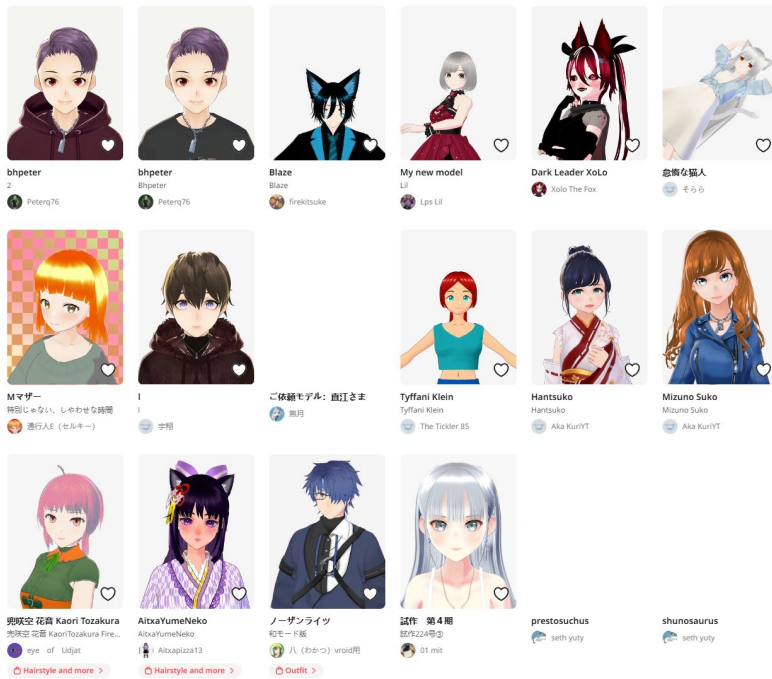


A-poses



# Dataset

## VRoidHub 3D character models



- \*.vrm

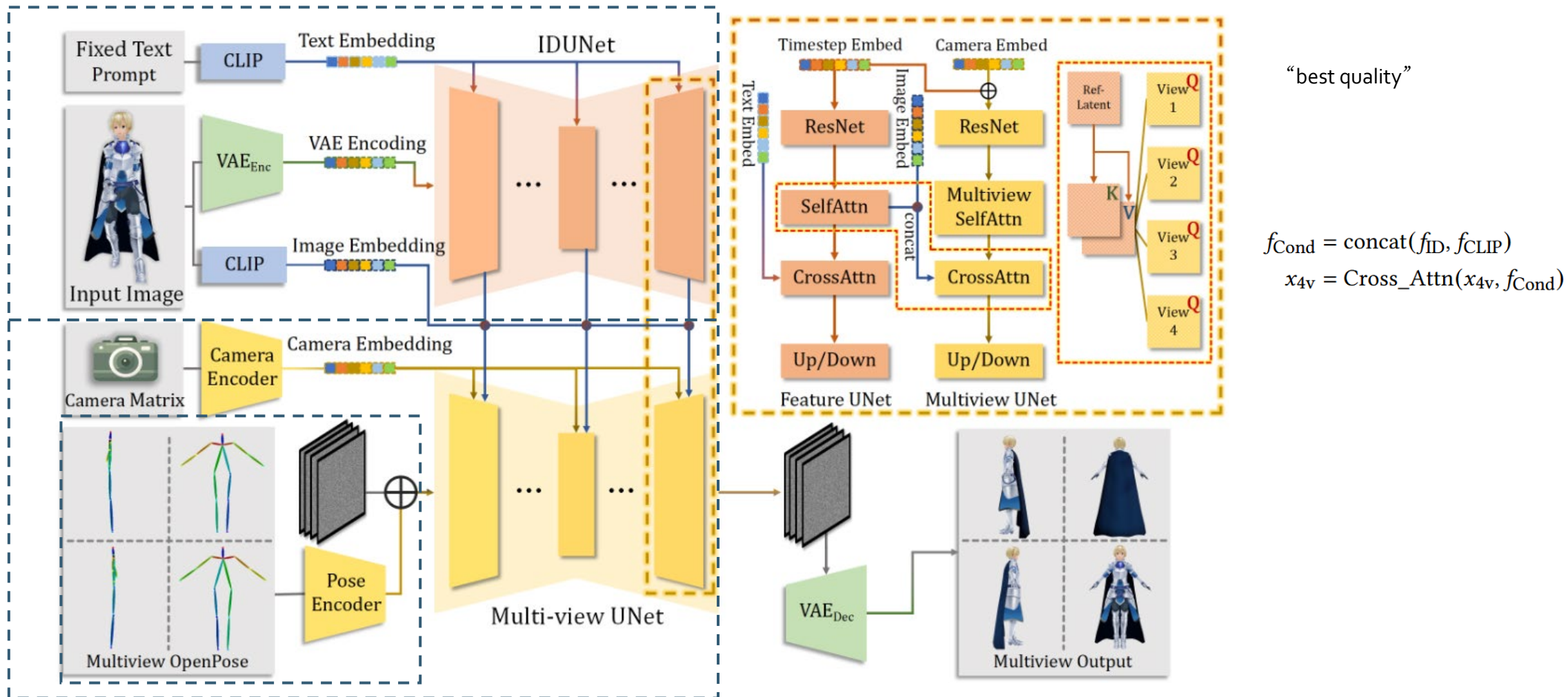
## What is VRM?

