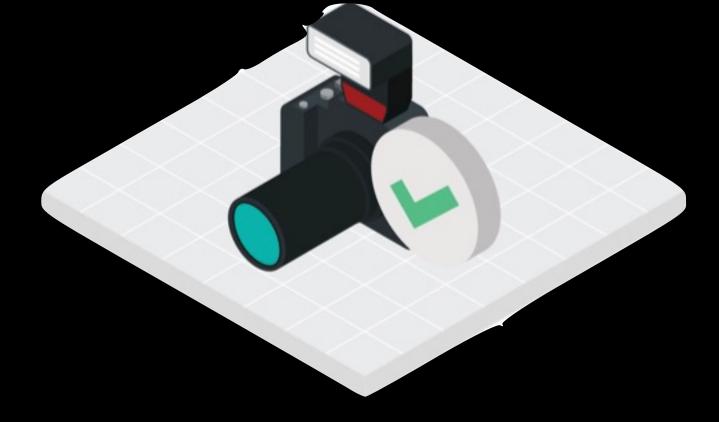
Single Image Portrait Relighting



- Tiancheng Sun¹, Jonathan T. Barron², Yun-Ta Tsai², Zexiang Xu¹, Xueming Yu³, Graham Fyffe³, Christoph Rhemann³, Jay Busch³, Paul Debevec³, Ravi Ramamoorthi¹
 - ¹University of California, San Diego, ²Google Research, ³Google



Photography & Recording Alowed







light from the back







light from the back



shadow on the face





light from the back



shadow on the face

want to add dramatic lighting

Change the lighting of any portrait after capture using post-processing algorithm

light from the back

shadow on the face



want to add dramatic lighting

















Portrait Relighting System

another lighting





Portrait Relighting System



another lighting













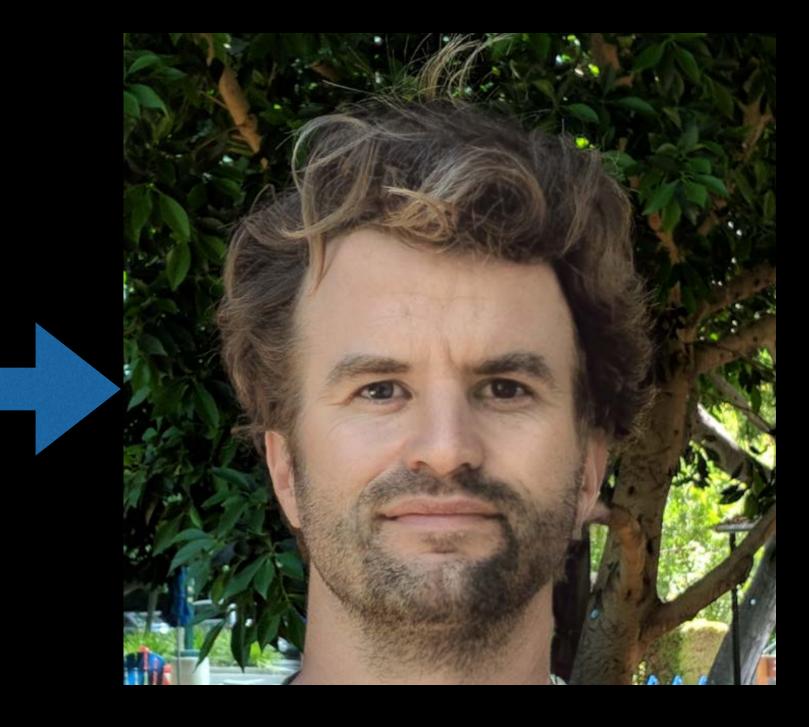
I want to rotate the lighting a little bit.





I want to rotate the lighting a little bit.







Previous workLight Stage



Debevec, Paul, et al. "Acquiring the reflectance field of a human face." SIGGRAPH 2000.

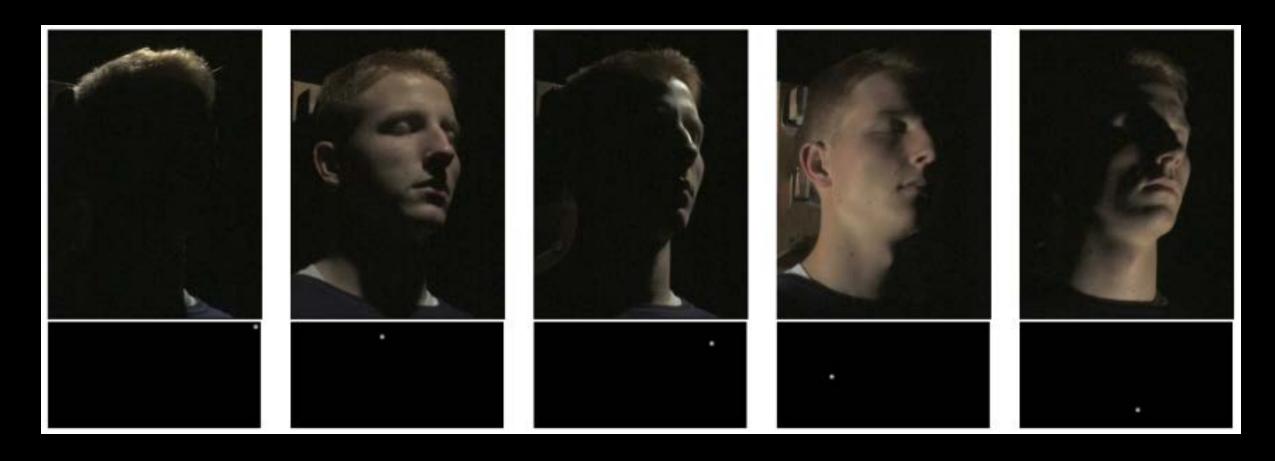


Previous workLight Stage



Debevec, Paul, et al. "Acquiring the reflectance field of a human face." SIGGRAPH 2000.



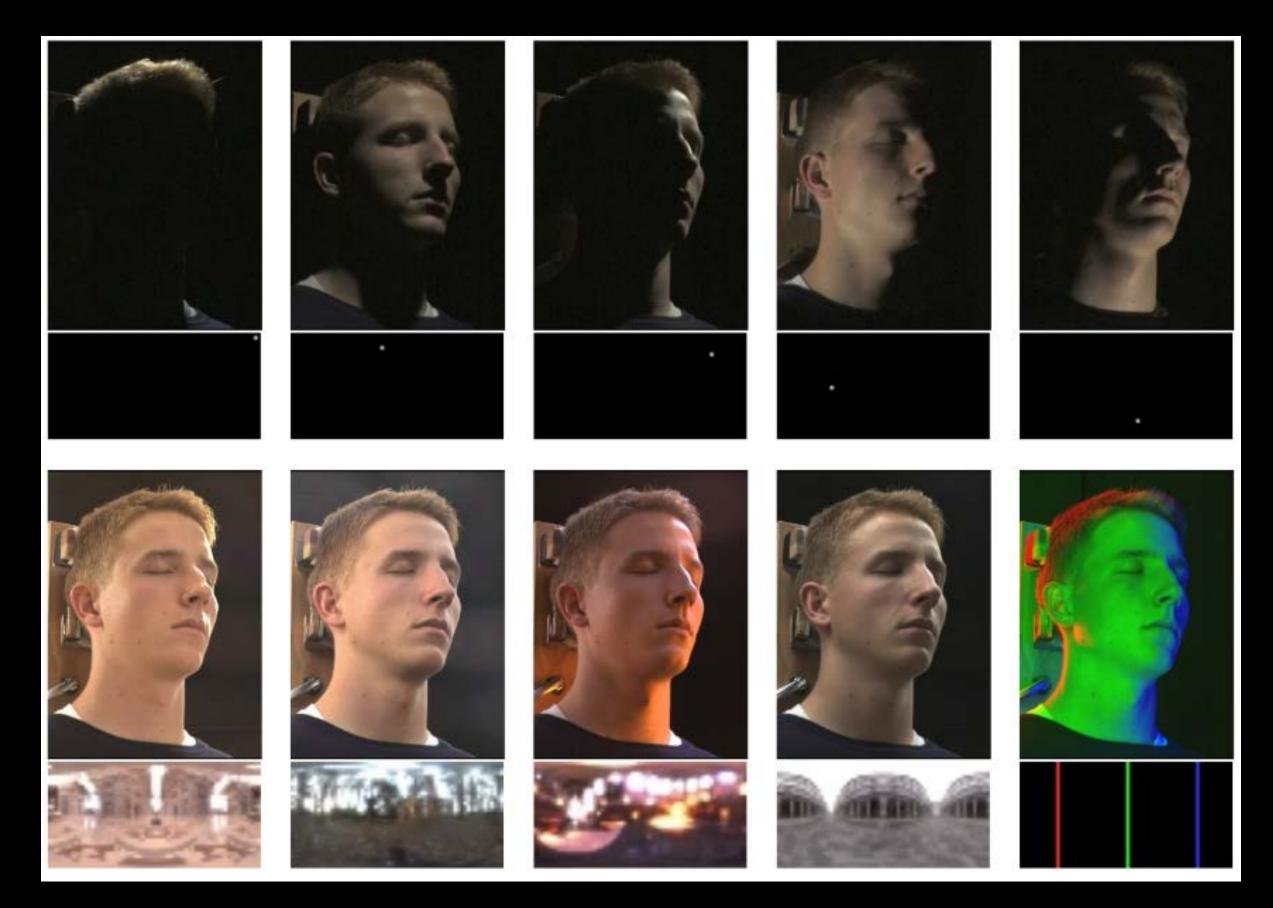


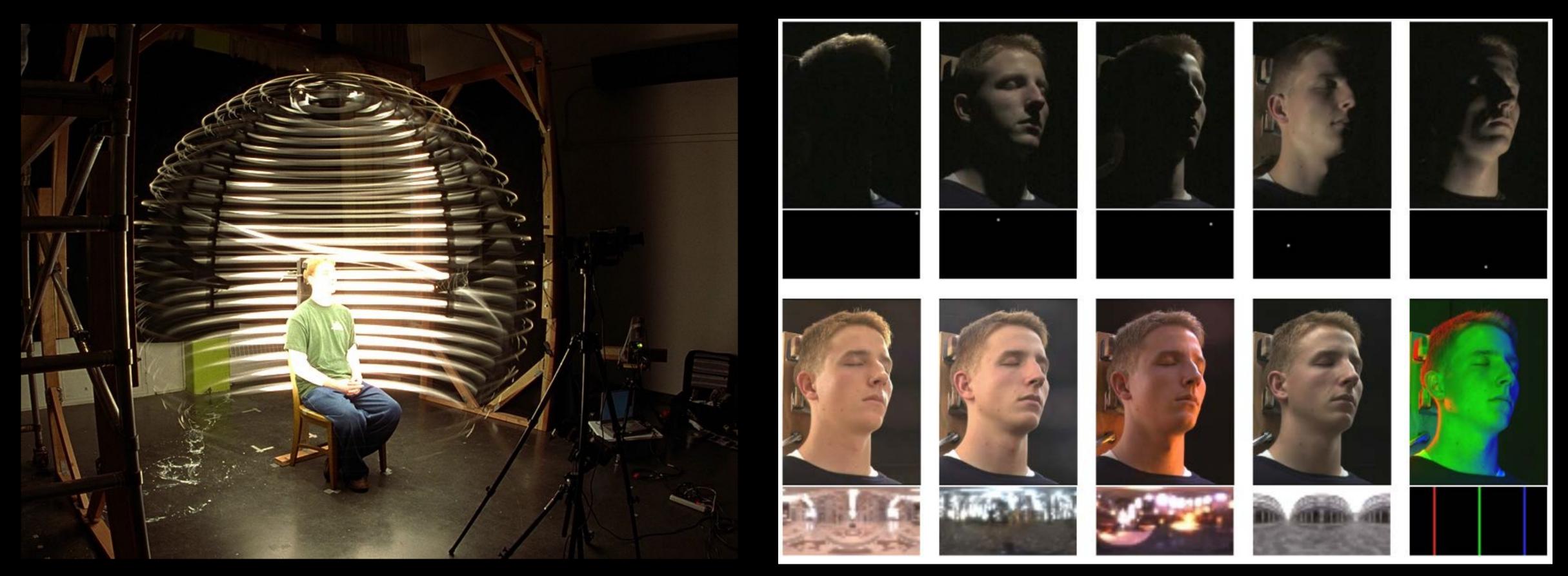
Previous workLight Stage



Debevec, Paul, et al. "Acquiring the reflectance field of a human face." SIGGRAPH 2000.







Debevec, Paul, et al. "Acquiring the reflectance field of a human face." SIGGRAPH 2000.

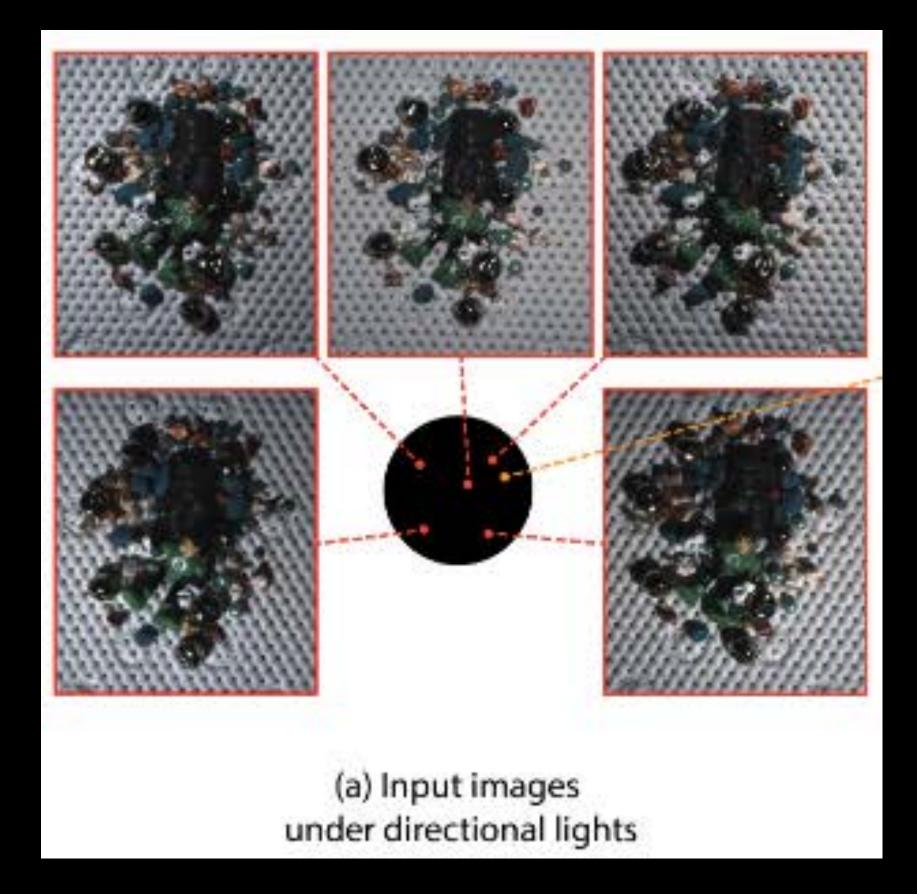


Light Stage: capture ~100 images and do image-based relighting





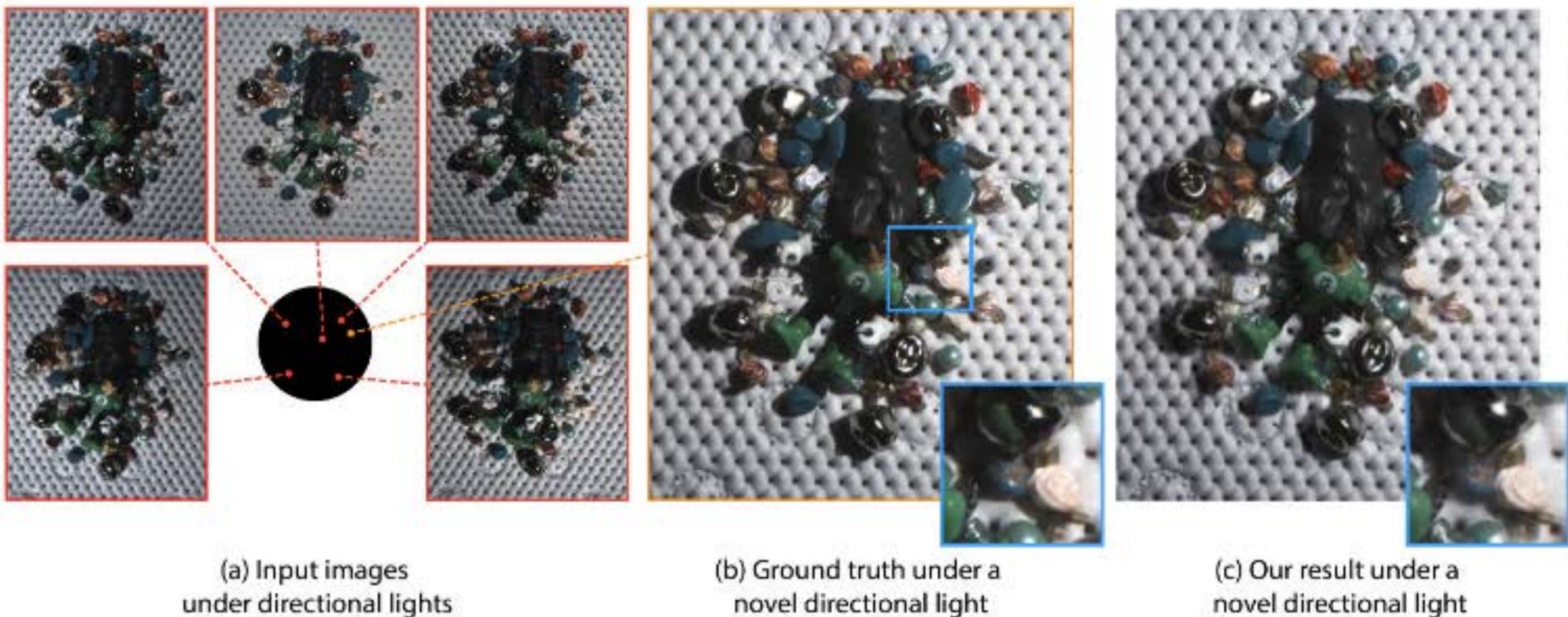
Deep image-based relighting



Xu, Zexiang, et al. "Deep image-based relighting from optimal sparse samples." SIGGRAPH 2018



