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OF FACIAL APPROXIMATION; 3.3 A HISTORIC PERSPECTIVE; 3.4 WHAT THE SKULL CAN TELL US: POSITIONAL RELATIONSHIPS BETWEEN THE SKULL AND THE FACIAL FEATURES; 3.4.1 THE RELATIONSHIP BETWEEN THE ORBIT AND THE EYE; 3.4.2 THE RELATIONSHIP BETWEEN THE BONY NASAL APERTURE AND THE NOSE; 3.4.3 THE RELATIONSHIP BETWEEN THE SKULL, THE TEETH, AND THE MOUTH; 3.4.4 THE RELATIONSHIP BETWEEN THE SKULL AND THE EARS; 3.4.5 SEXUAL DIMORPHISM IN THE FACE
3.5 BUILDING THE FACE FROM THE SKULL
3.5.1 PRELIMINARY COLLECTION OF DATA; 3.5.2 CLEANING AND PREPARATION OF THE SKULL; 3.5.3 REPAIRING THE DAMAGED SKULL; 3.5.4 THE CLAY MODELING PROCEDURE; 3.6 HOW SUCCESSFUL IS FACIAL APPROXIMATION?; 3.7 COMPUTER ENHANCEMENT OF THE APPROXIMATION; 3.8 PUBLICIZING THE RESULTS; 3.9 CASE REPORTS; 3.10 CONCLUSION; REFERENCES; CHAPTER 4 THREE-DIMENSIONAL QUANTIFICATION OF FACIAL SHAPE; 4.1 INTRODUCTION; 4.2 BACKGROUND: WHY MEASURE FACES?; 4.3 BACKGROUND: WHAT IS A FACE?; 4.4 DATA ACQUISITION METHODS; 4.5 SOFTWARE TOOLS FOR DATA EXTRACTION AND ANALYSIS
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CHAPTER 6 TWO-DIMENSIONAL COMPUTER-GENERATED AVERAGE HUMAN FACE MORPHOLOGY AND FACIAL APPROXIMATION

Sommario/riassunto

This unique book looks at a cost-efficient, fast and accurate means of facial reconstruction--from segmented, decomposed, or skeletal remains--using computer-graphic and computational means. Computer-Graphic Facial Reconstruction is designed as a valuable resource for those scientists designing new research projects and protocols, as well as a practical handbook of methods and techniques for medico-legal practitioners who actually identify the faceless victims of crime. It looks at a variety of approaches: artificial intelligence using neural networks, case-based reasoning, Bayesian be