VRM can handle humanoid character avatars.

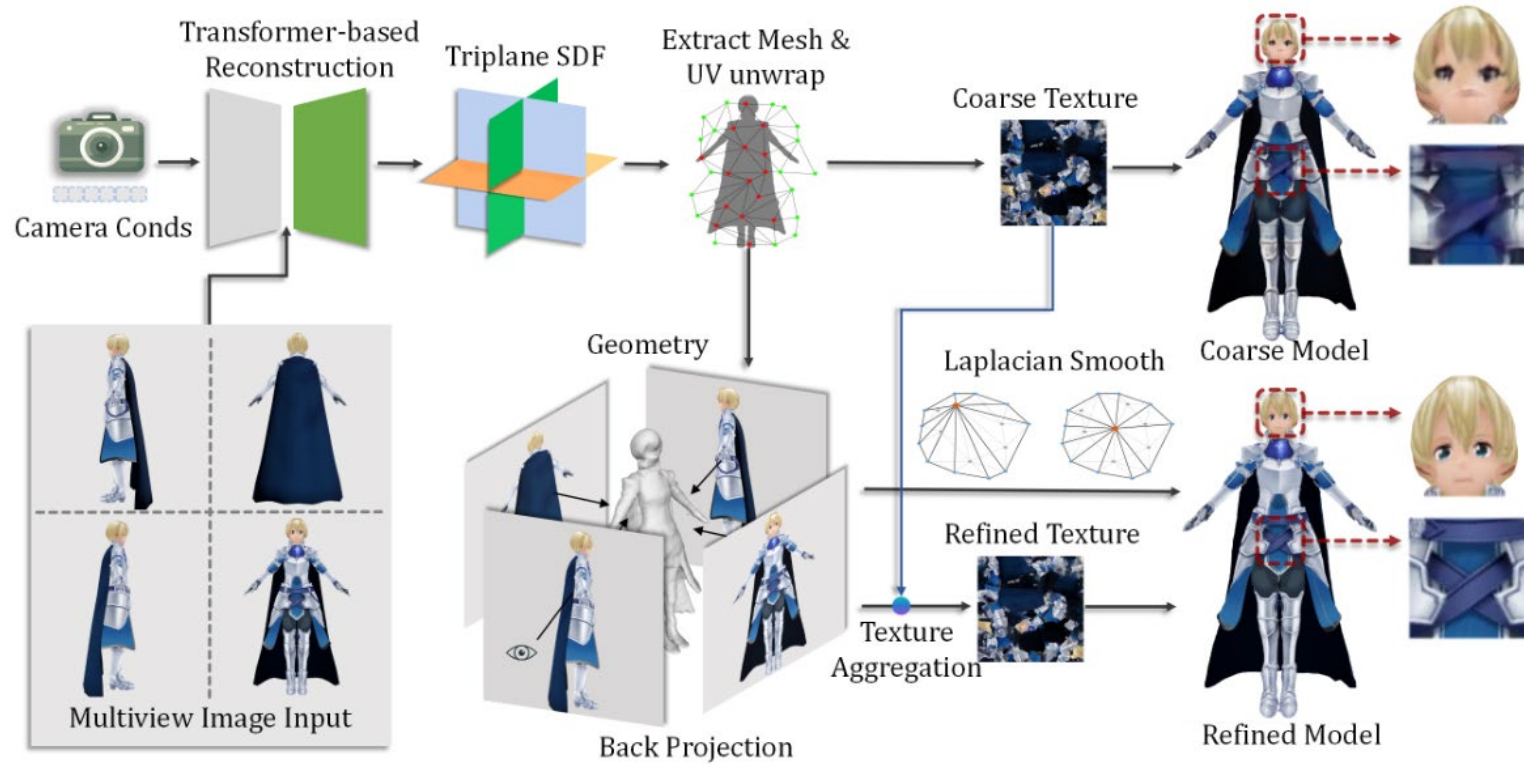
- The format is **glTF** based, so it's **cross-platform**. It can also be handled by other game engines and the Web.
  - [plugins](#)
- Provides a **standard implementation (UniVRM)** for reading and writing VRM
  - [UniVRM](#)