Deep image-based relighting



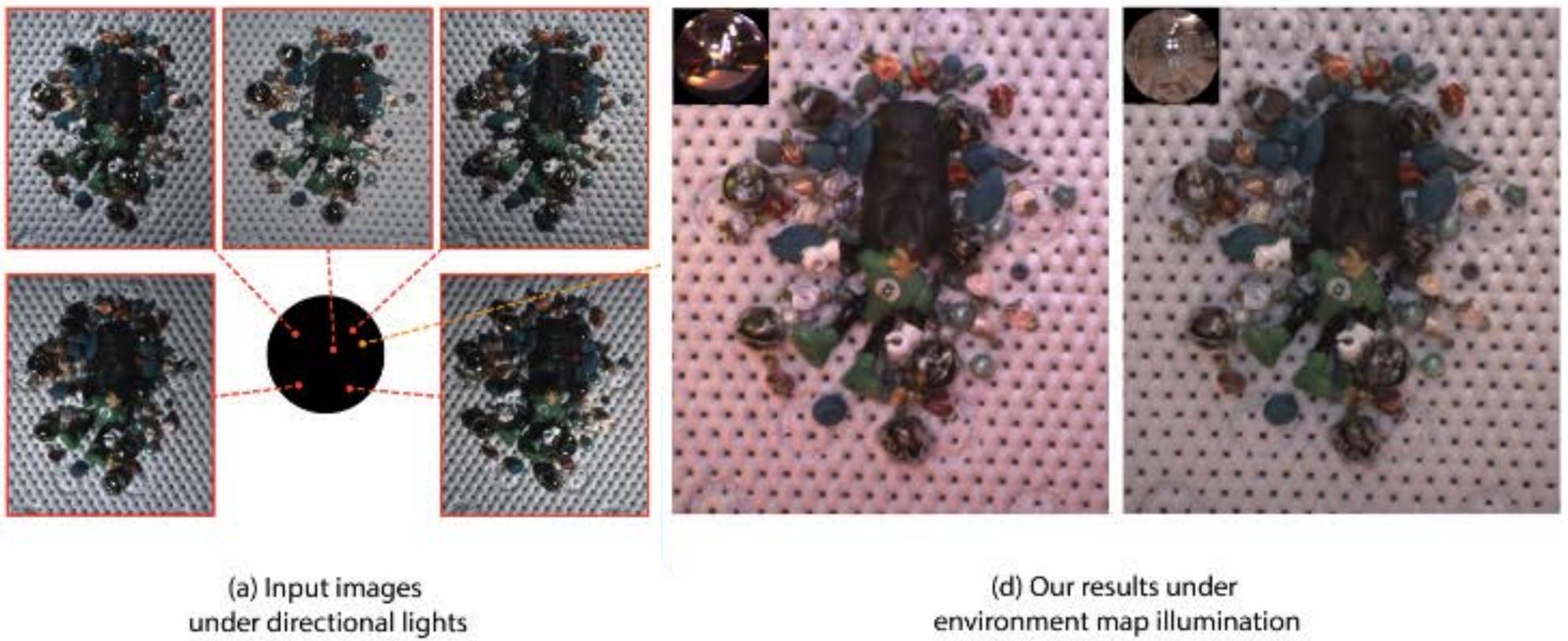
Xu, Zexiang, et al. "Deep image-based relighting from optimal sparse samples." SIGGRAPH 2018



novel directional light

novel directional light

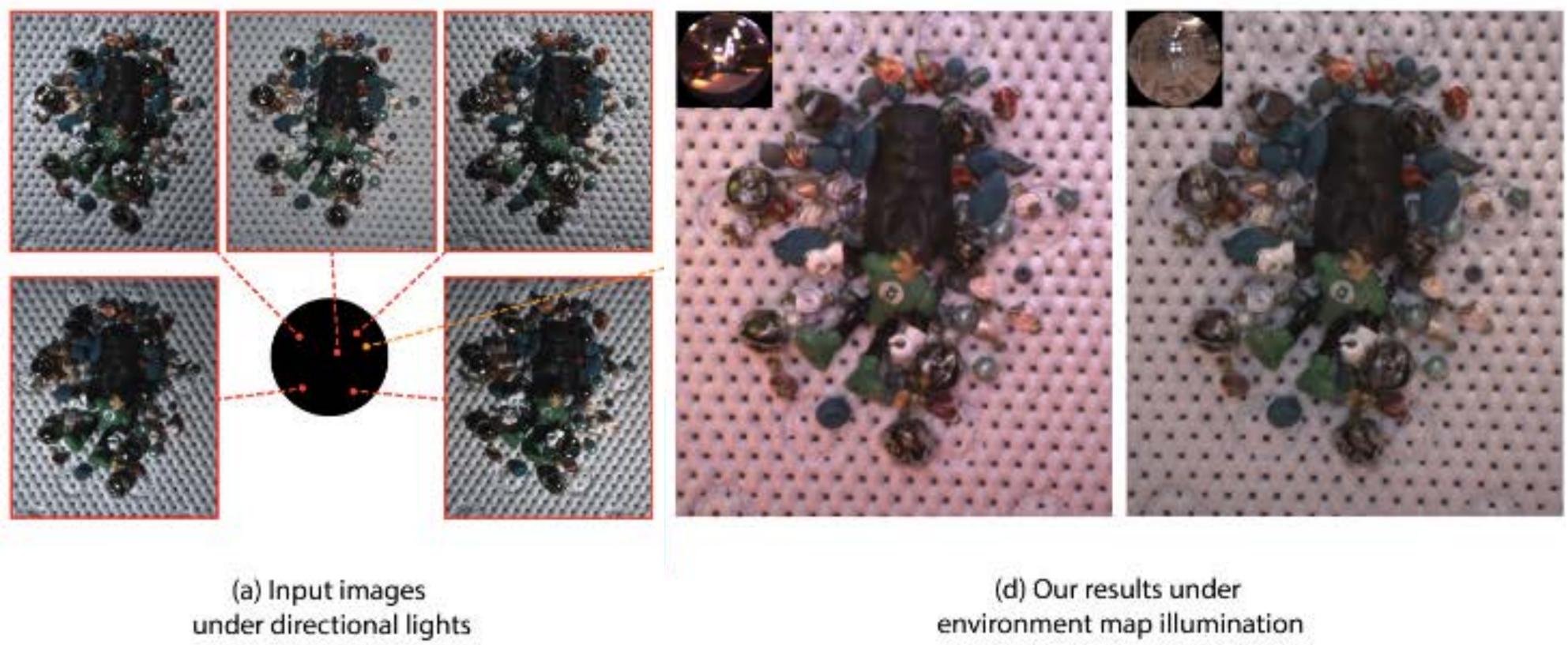
Deep image-based relighting



Xu, Zexiang, et al. "Deep image-based relighting from optimal sparse samples." SIGGRAPH 2018



Previous work Deep image-based relighting capture 5 images and do relighting via neural network



Xu, Zexiang, et al. "Deep image-based relighting from optimal sparse samples." SIGGRAPH 2018





• Portrait lighting transfer



Shu, Zhixin, et al. "Portrait lighting transfer using a mass transport approach." SIGGRAPH 2018



• Portrait lighting transfer



Shu, Zhixin, et al. "Portrait lighting transfer using a mass transport approach." SIGGRAPH 2018



Portrait lighting transfer transfer lighting from one portrait to another



Shu, Zhixin, et al. "Portrait lighting transfer using a mass transport approach." SIGGRAPH 2018





SfSNet



Sengupta, Soumyadip, et al. "SfSNet: Learning Shape, Reflectance and Illuminance of Faces in the Wild'." CVPR 2018.





Normal

Shading

Albedo



Sengupta, Soumyadip, et al. "SfSNet: Learning Shape, Reflectance and Illuminance of Faces in the Wild'." CVPR 2018.



SfSNet: deep intrinsic decomposition mostly trained on synthetic faces



Shading

Normal

Albedo

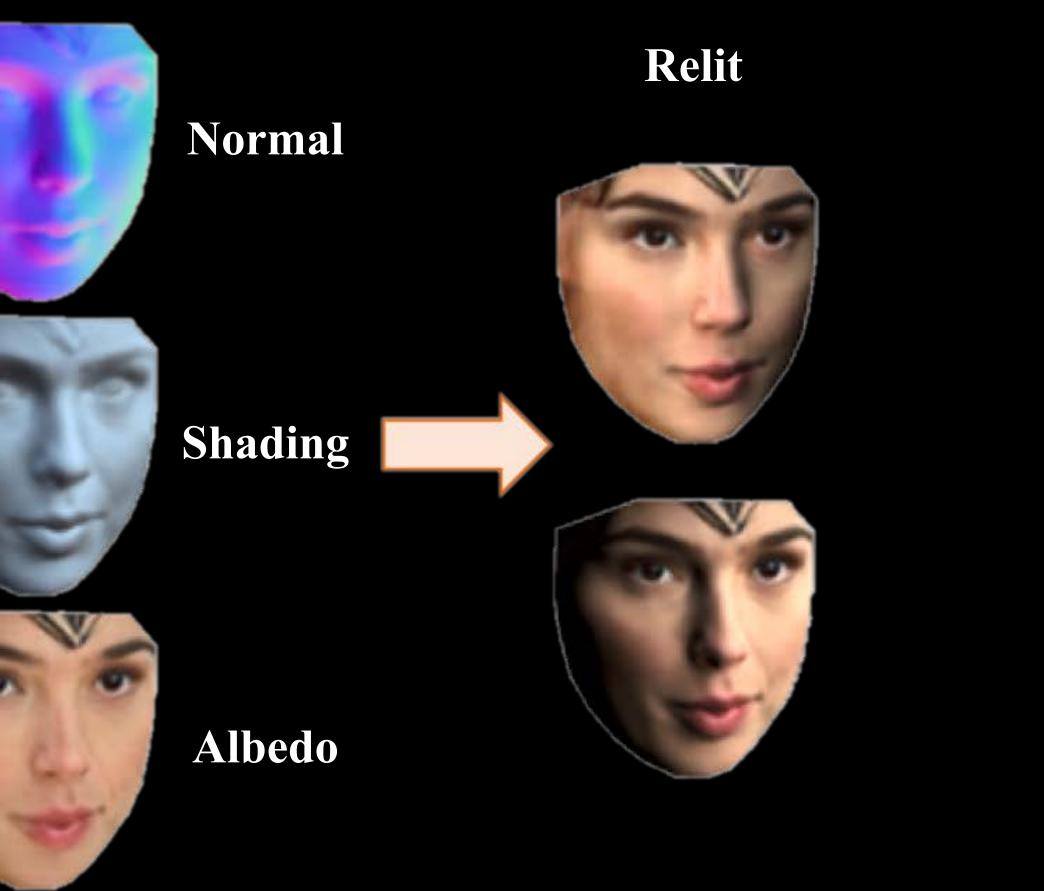




Sengupta, Soumyadip, et al. "SfSNet: Learning Shape, Reflectance and Illuminance of Faces in the Wild'." CVPR 2018.



SfSNet: deep intrinsic decomposition mostly trained on synthetic faces







Goal: practical relighting on single portrait image



Overview

- Goal: practical relighting on single portrait image
- Practical in detail:
 - Robust to the pose and camera view
 - Work well on natural lightings
 - Adapt to high-resolution images
 - Run at interactive rate



Overview

- Goal: practical relighting on single portrait image
- Practical in detail:
 - Robust to the pose and camera view
 - Work well on natural lightings
 - Adapt to high-resolution images
 - Run at interactive rate
- Solution: Deep Neural Network + Real Face Data.



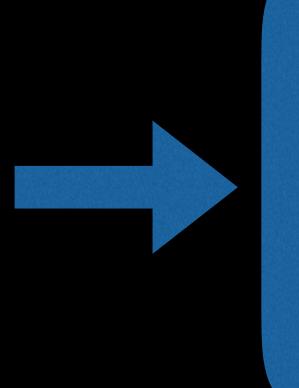




portrait under lighting A





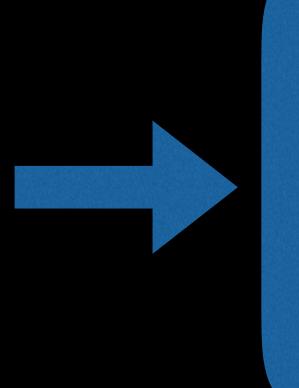


portrait under lighting A



Portrait Relighting System (Neural Network)



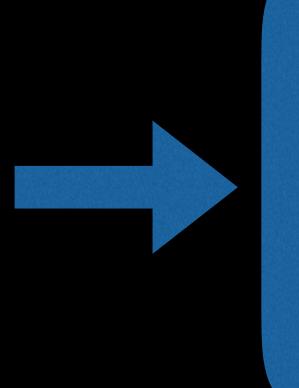


portrait under lighting A



Portrait Relighting System (Neural Network)

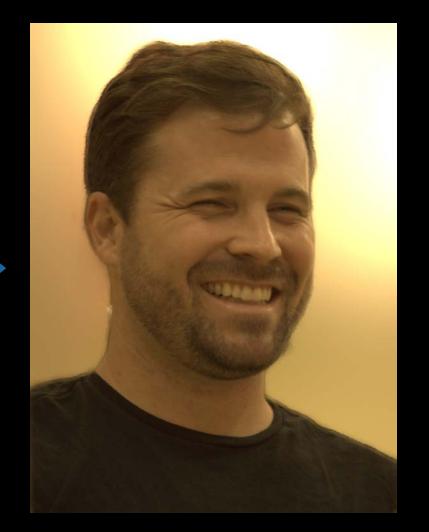




portrait under lighting A



Portrait Relighting System (Neural Network)



portrait under lighting **B**

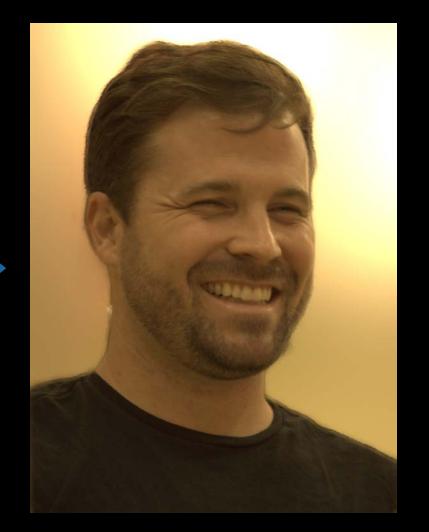


portrait under lighting A

lighting A



Portrait Relighting System (Neural Network)



portrait under lighting B



lighting A

portrait under lighting A



Portrait Relighting System (Neural Network)



portrait under lighting B



lighting A

portrait under lighting A



Portrait Relighting System (Neural Network)



portrait under lighting B



lighting A

portrait under lighting A



Portrait Relighting System (Neural Network)



portrait under lighting B

How can we get the portrait pair for training?



Portrait Relighting System (Neural Network)

lighting A

portrait under lighting A

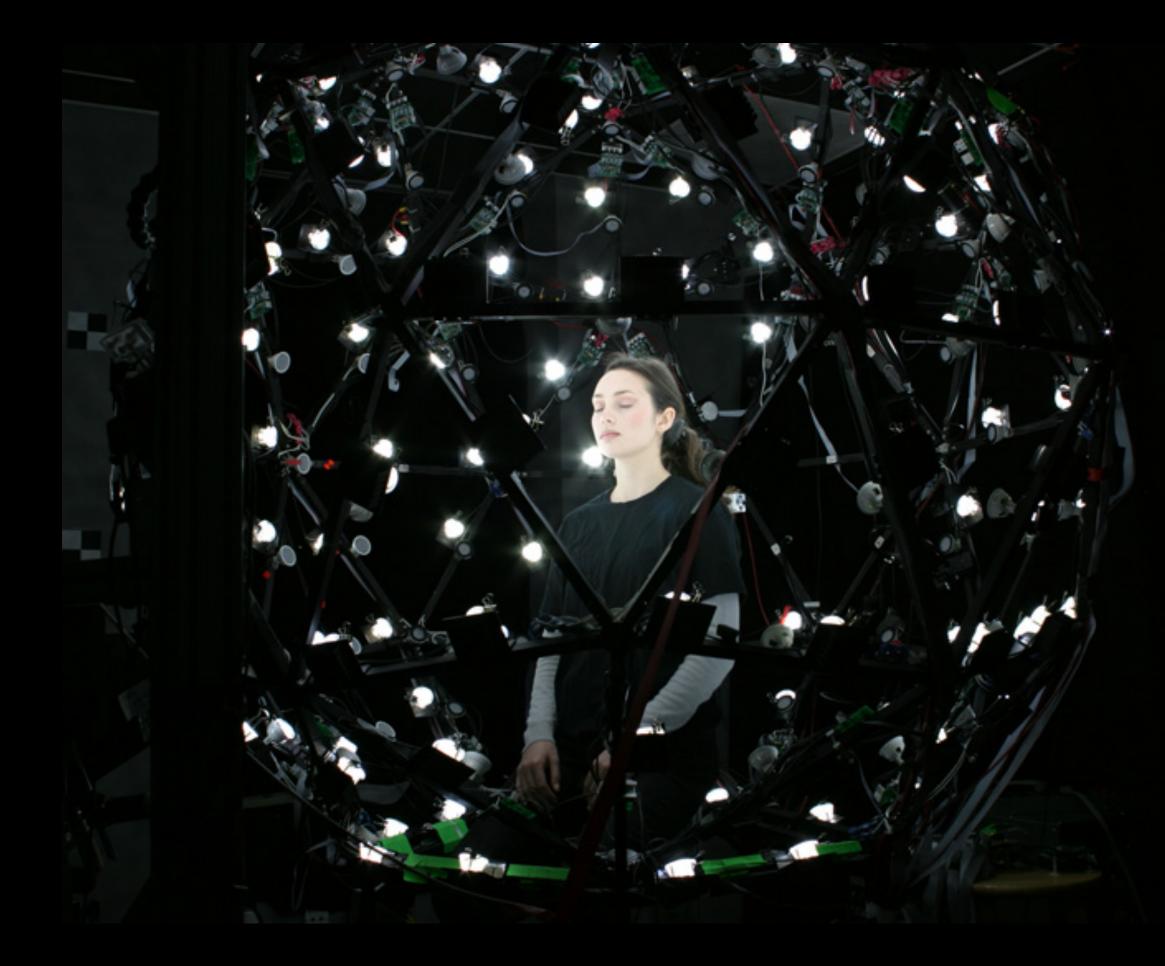




portrait under lighting B

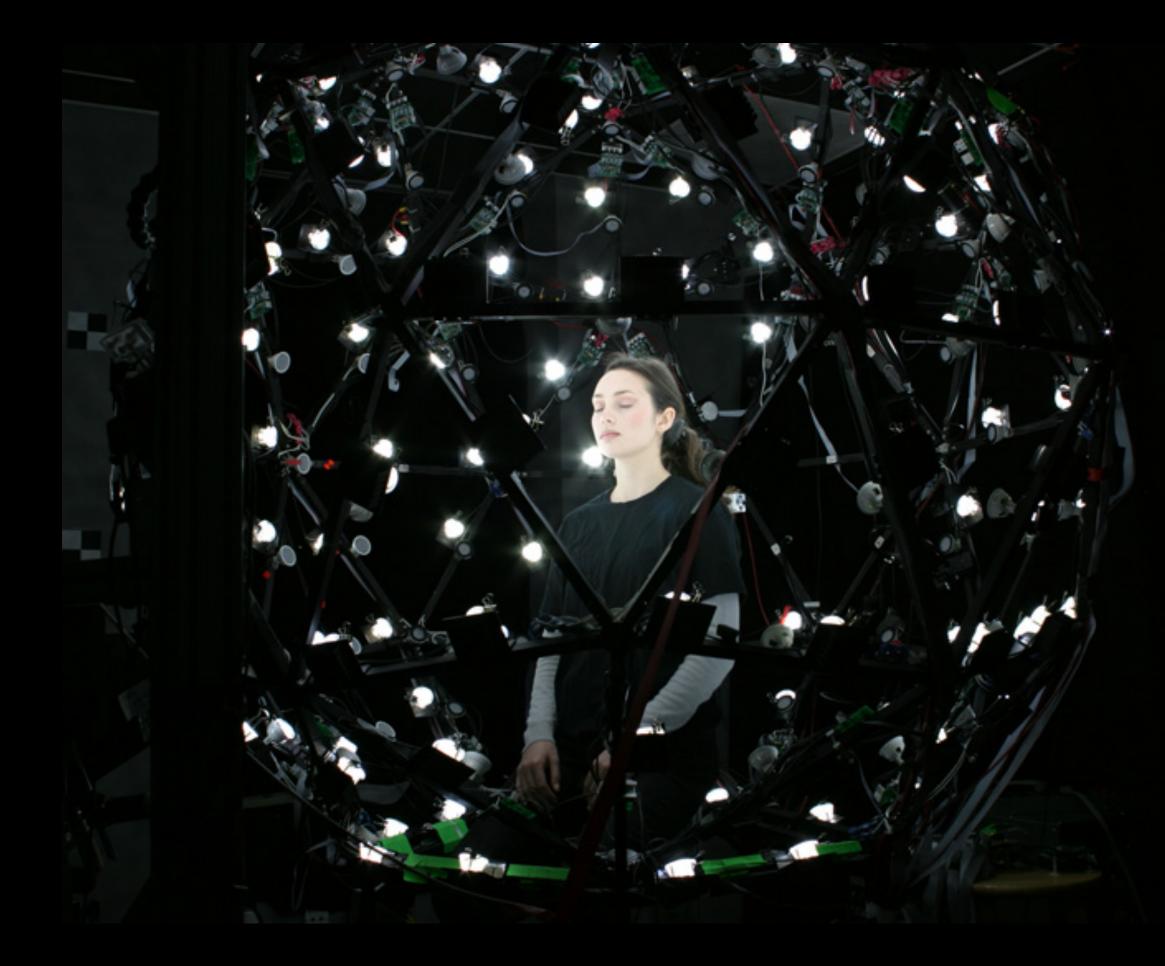


Method: Data Light Stage





Method: Data Light Stage





One-Light-At-a-Time scans (OLAT)







