

テクスチャ合成によるキャラクター顔のメイク表現—印象評価のポジショニング分析—

Different Make-up Styles for CG Characters Using Texture Synthesis: Applying the positioning analysis method for the impression evaluation

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In this study, we evaluated observers' impressions on different styles of make-up applications. We showed the observers various styles of make-up for 3DCG characters, and they scored their impression of the make-up faces. In experiment 1, to identify the impression dimensions for the make-up faces, we had 38 undergraduate subjects evaluate 4 make-up styles using 23 adjectives. As a result, we extracted 2 factors, "external appearance" and "internal feeling" about the characters. In experiment 2, we had 70 undergraduate subjects evaluate 5 make-up styles using 7 adjectives. We applied the "positioning analysis" method for the SD data, and mapped the loading values for make-up styles (targets) and adjectives (scales) on a 2 dimensional plane. The results showed that the adjectives were different for each make-up style, suggesting that the impression of CG characters can be controlled by make-up using texture synthesis.

キーワード：メイク、化粧、CG キャラクタ、印象評価、SD データ、ポジショニング分析

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