

Low-level vision, avatars & socially aware robots



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- Automated expression recognition for socially aware companion robots
 - EG Lirec project chess playing cat robot in Lisbon videos at www.lirec.eu
- Performance driven photorealistic avatars (with UCL psychology)
 - face motion transfer
 - validation of models of human perception
- Biologically inspired visual saliency algorithm
 - what's important in an image (low level vision)
 - example: spot the difference (hard)
 - developed Eyes&Seek game app, spin out via <http://www.Qappsonline.com>