Debevec, Paul, et al. "Acquiring the reflectance field of a human face." SIGGRAPH 2000.



captured OLAT captured OLAT

Debevec, Paul, et al. "Acquiring the reflectance field of a human face." SIGGRAPH 2000.





lighting



Debevec, Paul, et al. "Acquiring the reflectance field of a human face." SIGGRAPH 2000.



captured OLAT



lighting

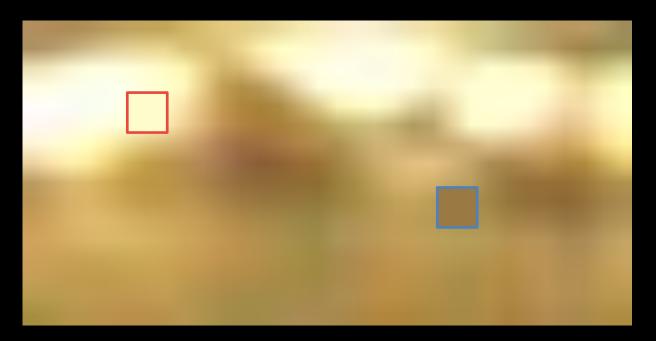


Debevec, Paul, et al. "Acquiring the reflectance field of a human face." SIGGRAPH 2000.



latitude-longitude representation

captured OLAT



lighting



captured OLAT captured OLAT

Debevec, Paul, et al. "Acquiring the reflectance field of a human face." SIGGRAPH 2000.



latitude-longitude representation



lighting

captured OLAT captured OLAT

Debevec, Paul, et al. "Acquiring the reflectance field of a human face." SIGGRAPH 2000.



latitude-longitude representation

X



lighting

captured OLAT captured OLAT

Х

• • • • • •

Debevec, Paul, et al. "Acquiring the reflectance field of a human face." SIGGRAPH 2000.



latitude-longitude representation

X



lighting

captured OLAT captur

Debevec, Paul, et al. "Acquiring the reflectance field of a human face." SIGGRAPH 2000.

Х



latitude-longitude representation



.....

relit image (background removed)

X



lighting

captured OLAT captur

Debevec, Paul, et al. "Acquiring the reflectance field of a human face." SIGGRAPH 2000. Wadhwa, Neal, et al. "Synthetic depth-of-field with a single-camera mobile phone." SIGGRAPH 2018



latitude-longitude representation



relit image (background removed)



- OLAT images



- OLAT images

 - Each OLAT captured with 7 cameras in 6 seconds.



- OLAT images

 - Each OLAT captured with 7 cameras in 6 seconds.
- HDR lighting environments

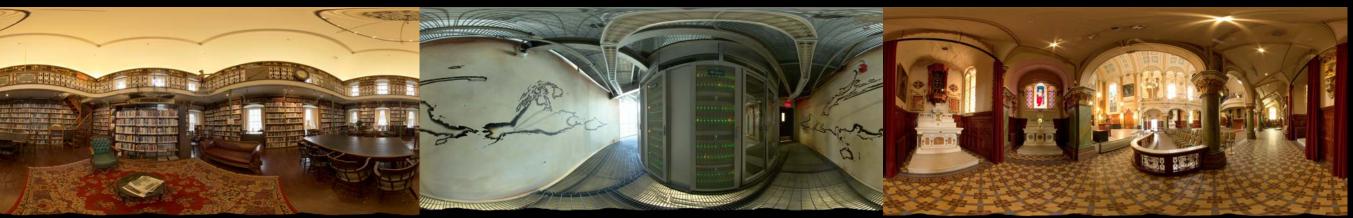


- OLAT images

 - Each OLAT captured with 7 cameras in 6 seconds.
- HDR lighting environments
 - ~2000 indoor HDR lighting from Laval Dataset







- OLAT images

 - Each OLAT captured with 7 cameras in 6 seconds.
- HDR lighting environments
 - ~2000 indoor HDR lighting from Laval Dataset
 - $\sim 1000 \text{ outdoor HDR}$ lighting from the web





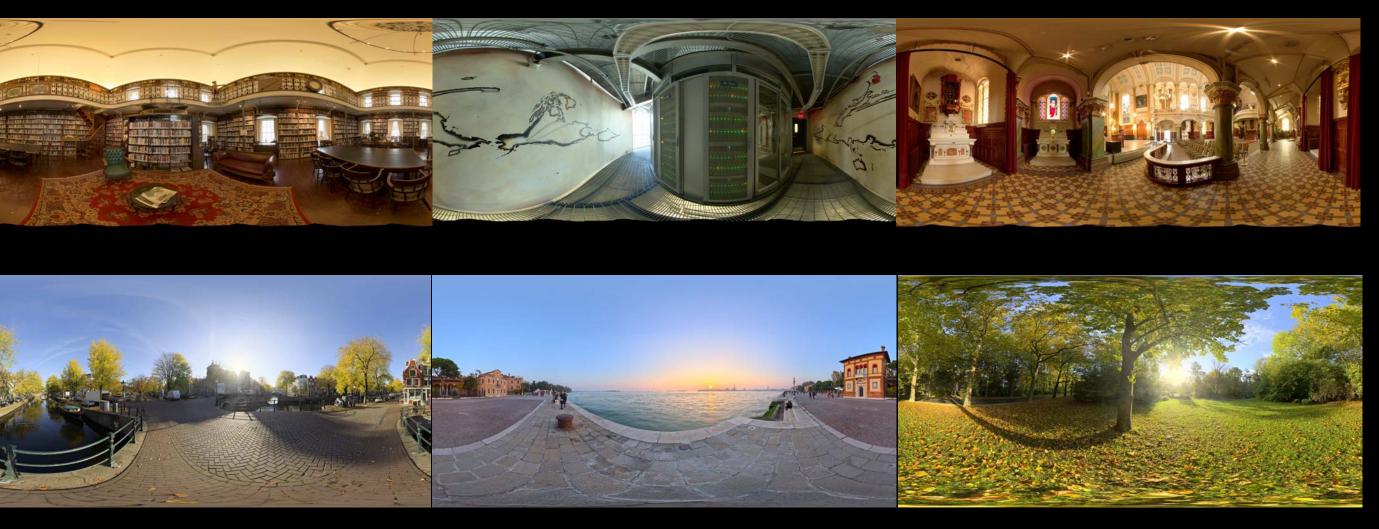




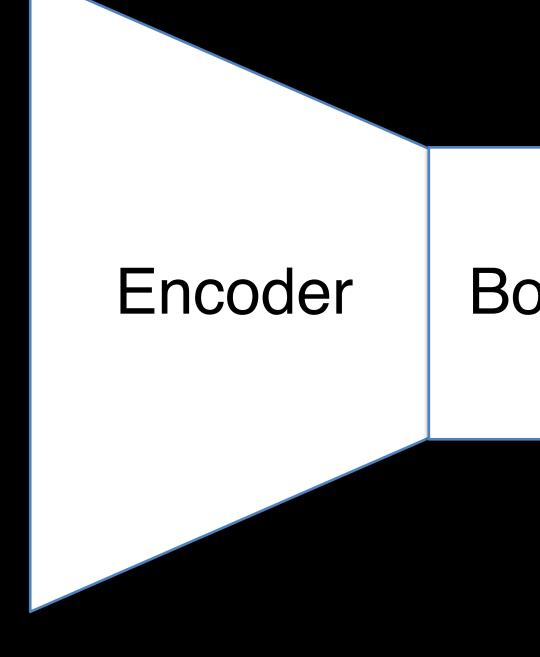
- OLAT images

 - Each OLAT captured with 7 cameras in 6 seconds.
- HDR lighting environments
 - ~2000 indoor HDR lighting from Laval Dataset
 - $\sim 1000 \text{ outdoor HDR}$ lighting from the web
- Total: 226,800 portrait and lighting pairs for training