# 2D multi-view generation



# 3D character generation: coarse-to-fine



- Loss of Texture Details
- Low-Resolution Input:
- Sparse Input Views
- Silhouette Noise

# Experiments

Methods	SSIM↑	LPIPS↓	FID↓	CD↓
CharacterGen(2D)	<b>0.901</b>	<b>0.086</b>	<b>0.019</b>	-
Zero123	0.768	0.224	1.42	-
Zero123(fine-tuned)	0.813	0.175	1.34	-
SyncDreamer	0.807	0.194	0.396	-
SyncDreamer(fine-tuned)	0.822	0.17	0.37	-
IP-Adapter+SDXL	0.845	0.143	0.074	-
CharacterGen(3D)	<b>0.898</b>	<b>0.093</b>	<b>0.032</b>	<b>0.001</b>
Magic123	0.873	0.134	0.116	0.0034
ImageDream	0.886	0.11	0.345	0.002

Figure: Effectiveness

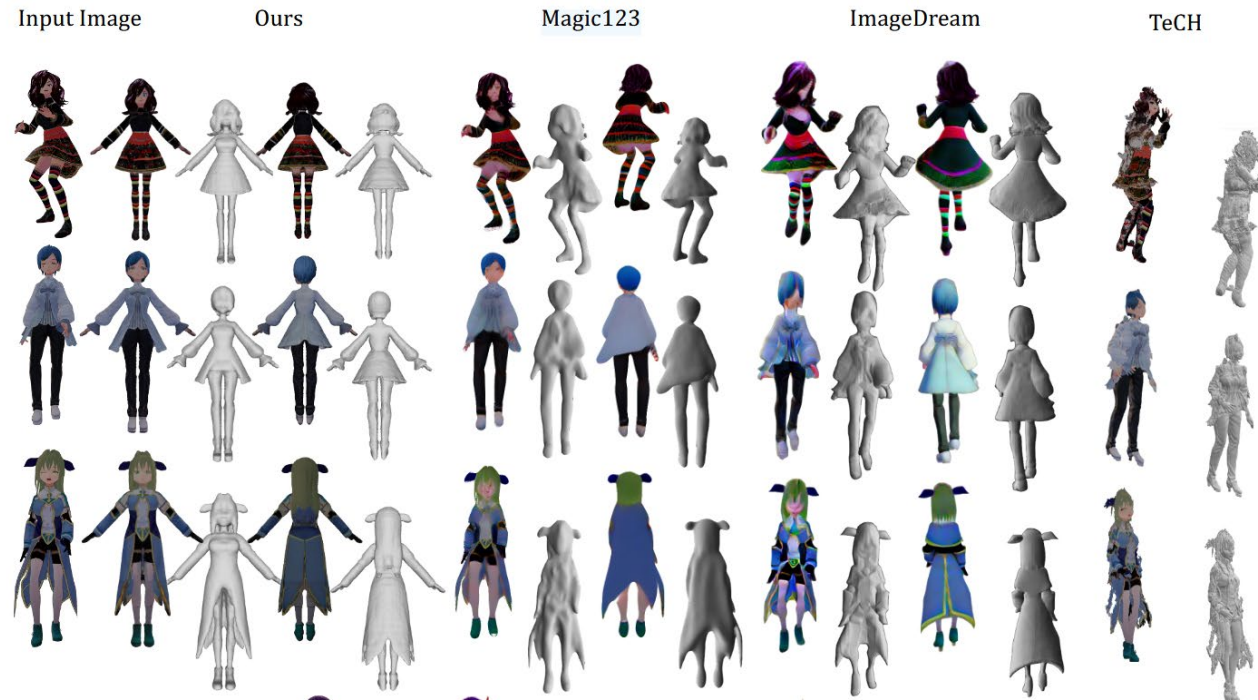
Methods	Time
CharacterGen	1min
Magic123 [Qian et al. 2023]	70min
ImageDream [Wang and Shi 2023]	45min
TeCH [Huang et al. 2023b]	270min

Figure: Time to generate a single 3D character. Models loading time is excluded for all methods.

