



# Fine-Grained Face Swapping via Regional GAN Inversion

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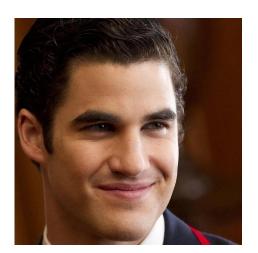
## Face Swapping

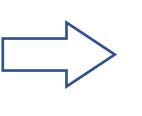


- Goal
  - Transfer the identity of a source face to the target
  - Preserve the identity-irrelevant attributes from the target



Source





**Target** 

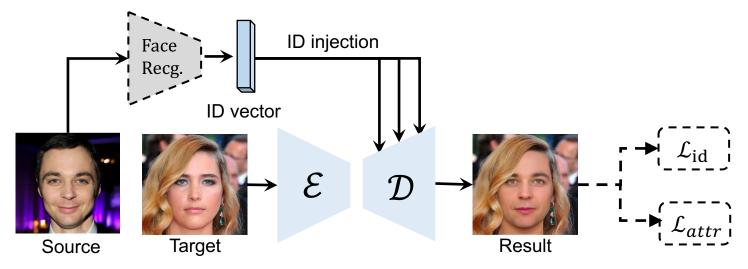


**Swapped Face** 





- Popular approaches
  - Face recg. model for ID vector, then inject into the decoder<sup>[1, 2]</sup>. But recg. model is for classification rather than generation, i.e., task domain gap



• Extra sub-network to handle occlusion<sup>[1, 3]</sup>

<sup>[1]</sup> Li et al., FaceShifter:Towards High Fidelity And Occlusion Aware Face Swapping, CVPR 2020

<sup>[2]</sup> Wang et al., Hififace: 3D Shape and Semantic Prior Guided High Fidelity Face Swapping, IJCAI 2021

<sup>[3]</sup> Nirkin et al, FSGANv2: FSGANv2: Improved Subject Agnostic Face Swapping and Reenactment, arXiv 2022

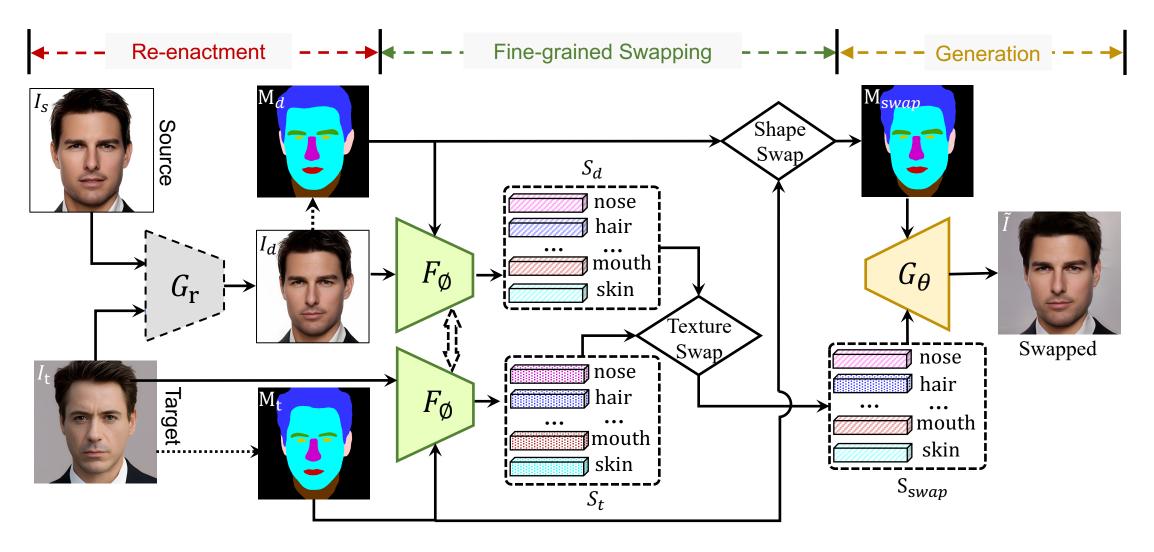




- Rethink face swapping from <u>a new perspective of fine-grained</u>
  <u>face editing</u>, i.e., explicit swapping for each facial component.
- Design a <u>Regional GAN Inversion (RGI)</u> network to disentangle shape & texture for each facial region.
- Extensive experiments on face swapping, face editing & extension tasks.