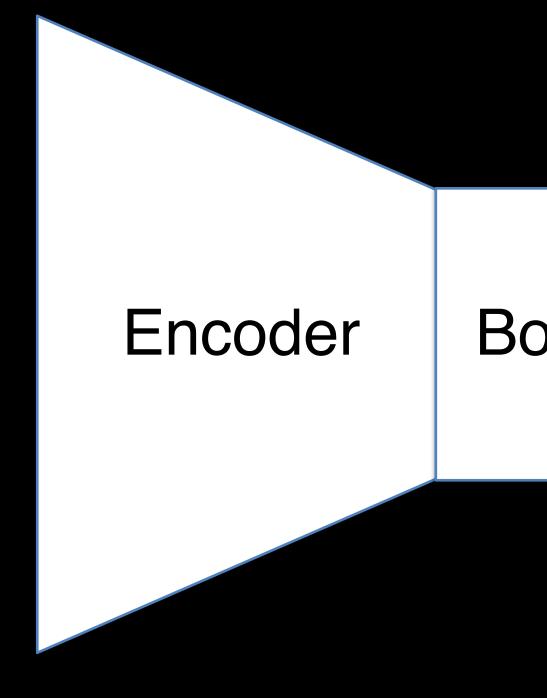




Bottleneck

Decoder

• Task 1: Complete relighting





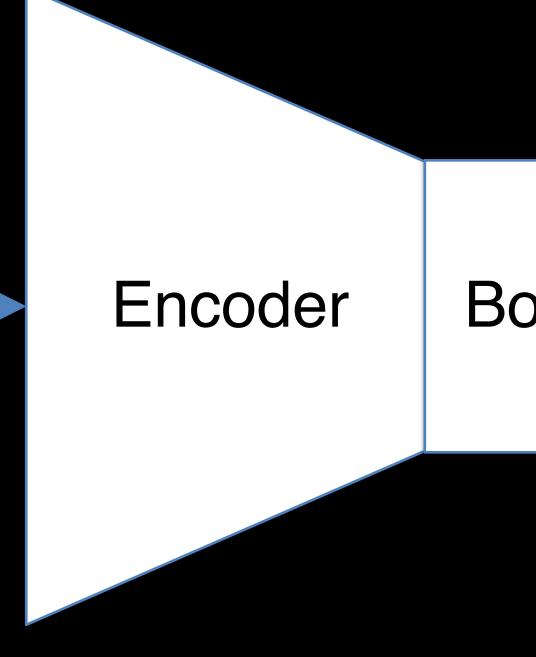
Bottleneck

Decoder

• Task 1: Complete relighting



source image

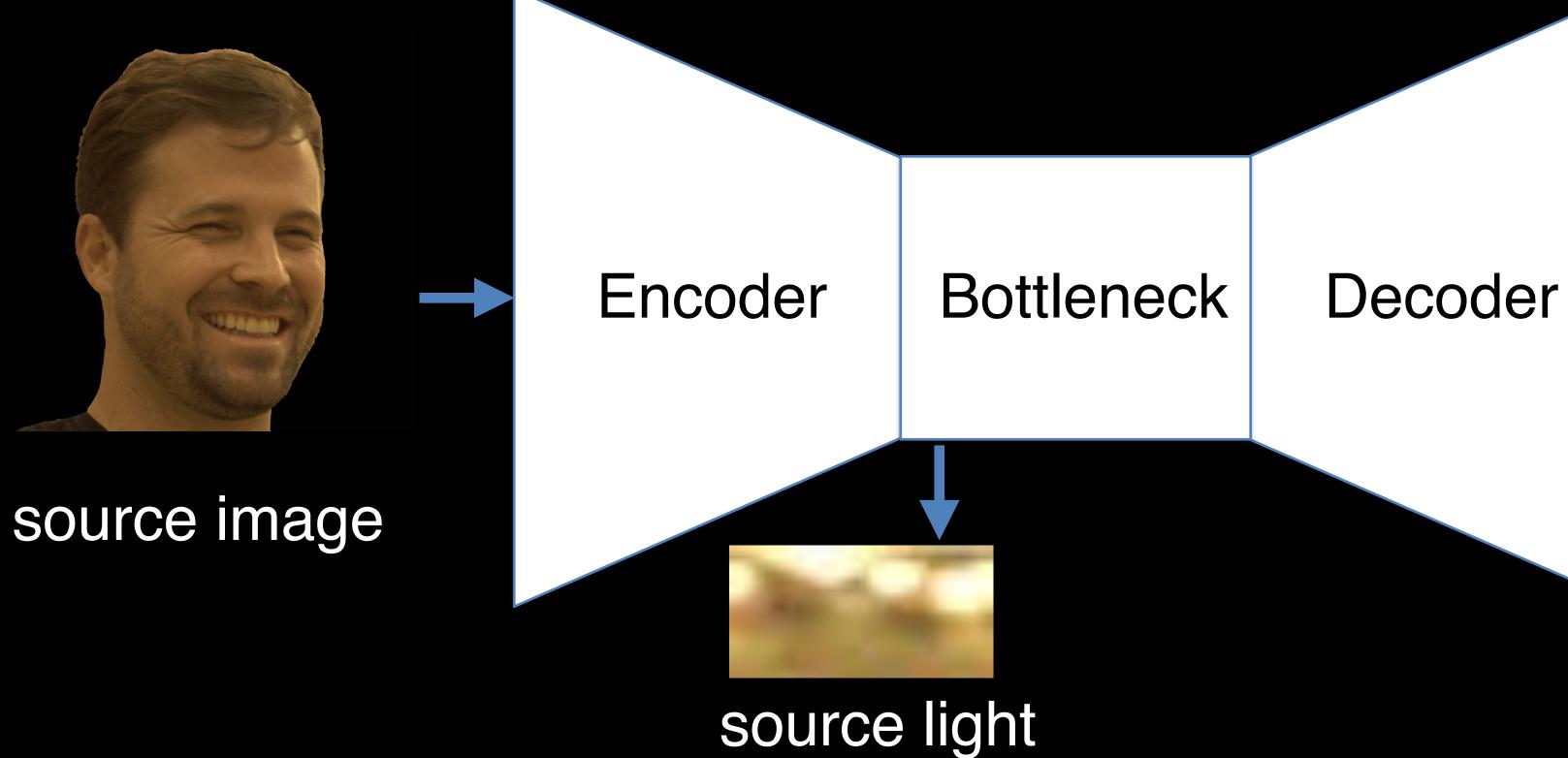




Bottleneck

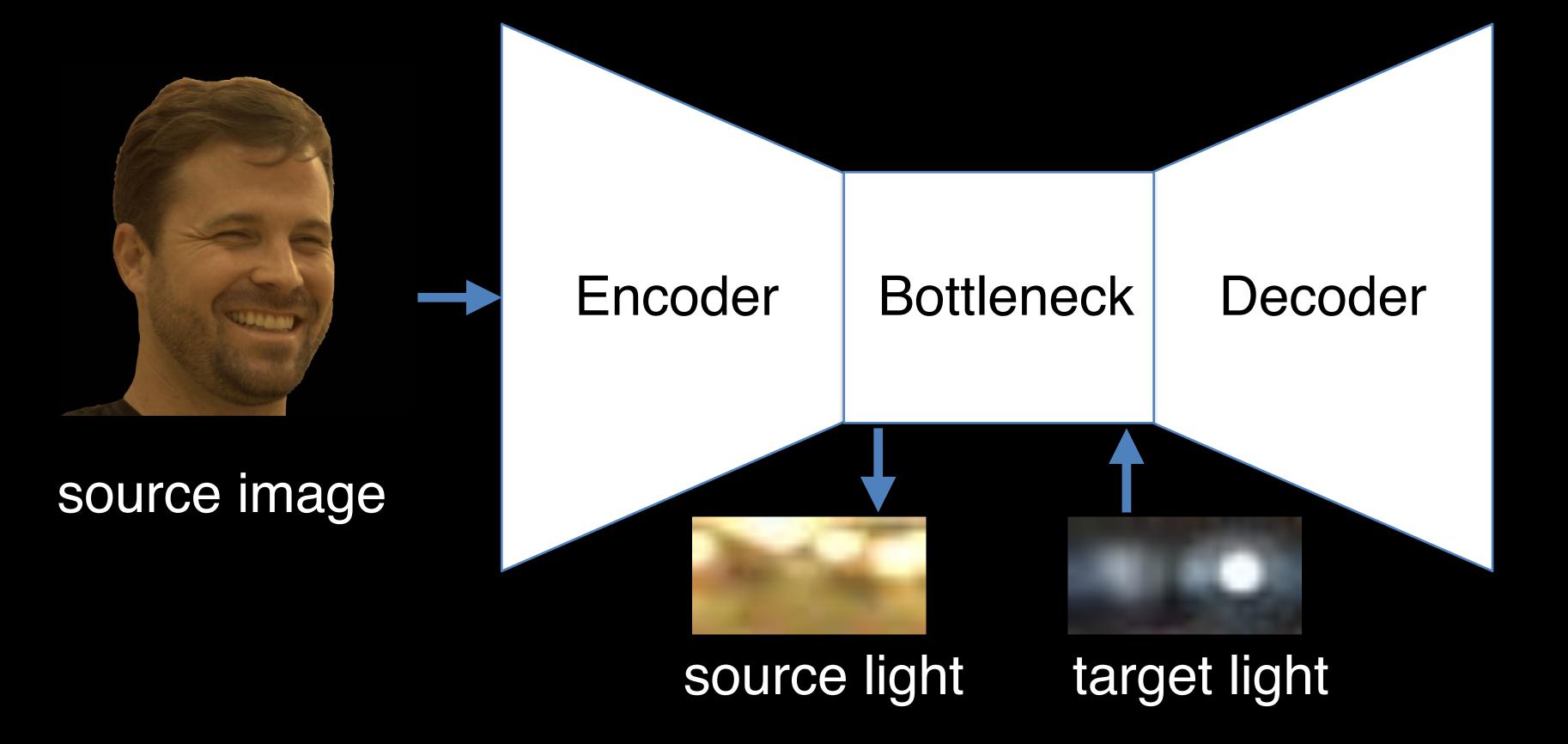
Decoder

• Task 1: Complete relighting



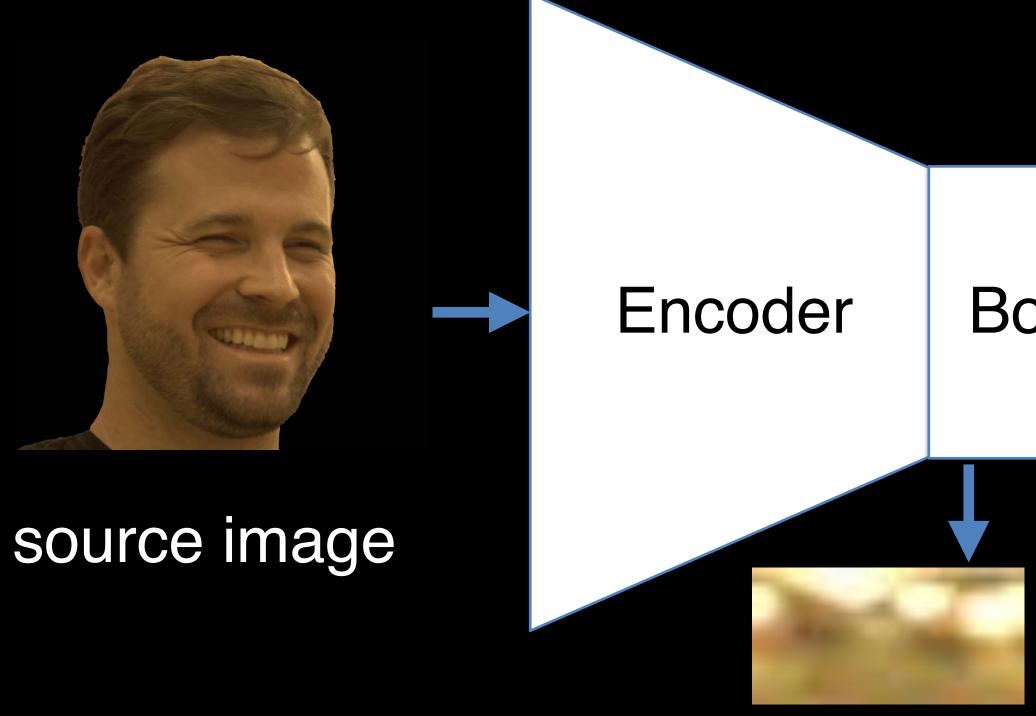


• Task 1: Complete relighting





• Task 1: Complete relighting





Bottleneck [

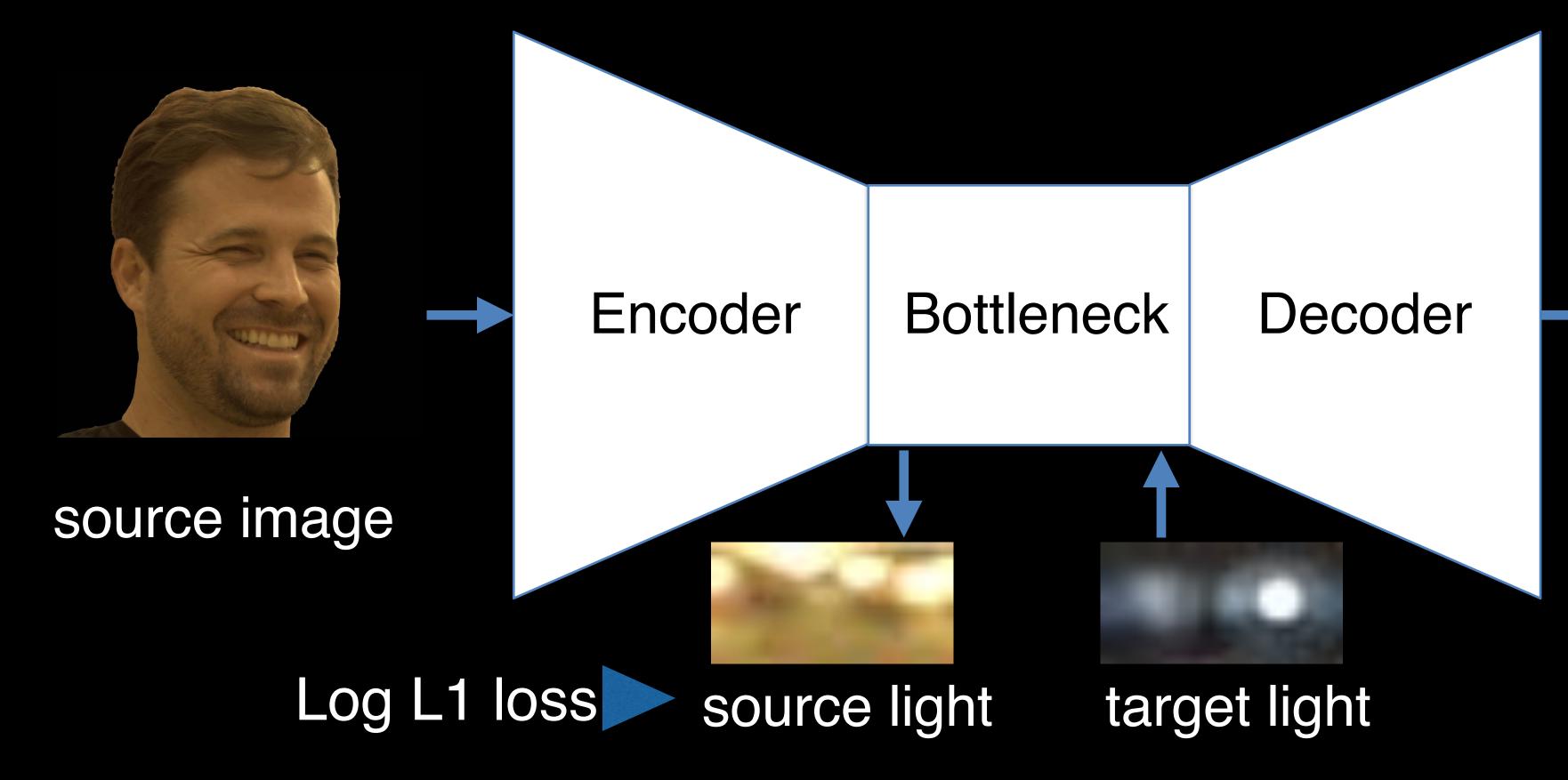
Decoder



target image

source light target light

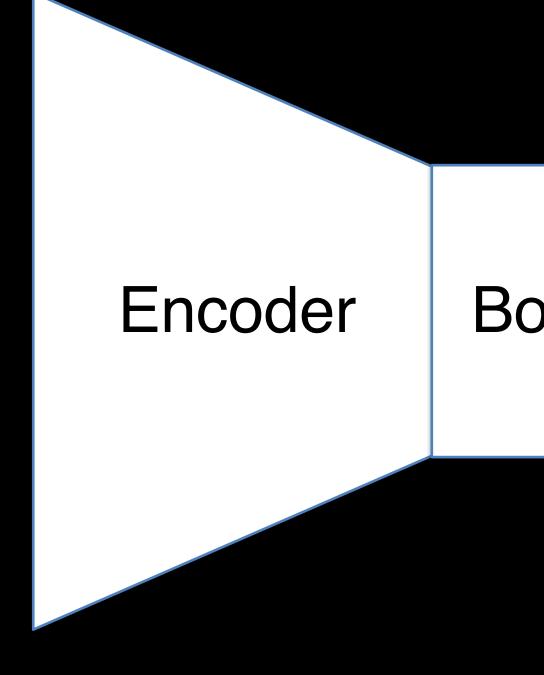
• Task 1: Complete relighting







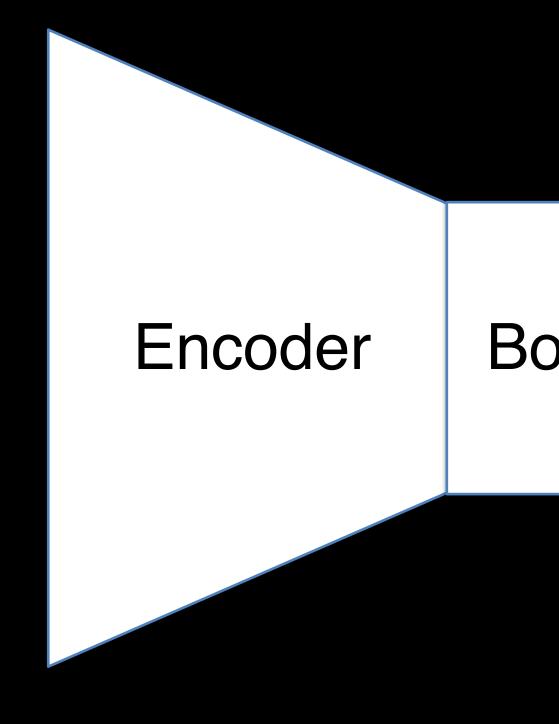
target image





Bottleneck

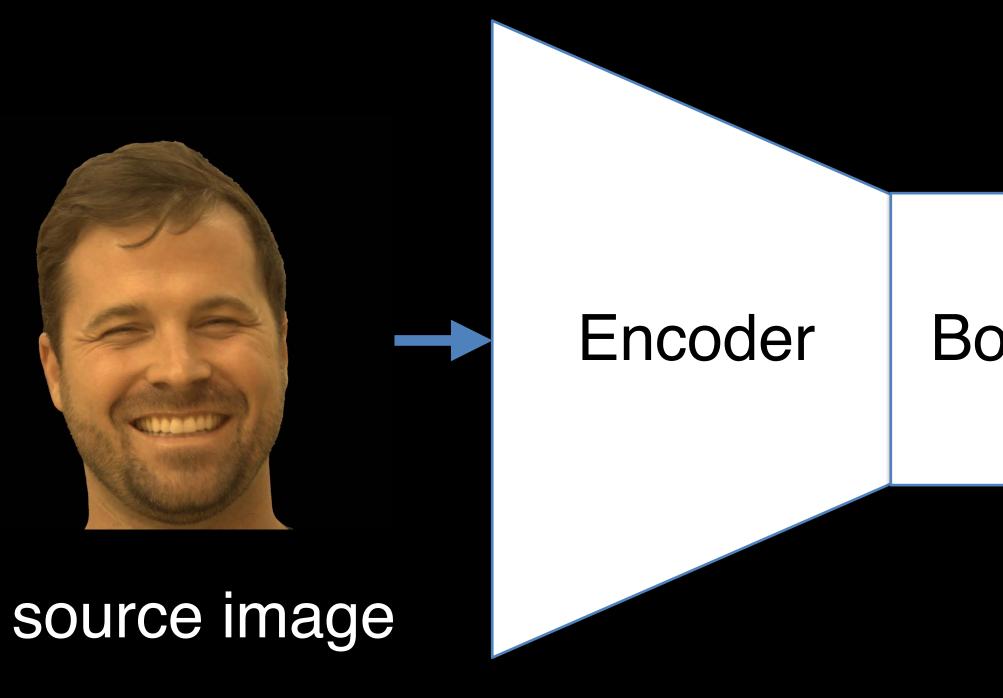
• Task 2: Illumination retargeting





Bottleneck

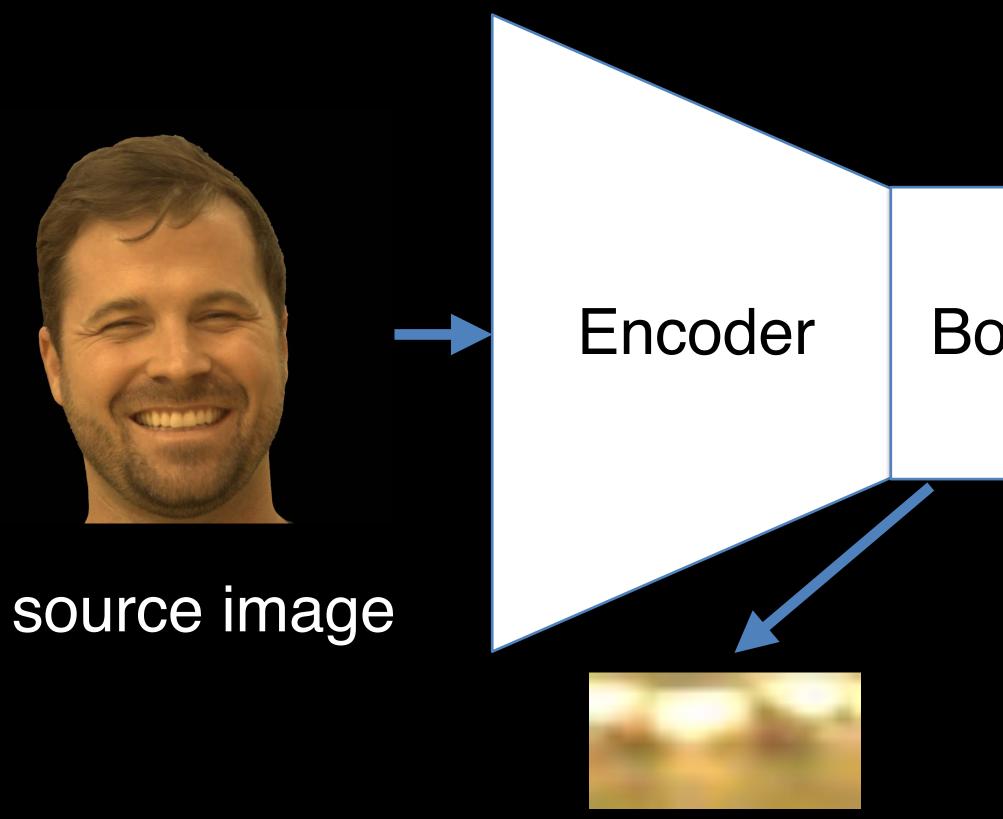
• Task 2: Illumination retargeting





Bottleneck

• Task 2: Illumination retargeting

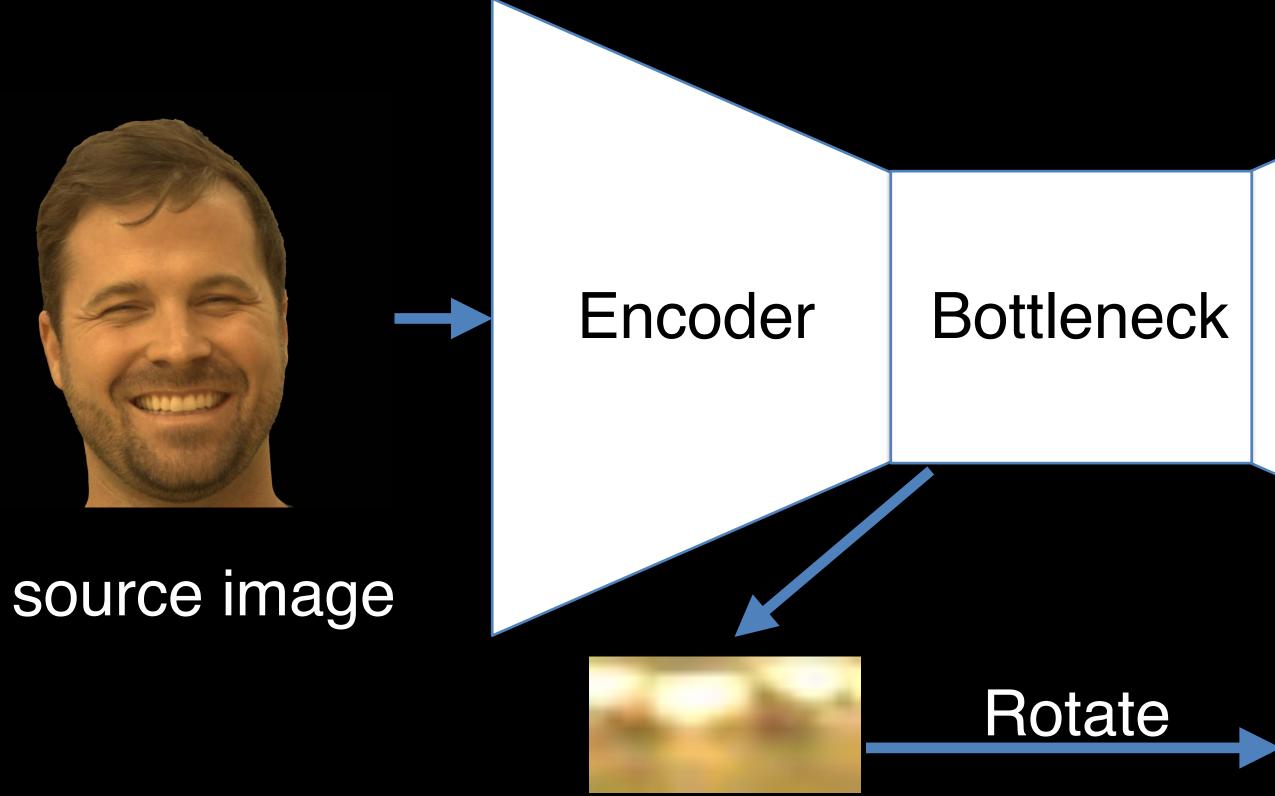


source light



Bottleneck

• Task 2: Illumination retargeting