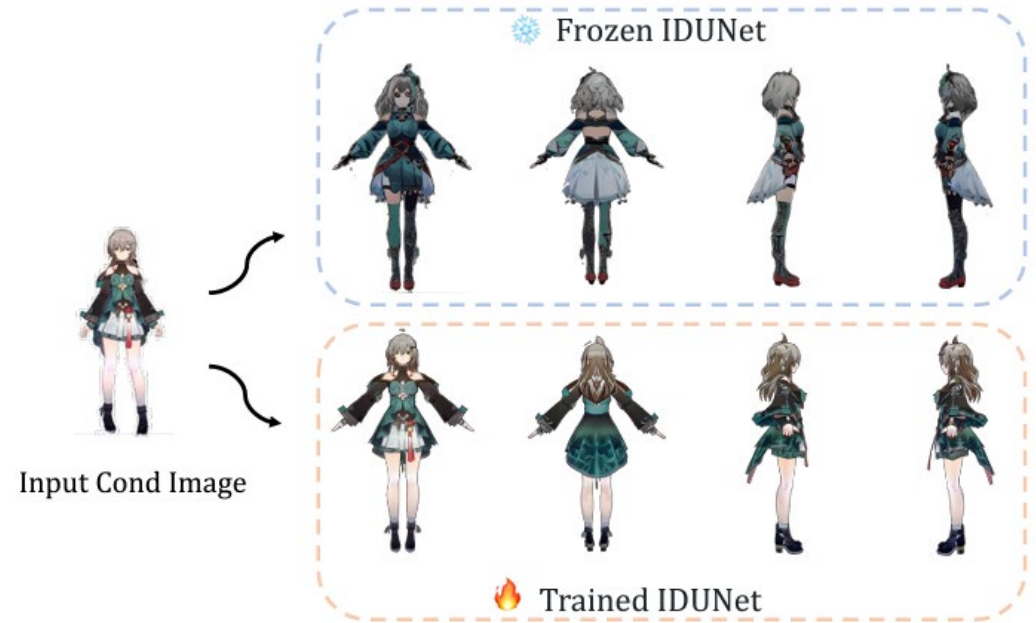
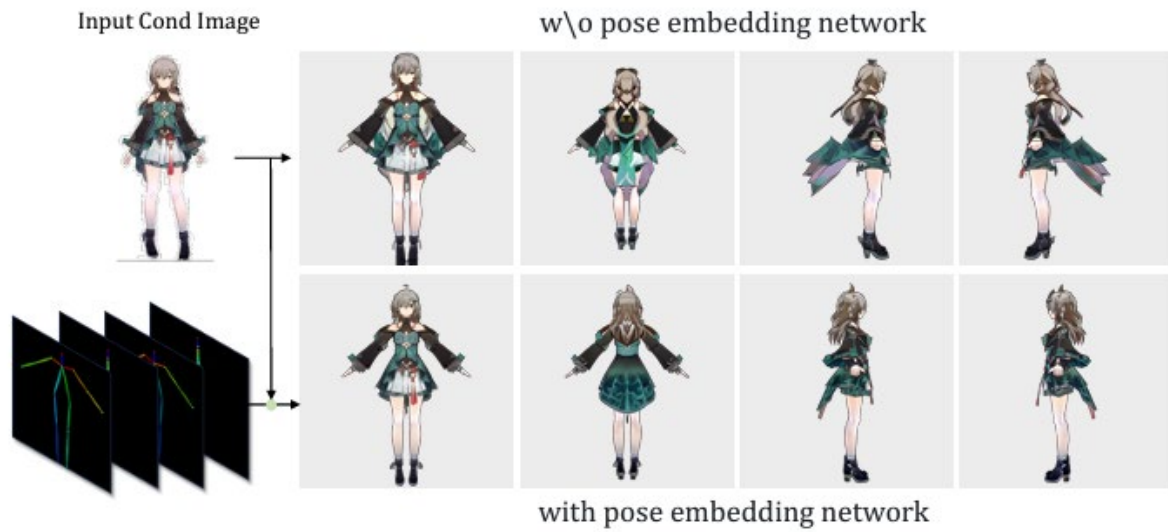