#### Method

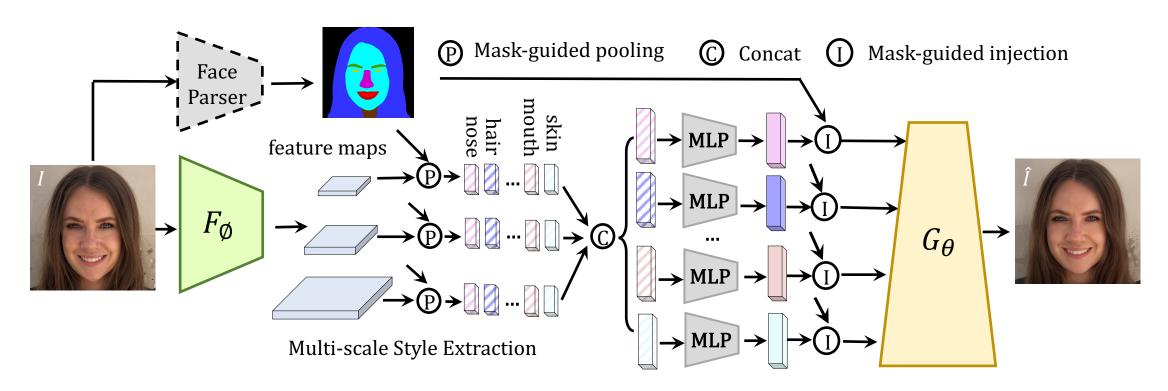




#### Method



• Reginal GAN Inversion, RGI =  $F_{\emptyset} + G_{\theta}$ 

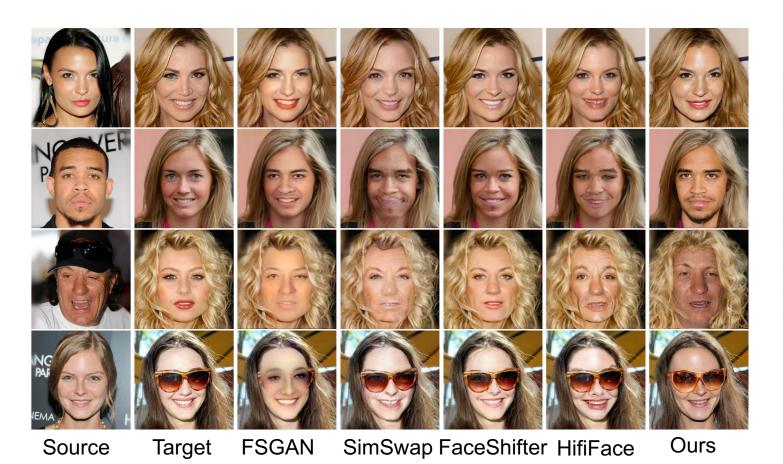




Only single-image reconstruction for the training!