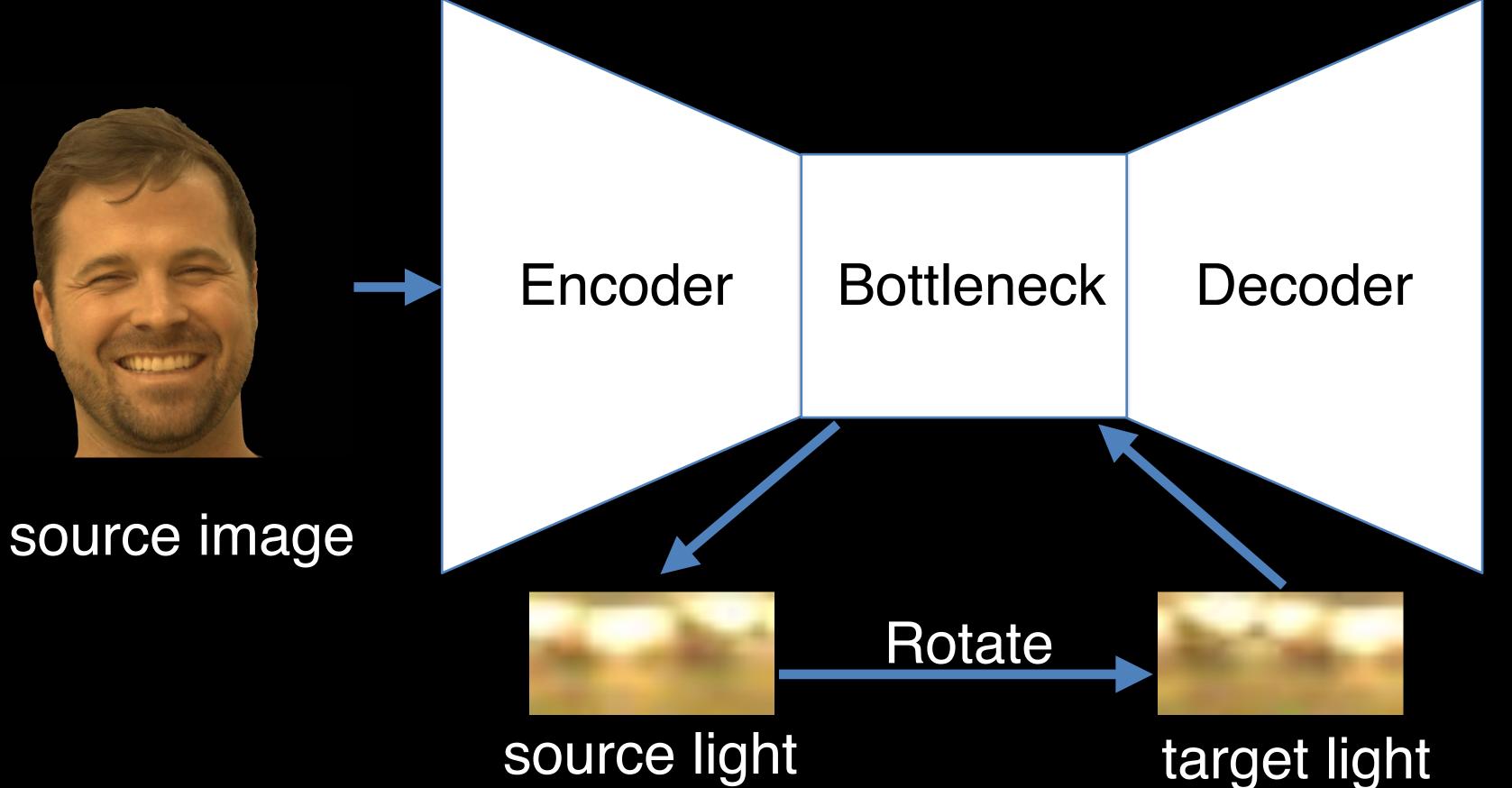


source light



ottleneck Decoder

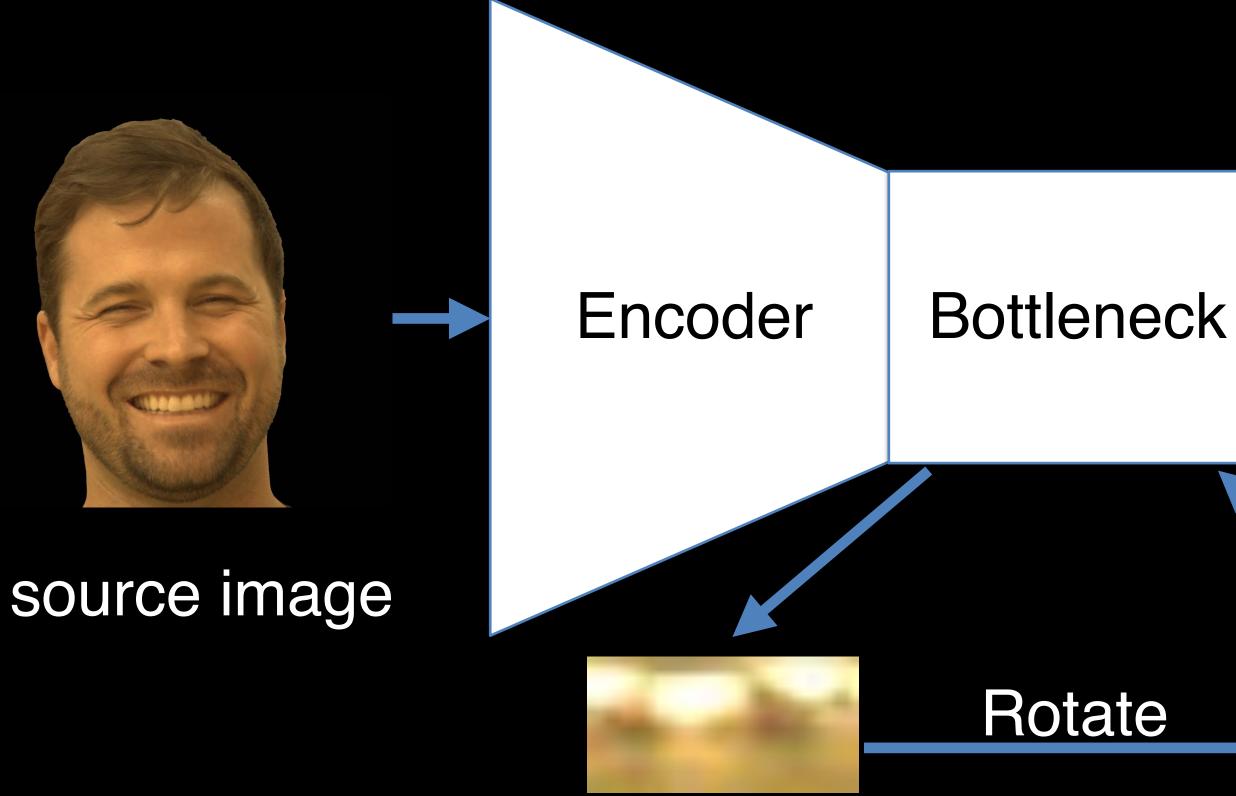
Task 2: Illumination retargeting



source light



Task 2: Illumination retargeting



source light



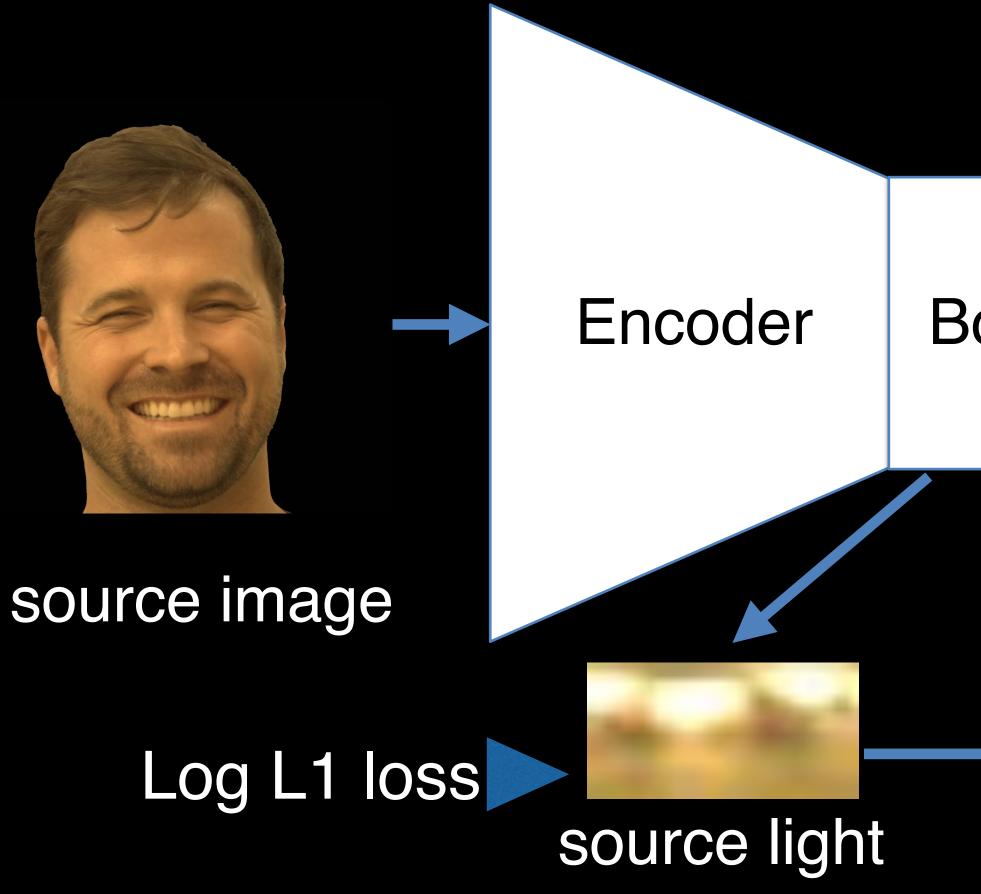
Decoder



target image

target light

• Task 2: Illumination retargeting





L1 loss

Bottleneck

Decoder

target image

Rotate

target light



- Network structure
 - **U-Net**

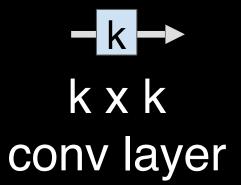
Spatial Resolution:

256 x 256

1<u>2</u>8 x 128 64 x 64 k

k k-dimensional input/label

k-dimensional activation





16 x 16 32 x 32 weighted

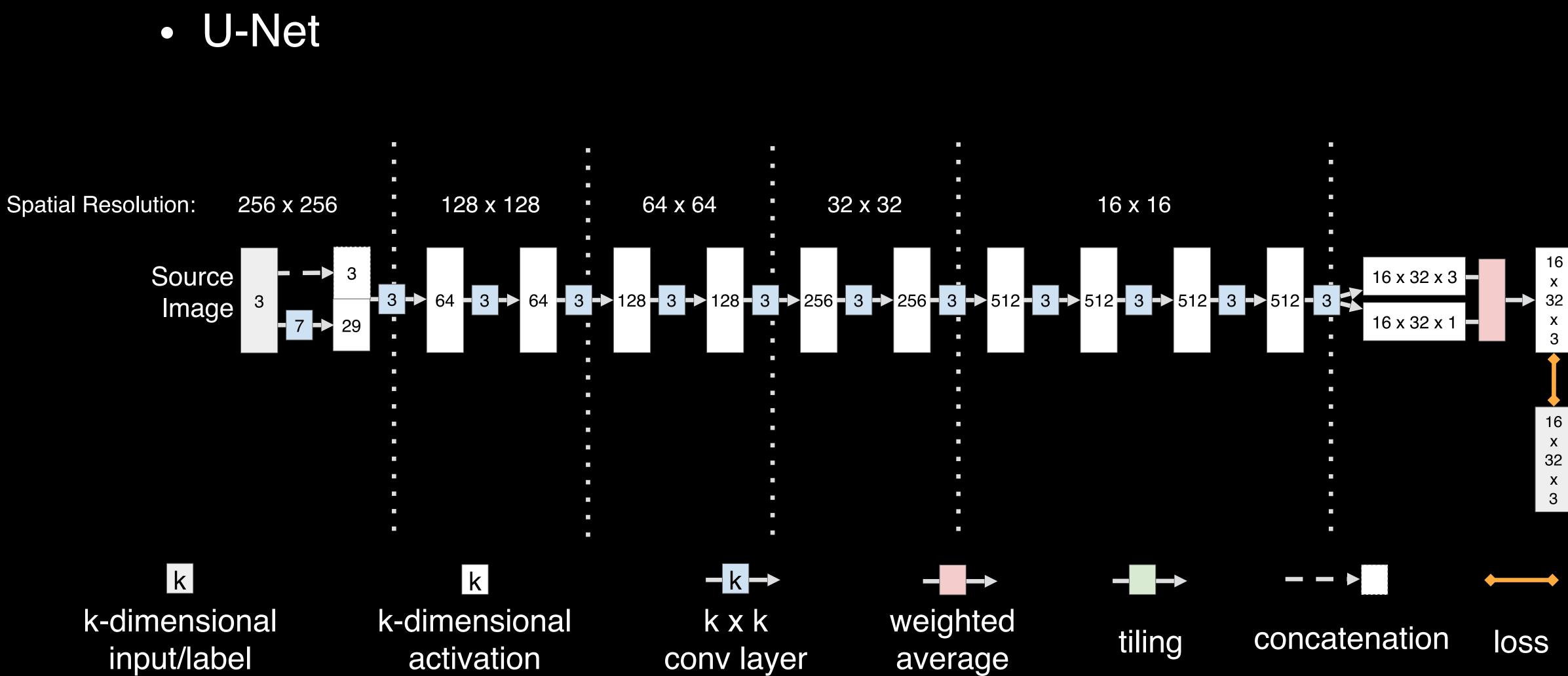
tiling

concatenation

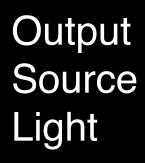
loss

average

- Network structure

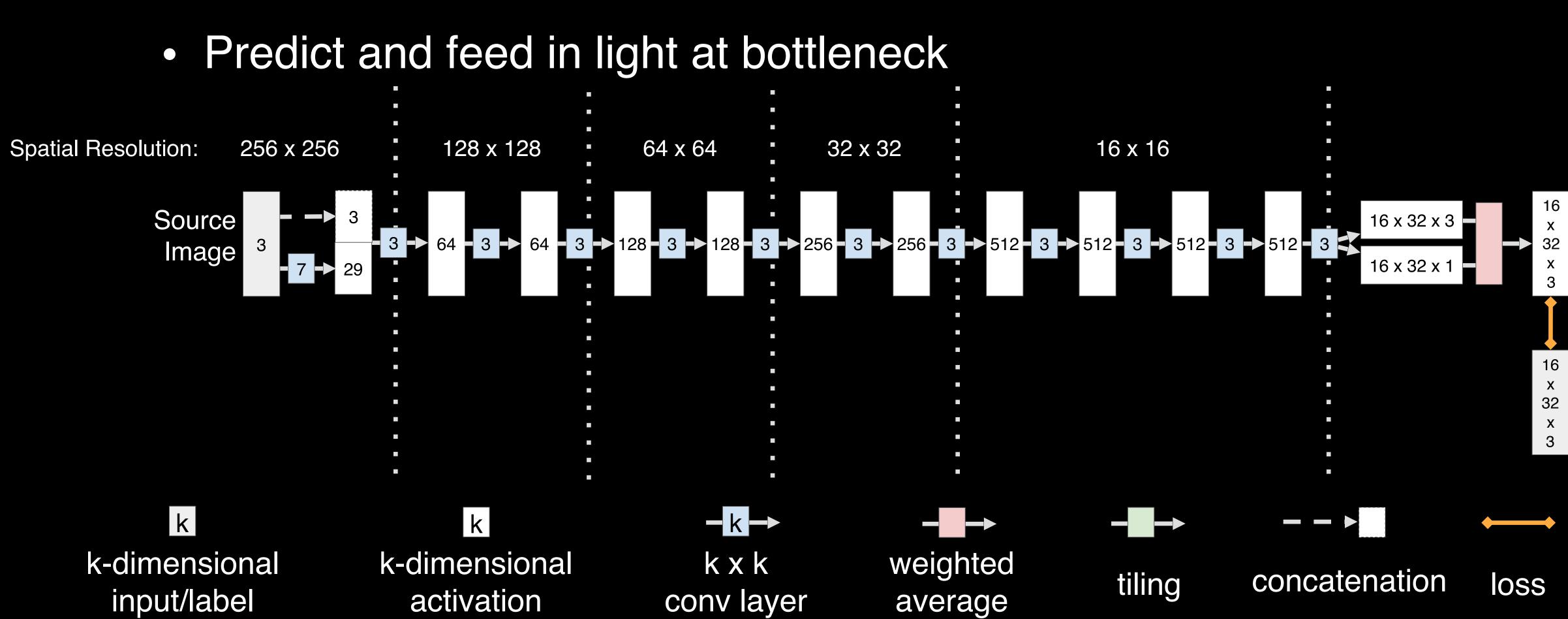




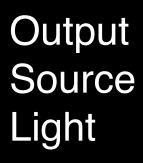




- Network structure
 - **U-Net**

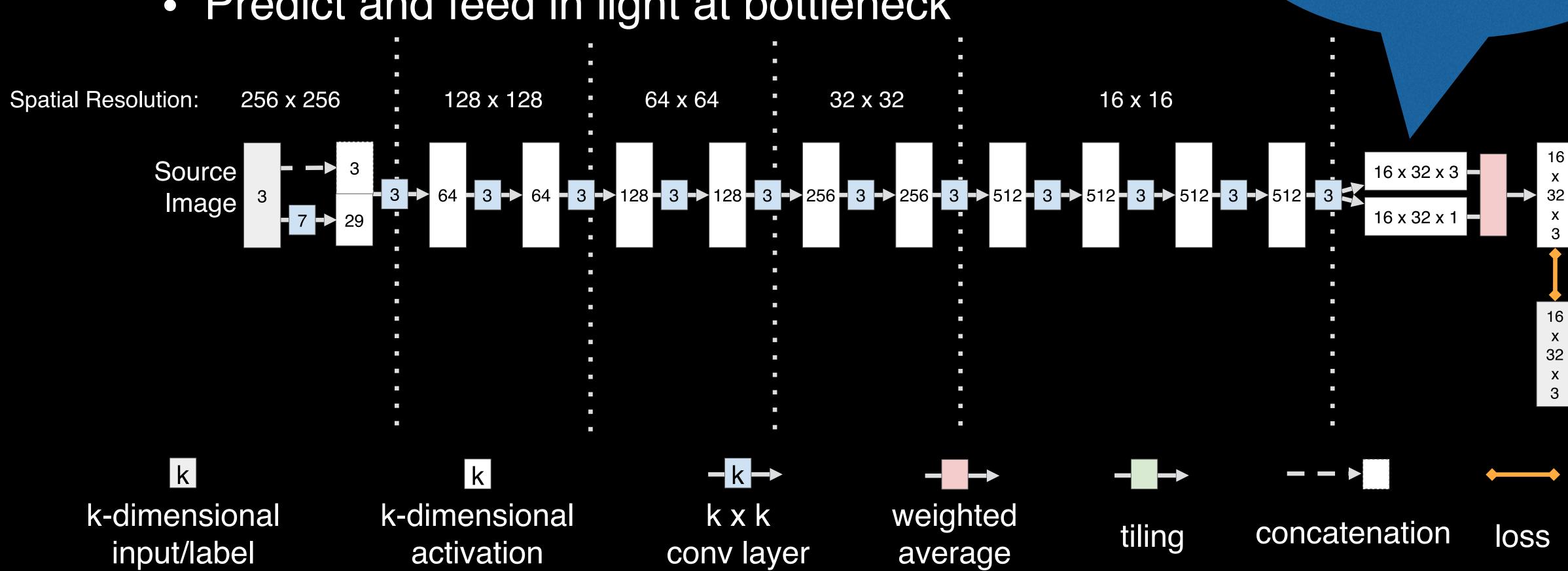








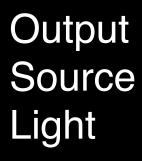
- Network structure
 - **U-Net**
 - Predict and feed in light at bottleneck