# Results

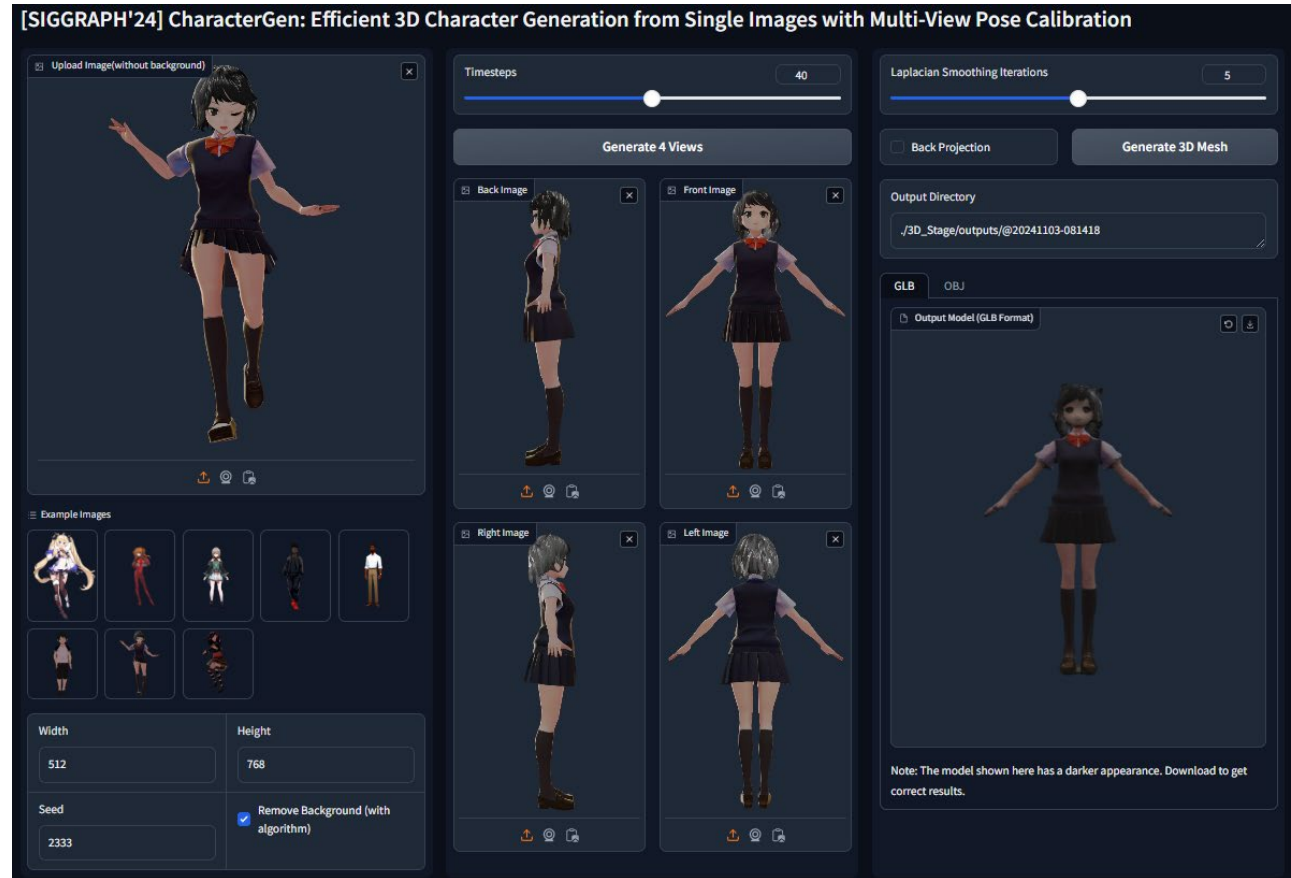
metric	CharacterGen	Zero123(2D)	SyncDreamer(2D)	Magic123(3D)	ImageDream(3D)
2D multi-view style consistency	<b>85.4%</b>	10.5%	4.1%	-	-
2D multi-view consistency	<b>81.0%</b>	17.1%	1.9%	-	-
3D character geometry quality	<b>78.6%</b>	-	-	2.86%	18.6%
3D character texture quality	<b>87.1%</b>	-	-	1.9%	11.0%



# Ablation tests



# Conclusions



# Quiz

<https://forms.gle/WAvmfnvFzMSL48Ni6>