Face Swapping



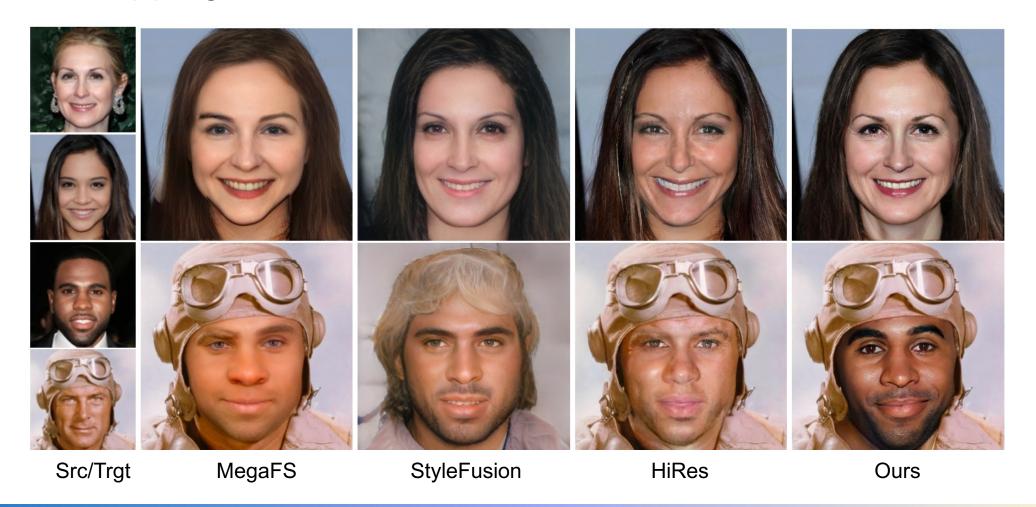
Random 500 source-target pairs

Method	ID retrieval↑		Pose↓	Expr.↓
	Top-1	Top-5	1 USC <sub>\psi</sub>	Expr.
FSGAN † [25]	0.17	0.32	2.33	2.45
SimSwap ‡ [9]	0.12	0.32	2.89	2.84
FaceShifter ‡ [24]	0.06	0.26	1.73	2.35
HifiFace ‡ [38]	0.15	0.37	2.77	2.82
MegaFS * [48]	0.29	0.45	3.03	3.05
StyleFusion * [15]	0.35	0.18	5.37	2.94
HiRes ‡ * [41]	0.05	0.51	2.71	2.83
Ours † *	0.38	0.54	3.29	3.05

- Better identity preservation
- Competitive pose & expression keeping, finding a identity-attribute trade-off



Face Swapping in HQ





Face Swapping in video

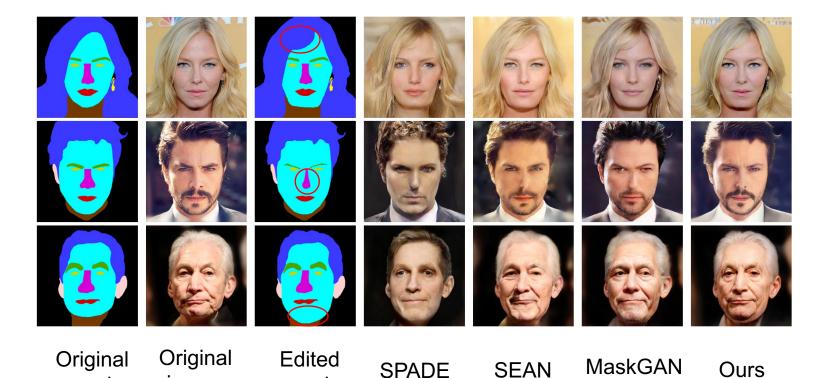


mask

image



Face Editing



- In CelebAMask-HQ test set

method	SSIM↑	<b>PSNR</b> ↑	RMSE↓	FID↓
SPADE [28]	0.64	15.67	0.17	20.45
SEAN [47]	0.71	18.57	0.12	17.74
MaskGAN [23]	0.75	19.42	0.11	19.03
Our RGI	0.82	19.85	0.10	15.03
SofGAN [8]	0.76	14.86	0.19	26.73
RGI-Optim.	0.86	23.02	0.07	14.73

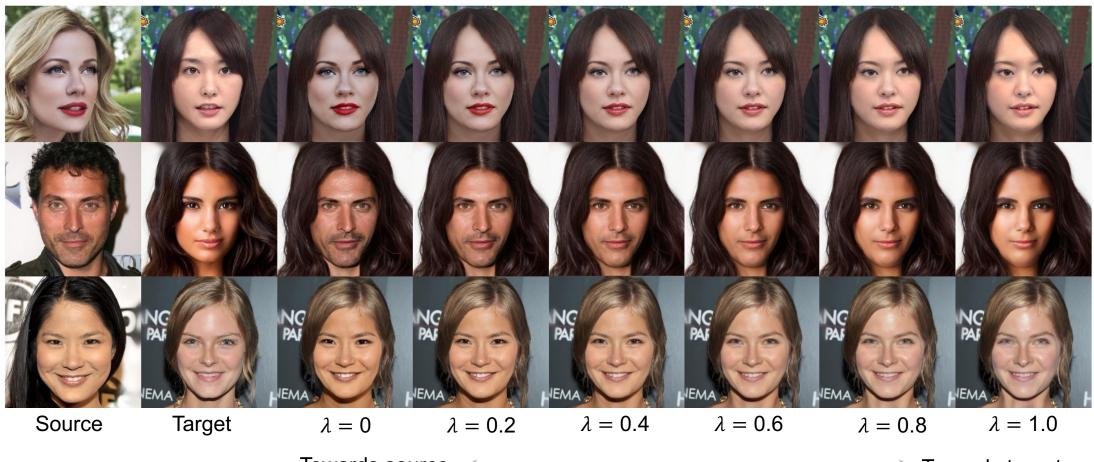
 Better reconstruction in learningbased & optimization-based camps