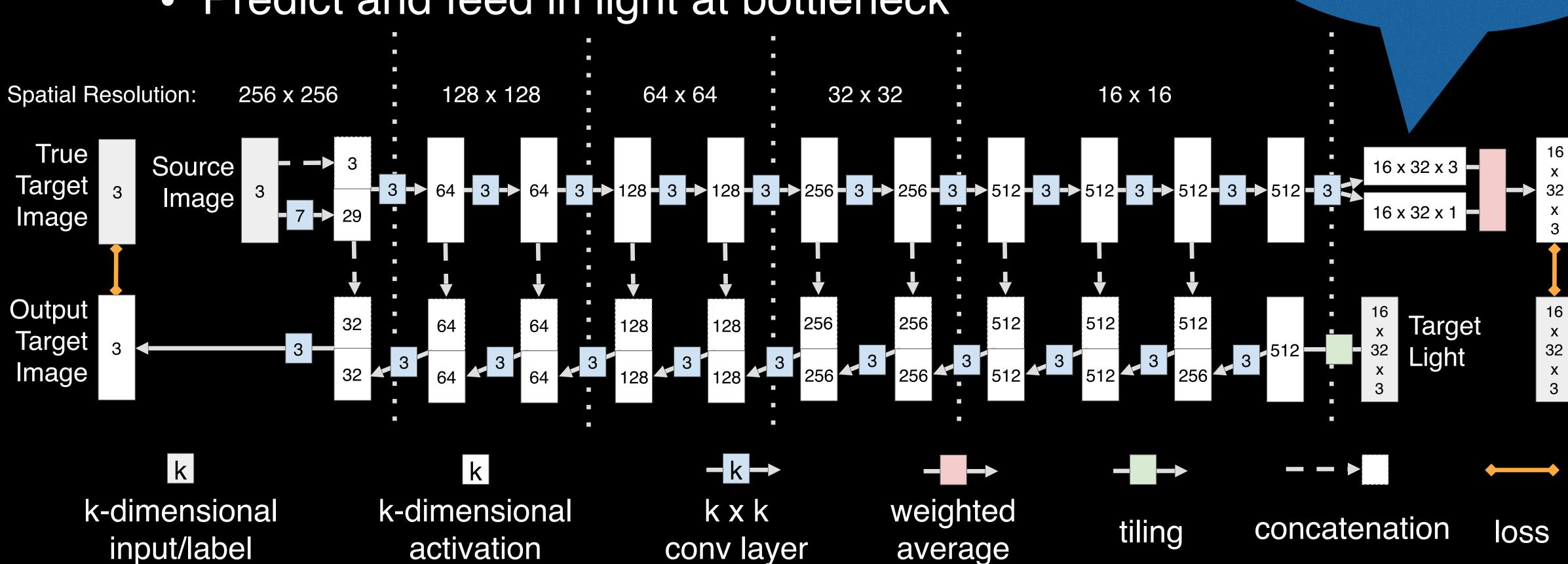
confidence learning module





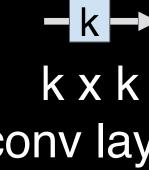


- Network structure
 - **U-Net**
 - Predict and feed in light at bottleneck



input/label

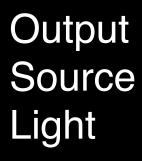
activation





confidence learning module









Confidence learning



Confidence learning





Method: Training Confidence learning



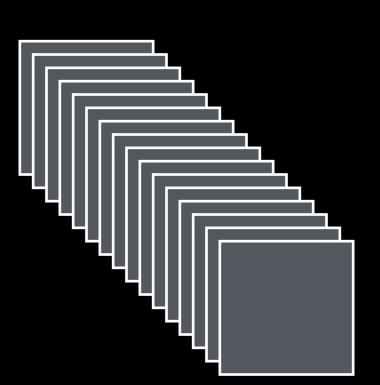




Method: Training Confidence learning



Several conv layers





Method: TrainingConfidence learning



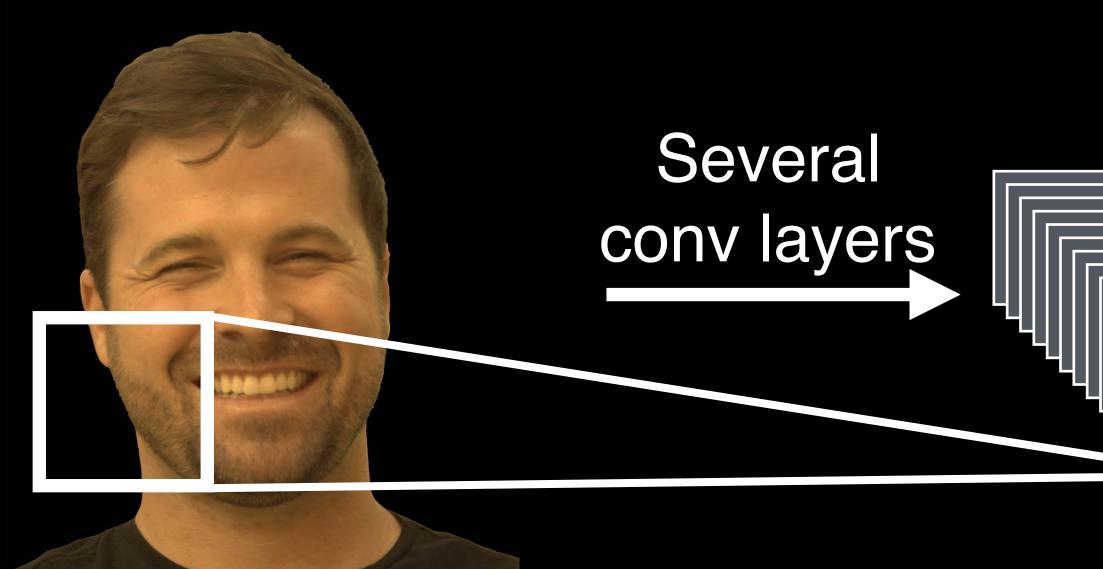
Several conv layers





resolution of the light

Method: Training • Confidence learning

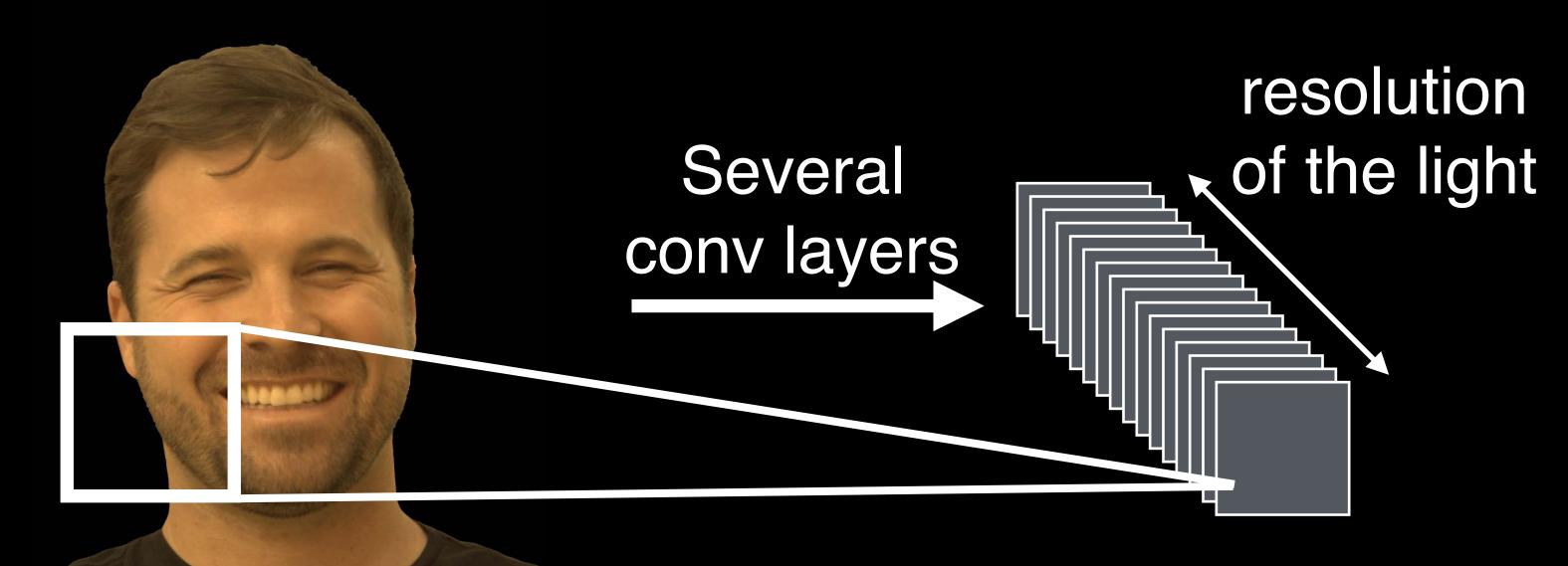


Light prediction on each image patch

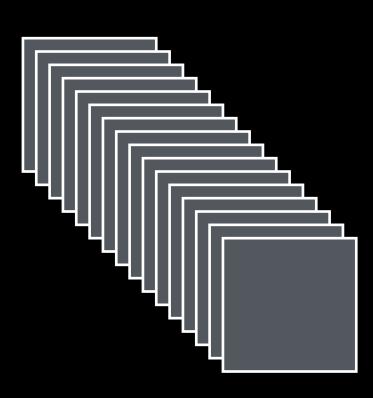


resolution of the light

- Confidence learning
 - Predict the confidence of light prediction



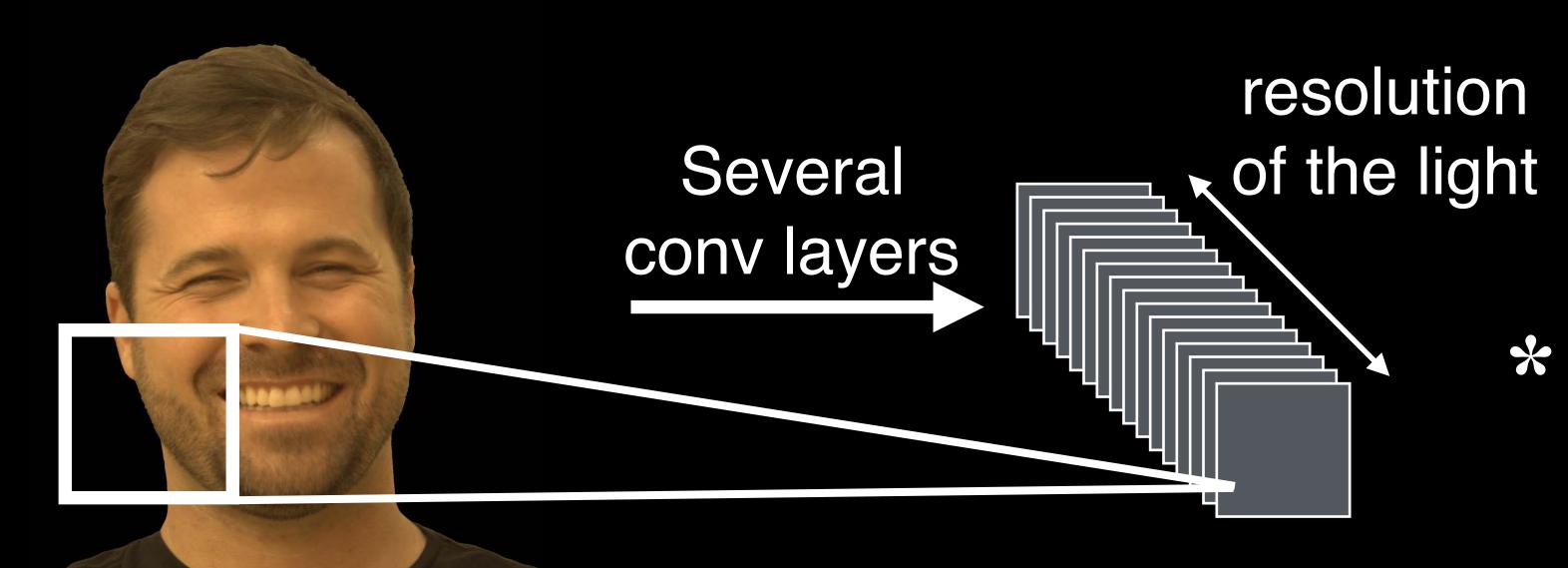




Light prediction on each image patch

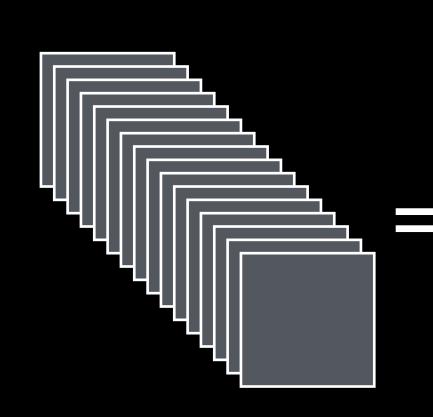
Confidence of prediction on each image patch

- Confidence learning
 - Predict the confidence of light prediction





Reshape

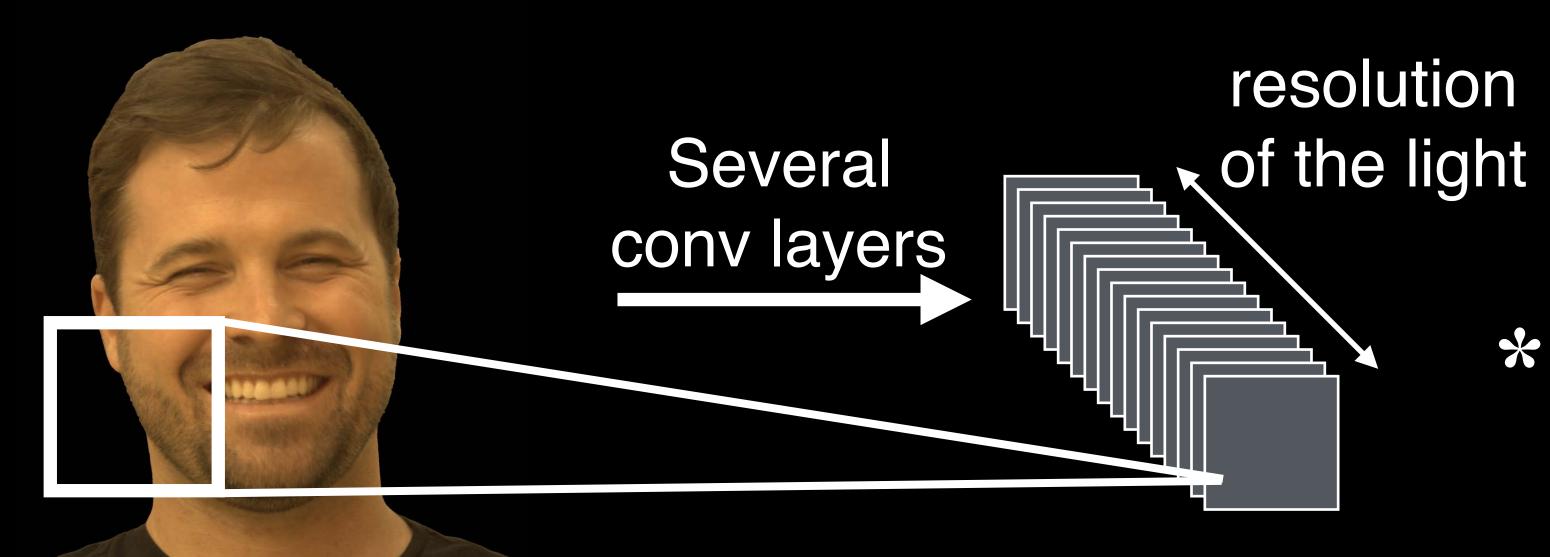


Light prediction on each image patch

Confidence of prediction on each image patch

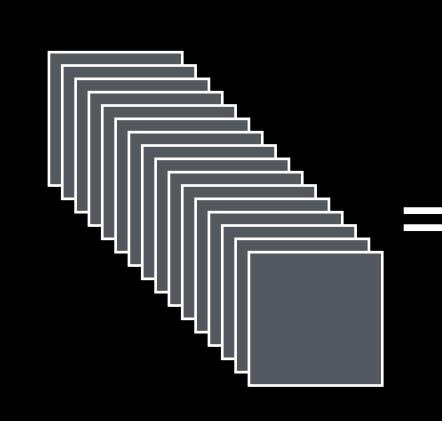


- Confidence learning
 - Predict the confidence of light prediction
 - Allow network to say "I don't know"









