

Title:

Text-based Editing of Talking-head Video

Abstract:

Editing talking-head video to change the speech content or to remove filler words is challenging. In this talk, I will present a novel method to edit talking-head video to produce a realistic output video in which the dialogue of the speaker has been modified, while maintaining a seamless audio-visual flow (i.e. no jump cuts). To edit a video, the user has to only edit the transcript. Core to our method is a recurrent deep video generation network, which I will discuss in the context of the project and, more broadly, in the context of recent developments in computer graphics brought forth by advancements in machine learning.