mask

#### Extensive tasks



Controllable face swapping

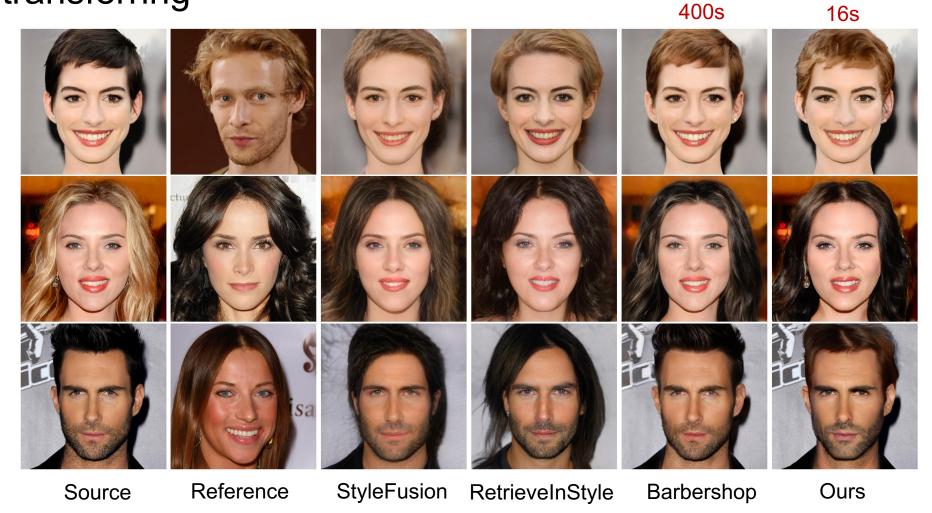


Towards source ← - - - - - - - - > Towards target

#### Extensive tasks



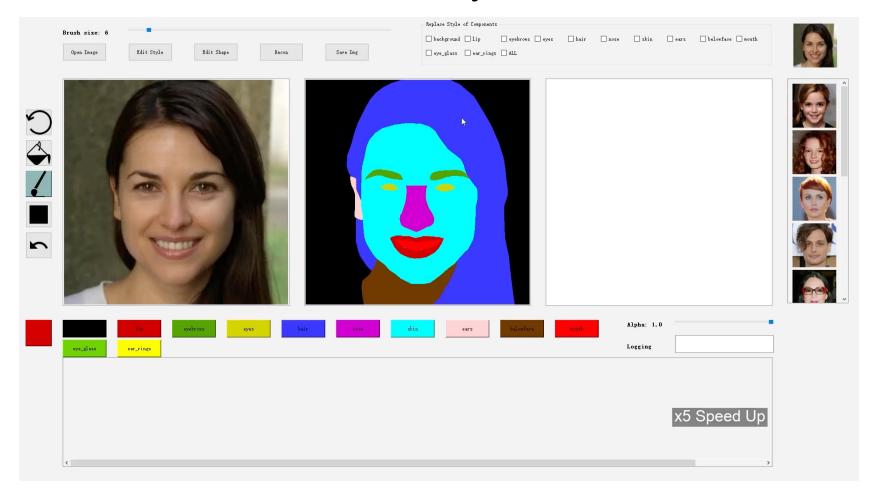
Hair transferring



#### Extensive tasks



Interactive face beautification system





## Project QR Code



https://e4s2022.githuo.io/

Thank you!