Light prediction on each image patch

Confidence of prediction on each image patch









Relit images for complete relighting



Relit images for complete relighting

source image









Relit images for complete relighting







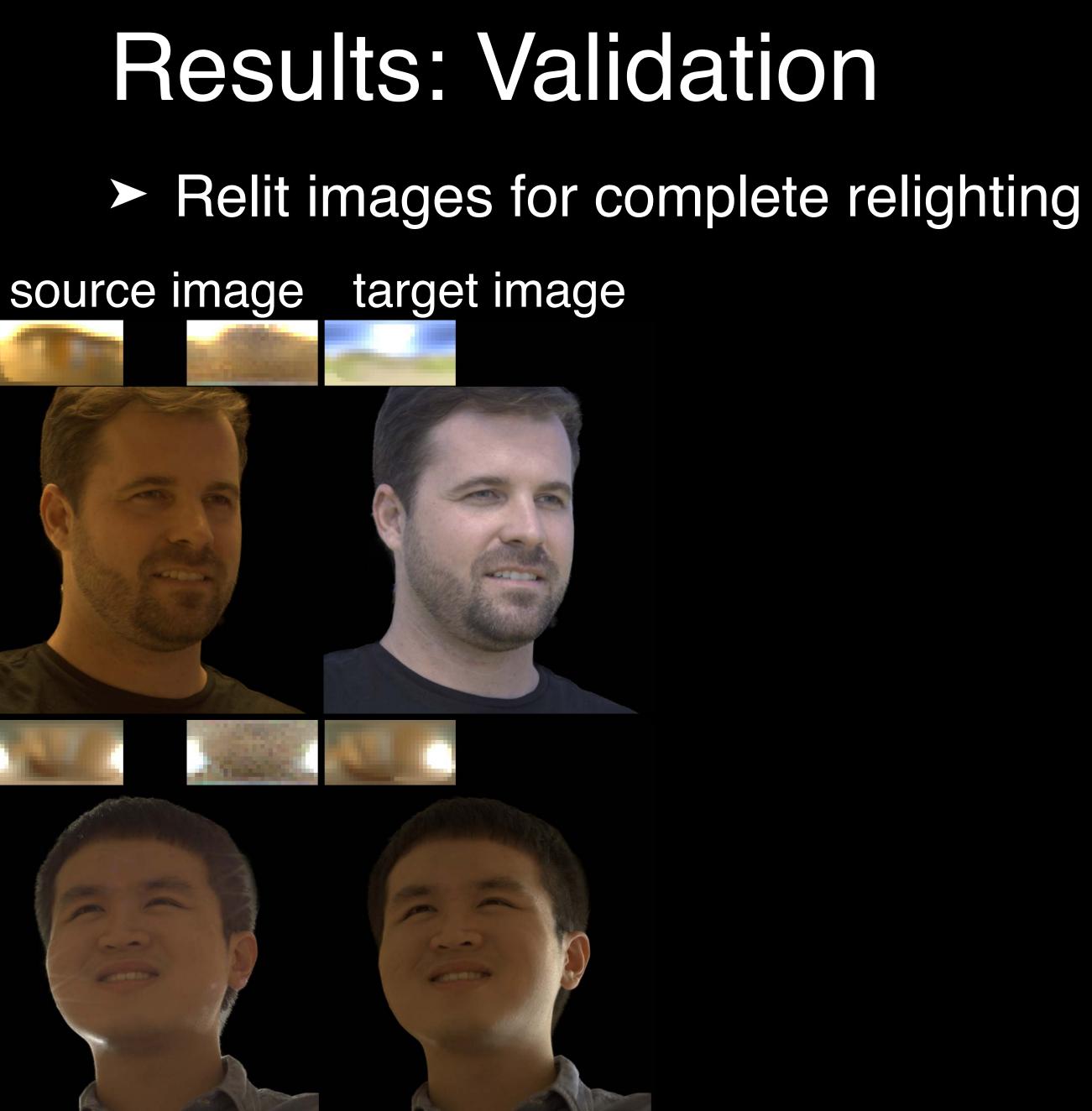


Relit images for complete relighting

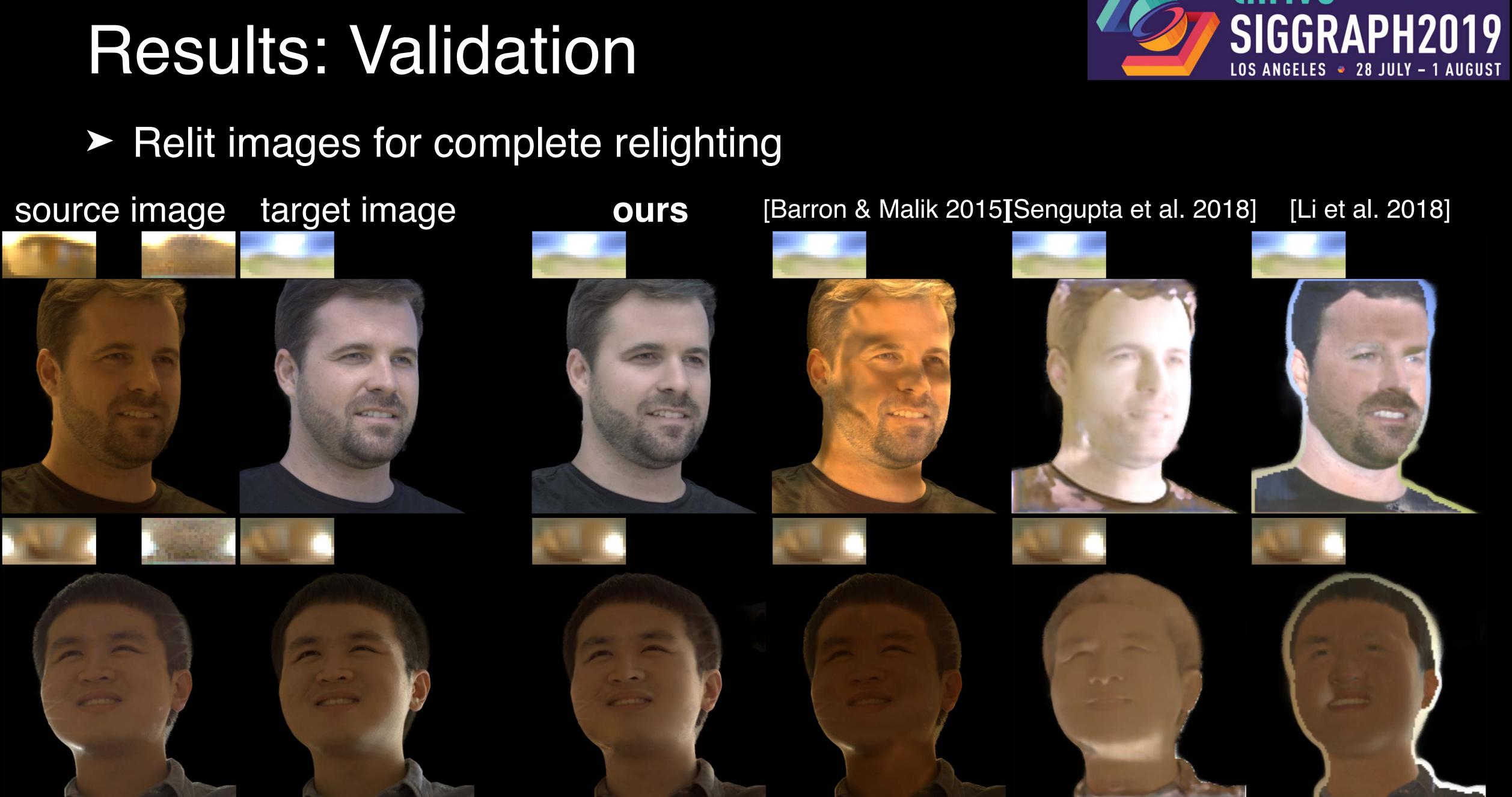




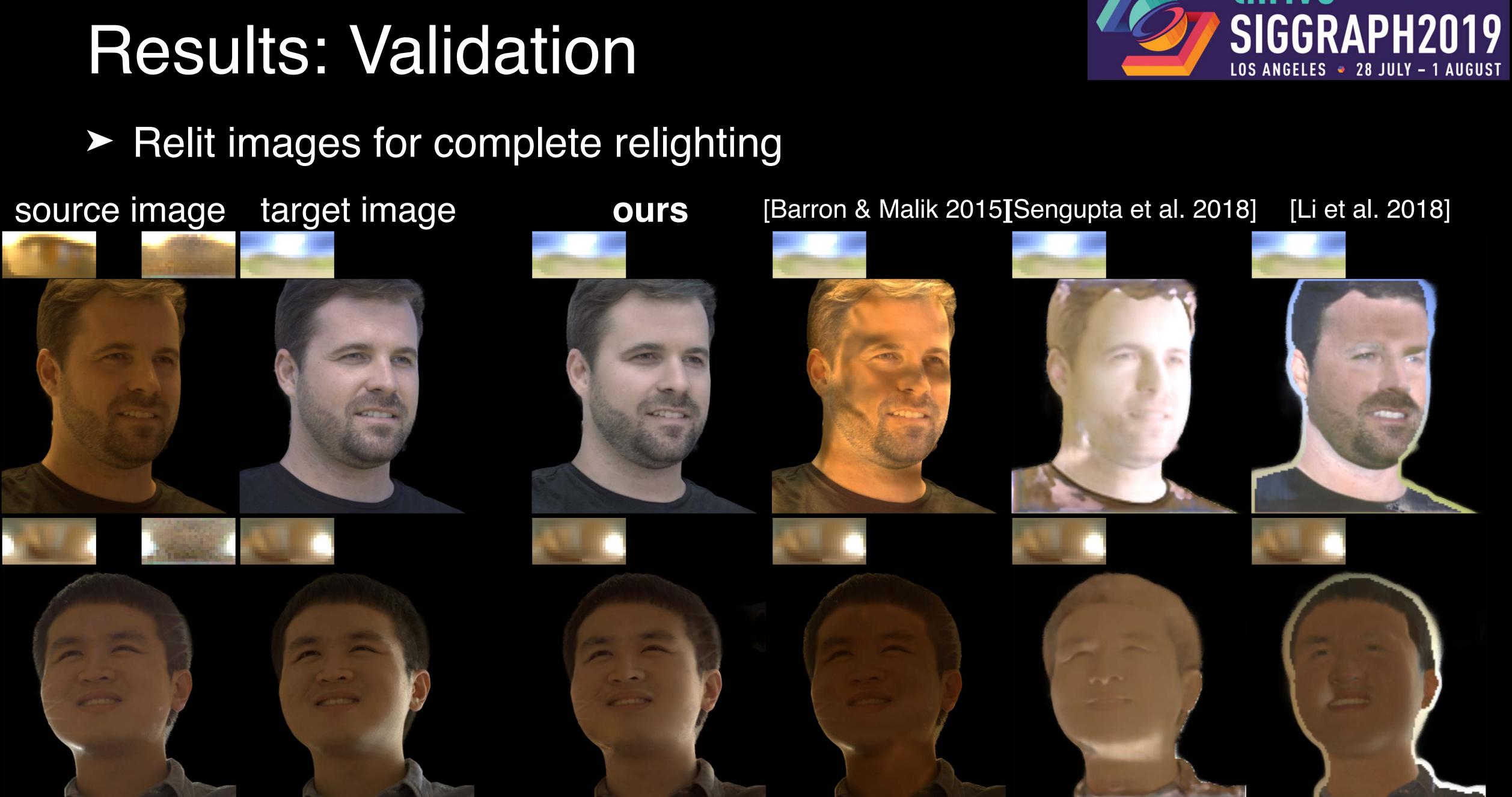














Complete Relighting



Input (Lower-left: GT source light) (Lower-right: predicted source light)



Complete Relighting

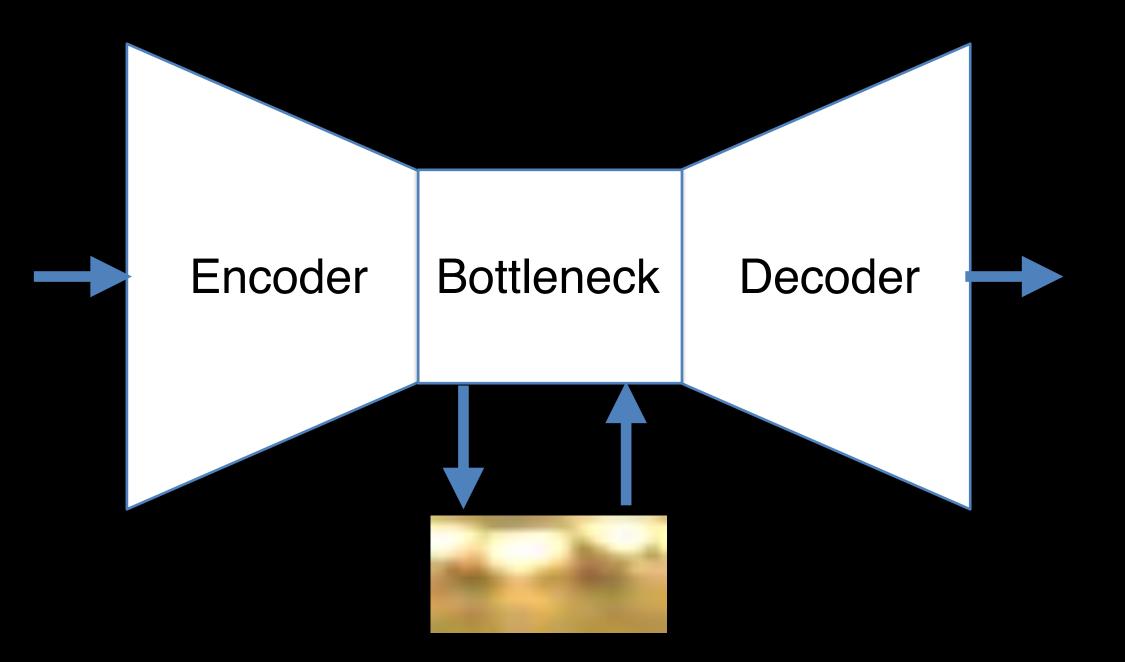


Input (Lower-left: GT source light) (Lower-right: predicted source light)



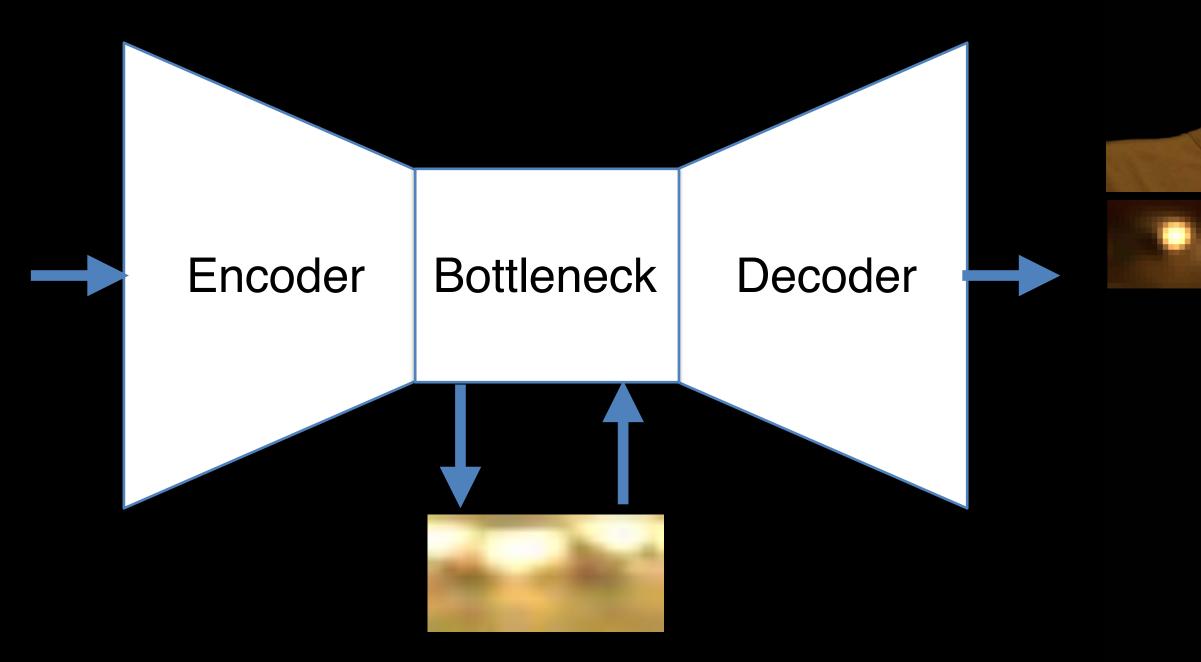


Relight images with predicted light as target light





Relight images with predicted light as target light

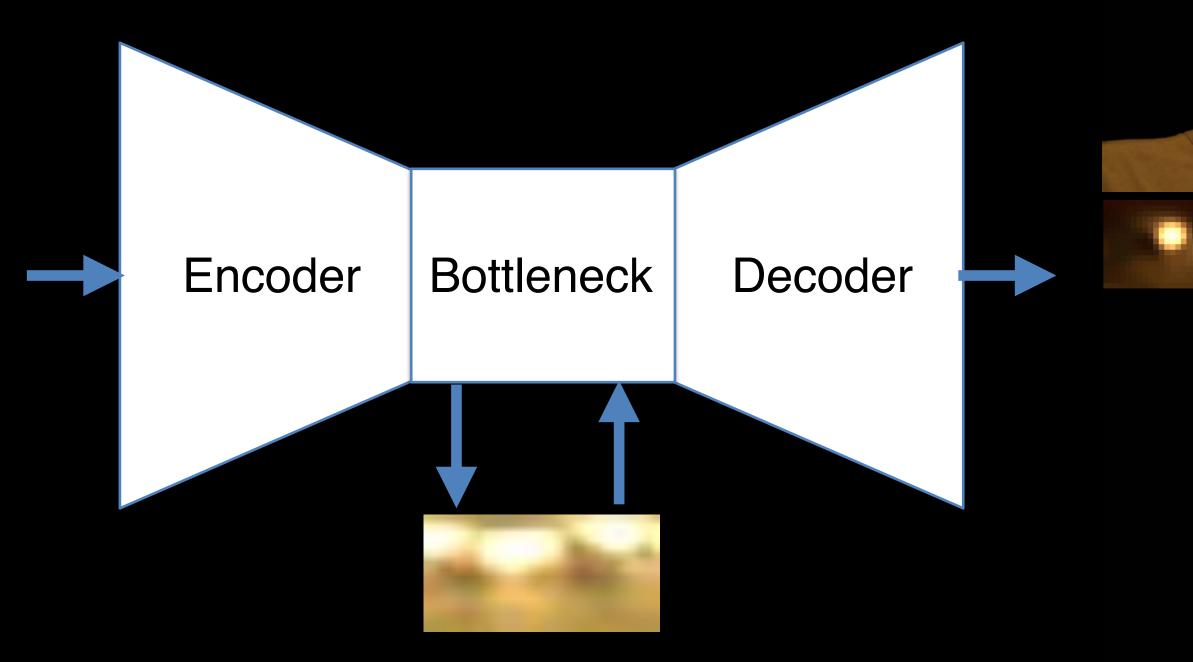




source image



Relight images with predicted light as target light





without with self-supervision self-supervision

source image



















Input

Ground Truth

(Relit by Ground Truth Source



Light)





Input

Ground Truth

(Relit by Ground Truth Source



Light)



Comparison with portrait lighting transfer



Comparison with portrait lighting transfer reference image





Comparison with portrait lighting transfer reference image





source image



Comparison with portrait lighting transfer reference image

Extract light from reference





Comparison with portrait lighting transfer reference image

Extract light from reference

Apply to source image



source image



Comparison with portrait lighting transfer reference image

Extract light from reference

Apply to source image







groundtruth

ours



Comparison with portrait lighting transfer reference image

Extract light from reference

Apply to source image



source image



groundtruth

ours



[Shih et al. 2014] [Shu et al. 2018]



Evaluation on lighting prediction



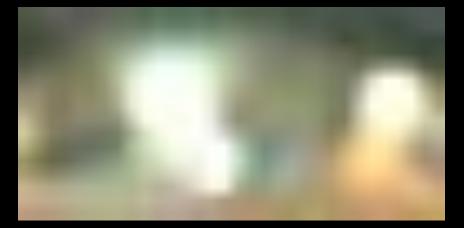
Evaluation on lighting prediction



source image



ground truth



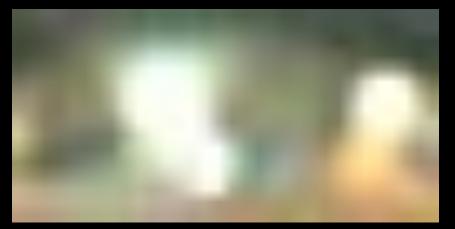
Evaluation on lighting prediction



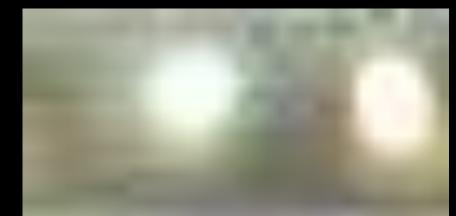
source image



ground truth



ours



ours w/o confidence learning



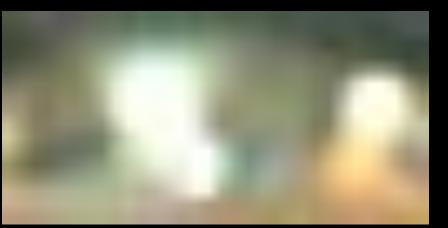
Evaluation on lighting prediction



source image



ground truth

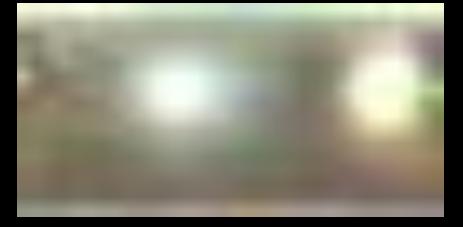


ours

[Barron & Malik 2015]



ours w/o confidence learning



[Sengupta et al. 2018]



