Deep Learning for 3D Human Digitisation

Jorge González Escribano, Master of Science in Computer Science University of Dublin, Trinity College, 2021

Supervisor: Aljosa Smolic, Olivier Riviere

In this Dissertation, the process of 3D Human Digitisation from single photographs using Deep Learning techniques is studied. A review of the related work in this field is performed and an approach that improves the state of the art techniques is presented, obtaining a working pipeline that yields 3D models that can be directly animated and imported into video games, animations and other content creation projects.