

## Motivation

We consider the problem of image-to-video translation, where a system receives one or more images as the input and translates it into a video containing realistic motions of a single object. We target at *conditional motion forecasting* and *realistic long-term video generation*.

### Applications

- 1) Facial Expression Retargeting
- 2) Human Motion Forecasting

### Challenges

- 1) Preserve the identity consistency
- 2) Forecast conditional long-term motion
- 3) Maintain video coherence in pixel level

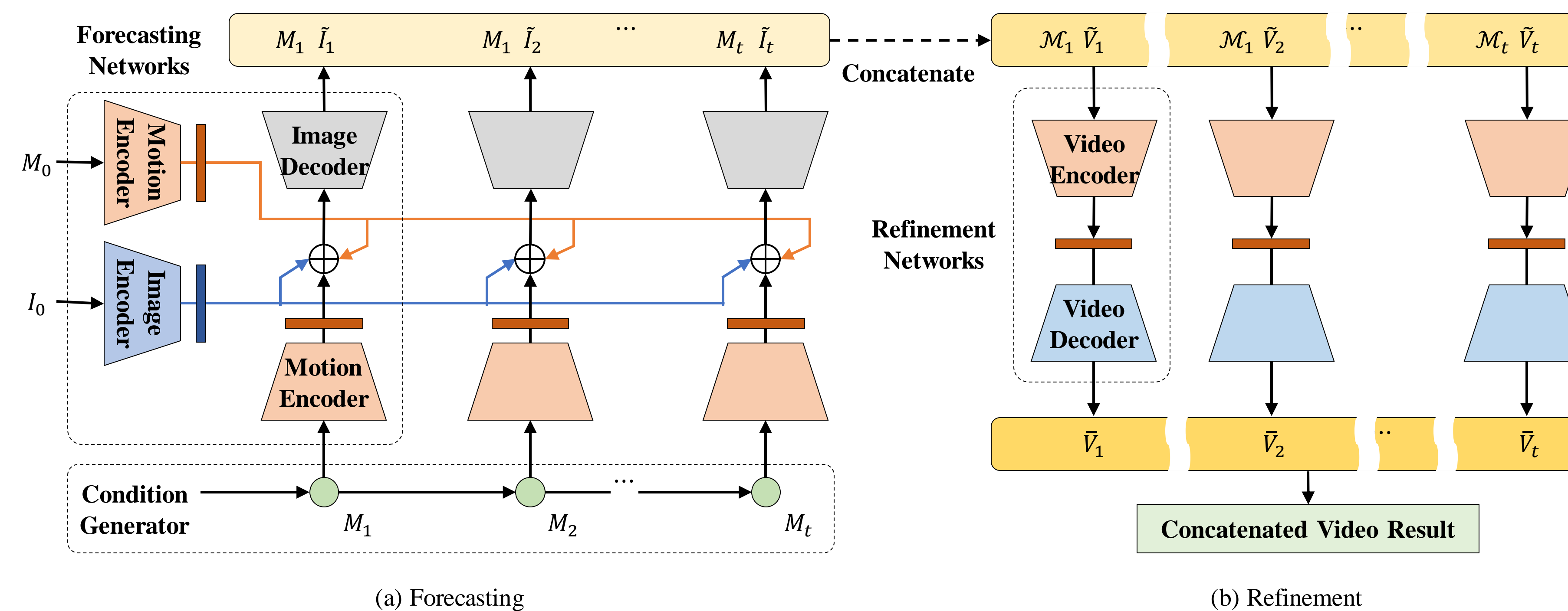
### Contributions

- 1) A novel two-stage generative framework
- 2) Investigate learning residual motion
- 3) Introduce dense connections for decoders