51

3]

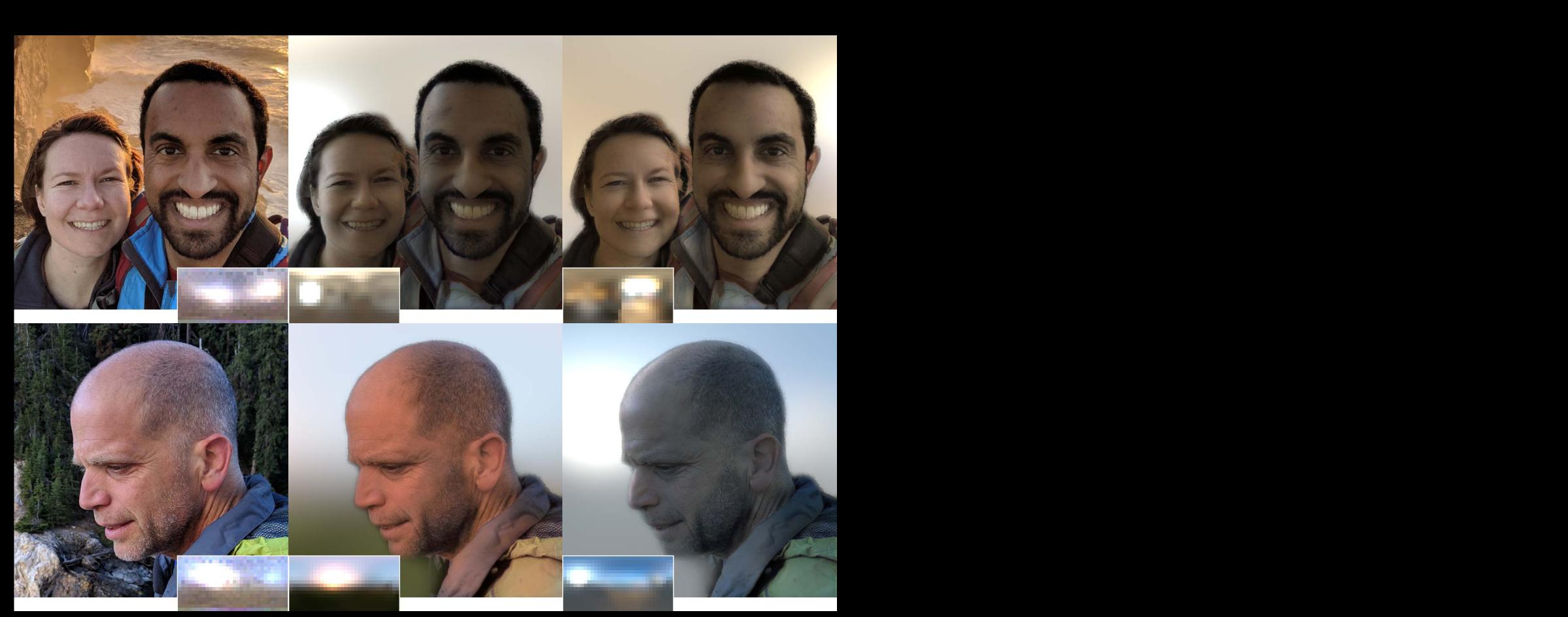


Input Image





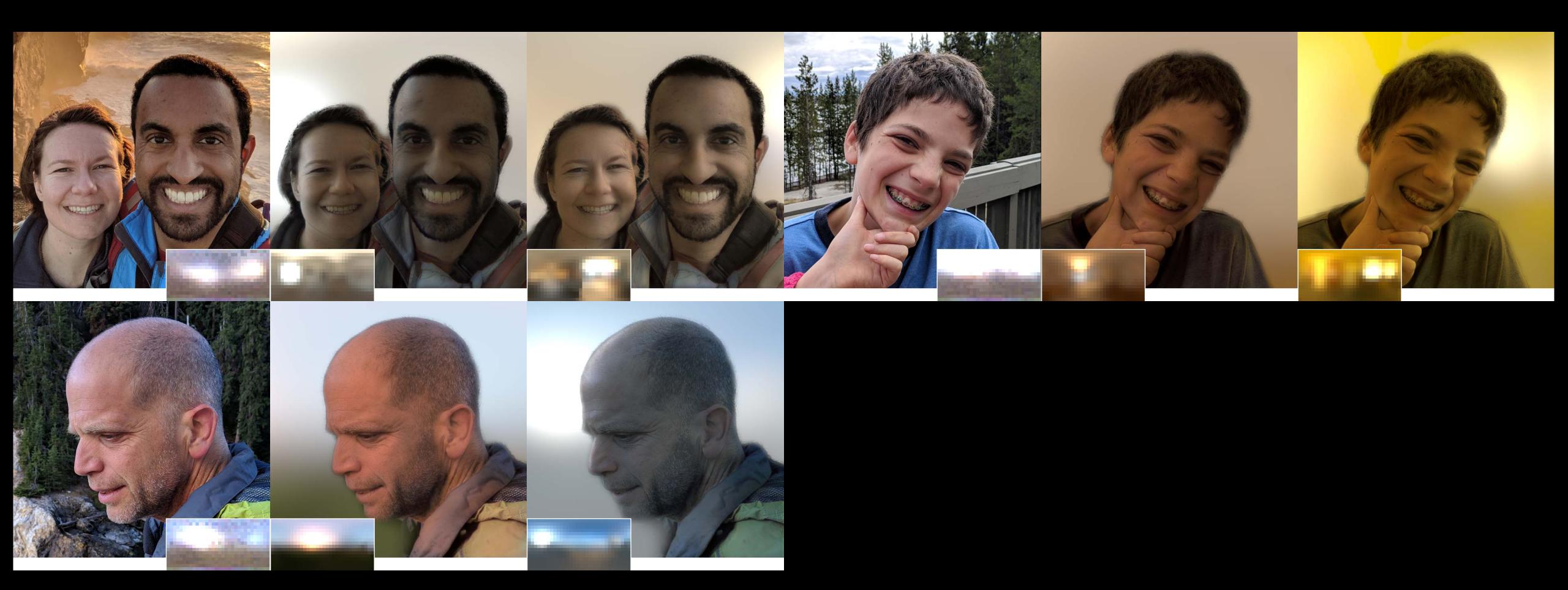
Input Image





Input Image

Relit Image





Input Image

Input Image

Relit Image





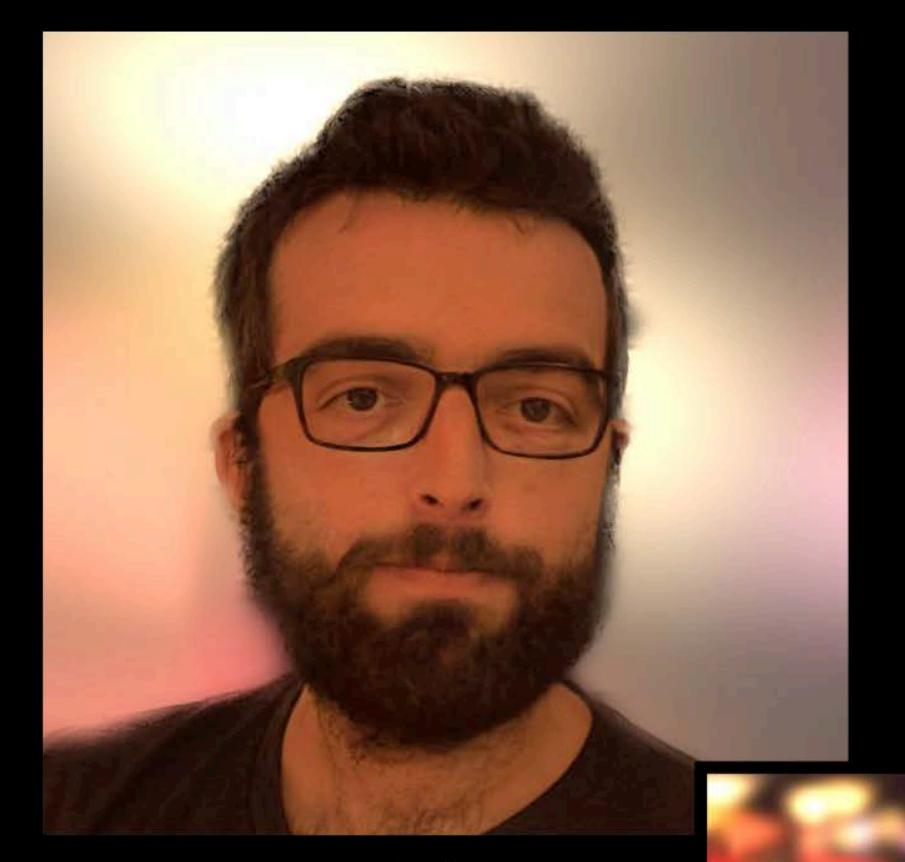
Input Image

Results: Images in the wild Complete Relighting



Input Image





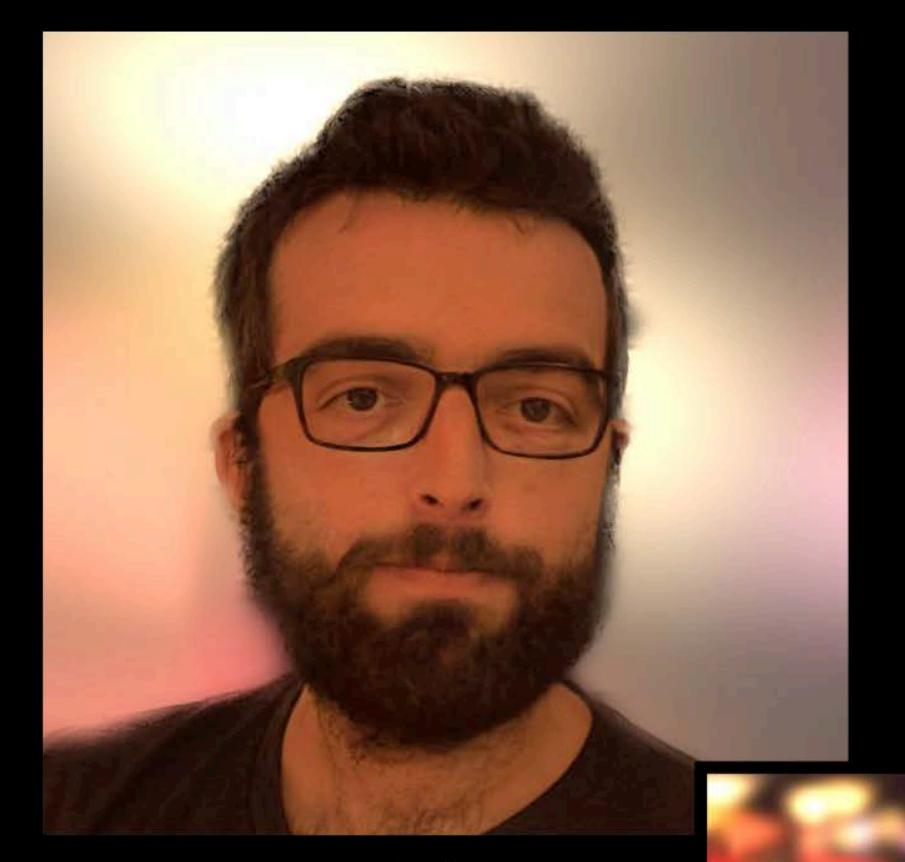
Relit Image (Lower-right: input target light)

Results: Images in the wild Complete Relighting



Input Image





Relit Image (Lower-right: input target light)

Results: Images in the wild Illumination Retargeting



Input Image





Relit Image (Lower-right: predicted source light)

Results: Images in the wild Illumination Retargeting



Input Image





Relit Image (Lower-right: predicted source light)



- Complex shadows
- Specular highlights
- Overexposed pixels



Input Image







- Complex shadows
- Specular highlights
- Overexposed pixels
- Over-smoothing



Input Image





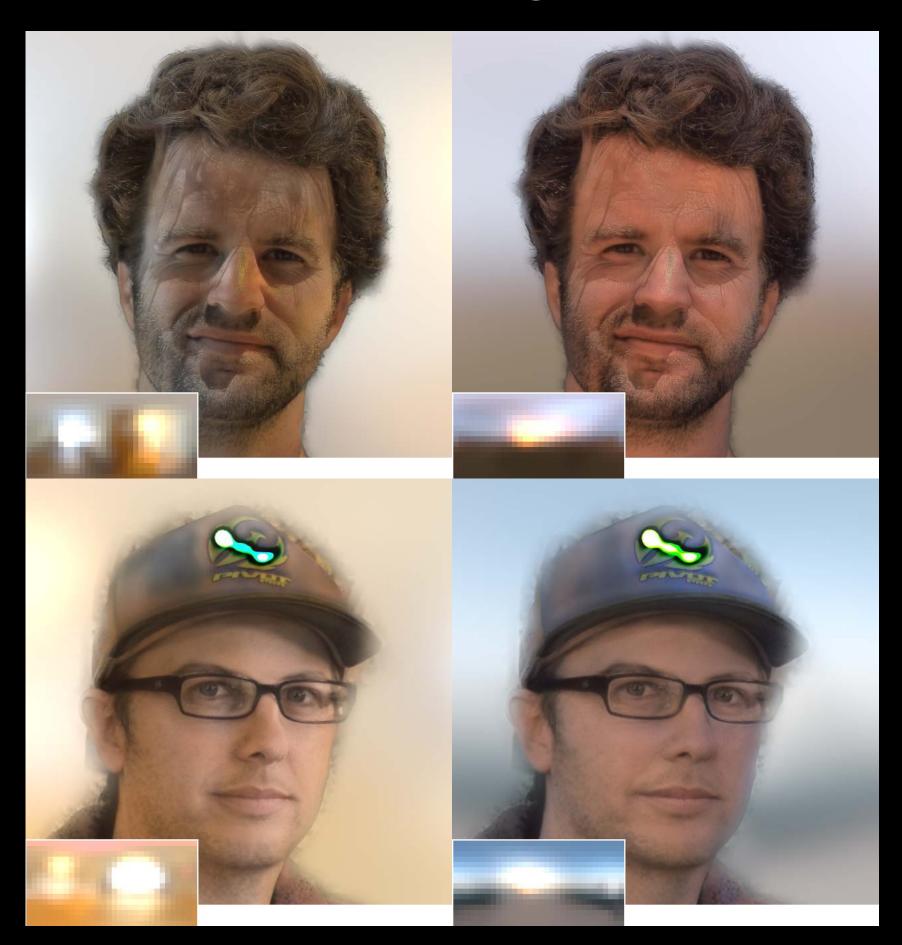


- Complex shadows
- Specular highlights
- Overexposed pixels
- Over-smoothing
- Unseen high-saturation color



Input Image







Learn the relighting function on portraits using Light Stage data



3

- Take home message:



Learn the relighting function on portraits using Light Stage data

- Take home message:
 - For human faces, use real data.



Learn the relighting function on portraits using Light Stage data

- Take home message:
 - For human faces, use real data.
 - End-to-end training vs assuming models.



Learn the relighting function on portraits using Light Stage data

Acknowledgement

- This work was funded in part by a Jacobs Fellowship, the Ronald L. Graham Chair, and the UC San Diego Center for Visual Computing.
- Thanks to Zhixin Shu and Yichang Shih for the help on baseline algorithms
- Thanks to Jean-François Lalonde for providing the indoor lighting dataset.
- Thanks to Peter Denny for coordinating dataset capture.
- Thanks to all the anonymous volunteers in the dataset from Google, UCSD and UCLA



Single Image Portrait Relighting





Also presenting in poster session today at 12:15-1:15.

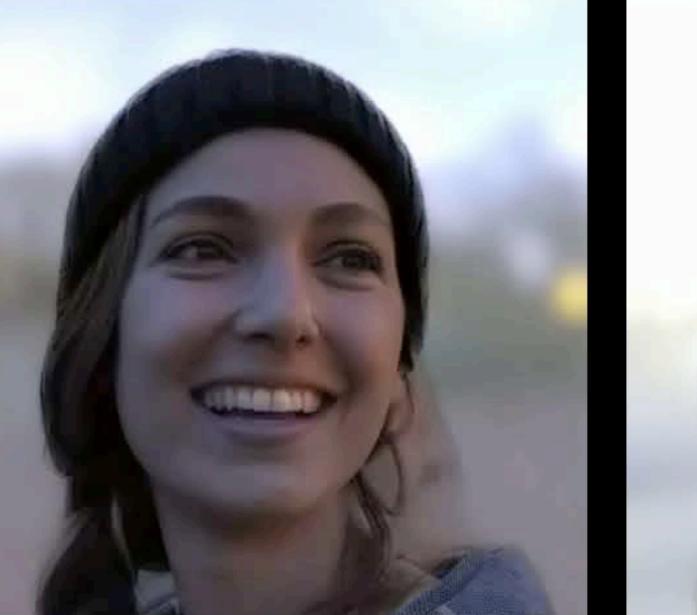
Single Image Portrait Relighting



input image









generated portraits under new illuminations

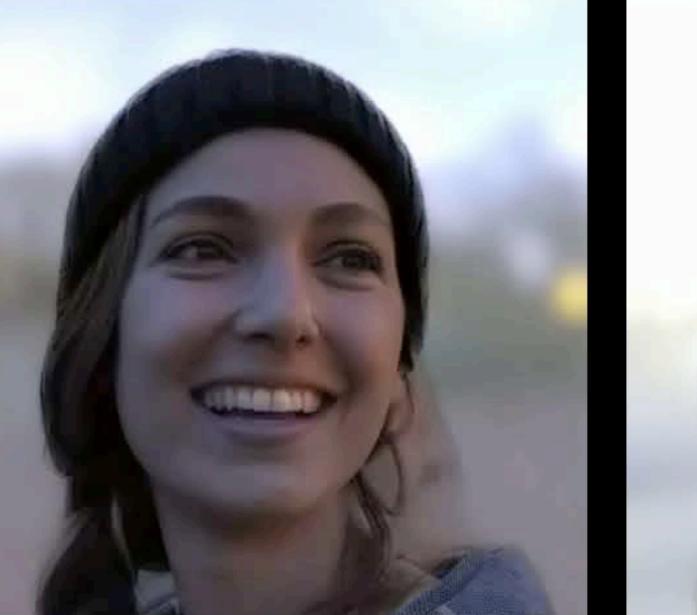
Single Image Portrait Relighting



input image









generated portraits under new illuminations