## Framework

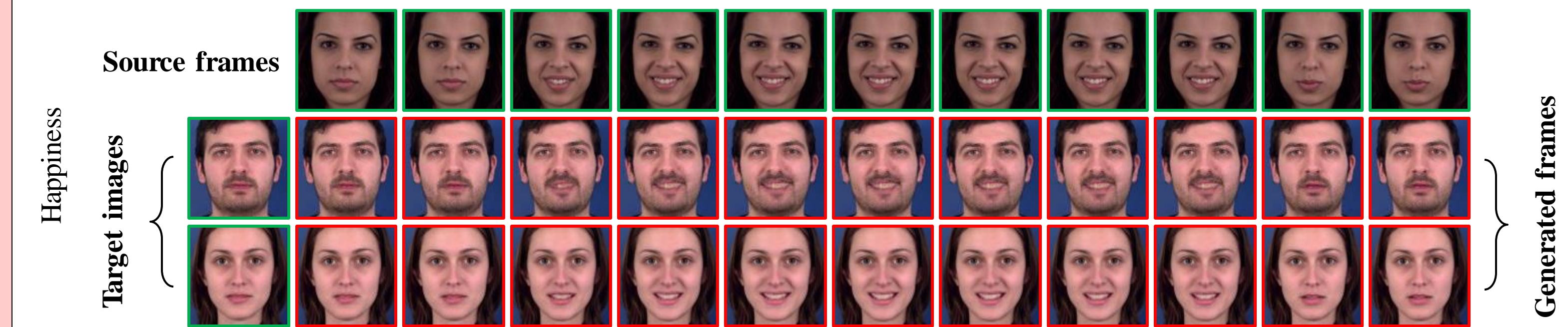
### A two-stage generative framework

- Videos are (a) generated from conditions and then (b) refined.
- Three components: *a condition generator*, *motion forecasting network* and *motion refinement network*.



## Experiments

### Evaluation on Facial Expression Retargeting



Methods	ACD-I	ACD-C
MCNet	0.545	0.322
Villegas et al.	0.683	0.130
MoCoGAN	0.291	0.205
Ours	<b>0.184</b>	<b>0.107</b>

Table 1. Video generation quality comparison.

Methods	Preference (%)
Ours / MCNet	<b>84.2 / 15.8</b>
Ours / Villegas et al.	<b>74.6 / 25.4</b>
Ours / MoCoGAN	<b>62.5 / 37.5</b>

Table 2. Average user preference score (%).

### Evaluation on Human Pose Forecasting



Methods	MSE	MSE (LSTM)
VGAN	0.047	-
Mathieu et al.	0.041	-
Villegas et al.	0.030	0.025
Ours	<b>0.023</b>	<b>0.011</b>

Table 3. MSE score on Penn Action Database.

Settings	ACD-I	ACD-C	MSE
$G_M$ (Dense), $G_R$	0.459	0.155	0.027
$G_M$ (Dense), $G_R$	0.252	0.140	0.014
$G_M$ (Dense), $G_R$	<b>0.184</b>	<b>0.107</b>	<b>0.011</b>

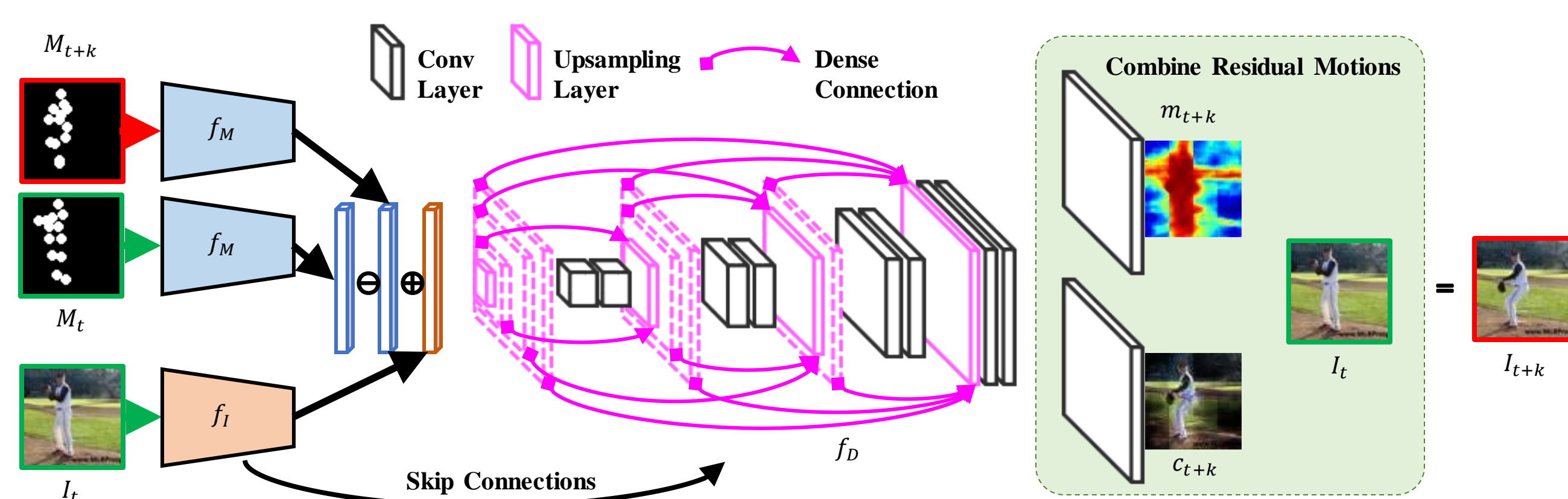
Table 4. Quantitative results of ablation study.

### Stage 1: Motion Forecasting Network

#### Motion disentangle, dense layers for decoders

- 1) Generate motion guided by *domain knowledge*
- 2) Preserve the object identity
- 3) Ensure motion structures

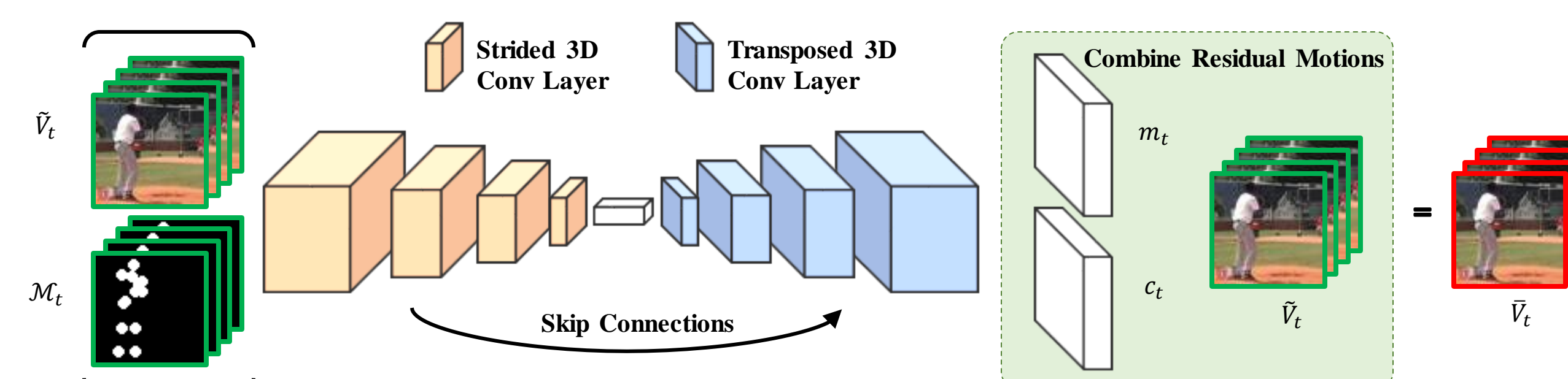
- Face: 3D Morphable Model
- Pose: 2D Joints + LSTM



### Stage 2: Motion Refinement Network

#### Learning for video refinement

- 1) Refine videos with 3D convolutional networks
- 2) Model refinements in the residual space
- 3) Produce temporally coherent motions



### References

- [MCNet] "Decomposing motion and content for natural video sequence prediction". ICLR'17.
- [Villegas et al.] "Learning to generate long-term future via hierarchical prediction". ICML'17.
- [MoCoGAN] "MoCoGAN: Decomposing Motion and Content for Video Generation". CVPR'18.
- [Mathieu et al.] "Deep multi-scale video prediction beyond mean square error". ICLR'16.
- [VGAN] "Generating videos with scene dynamics". NIPS'16.

