

FaceDancer: Pose- and Occlusion-Aware  
High Fidelity Face Swapping - Supplementary Materials

October 19, 2022



Figure 1: Face swap matrix results from *FaceDancer*. When source and target is the same, the result visually appears to be perfect reconstruction.

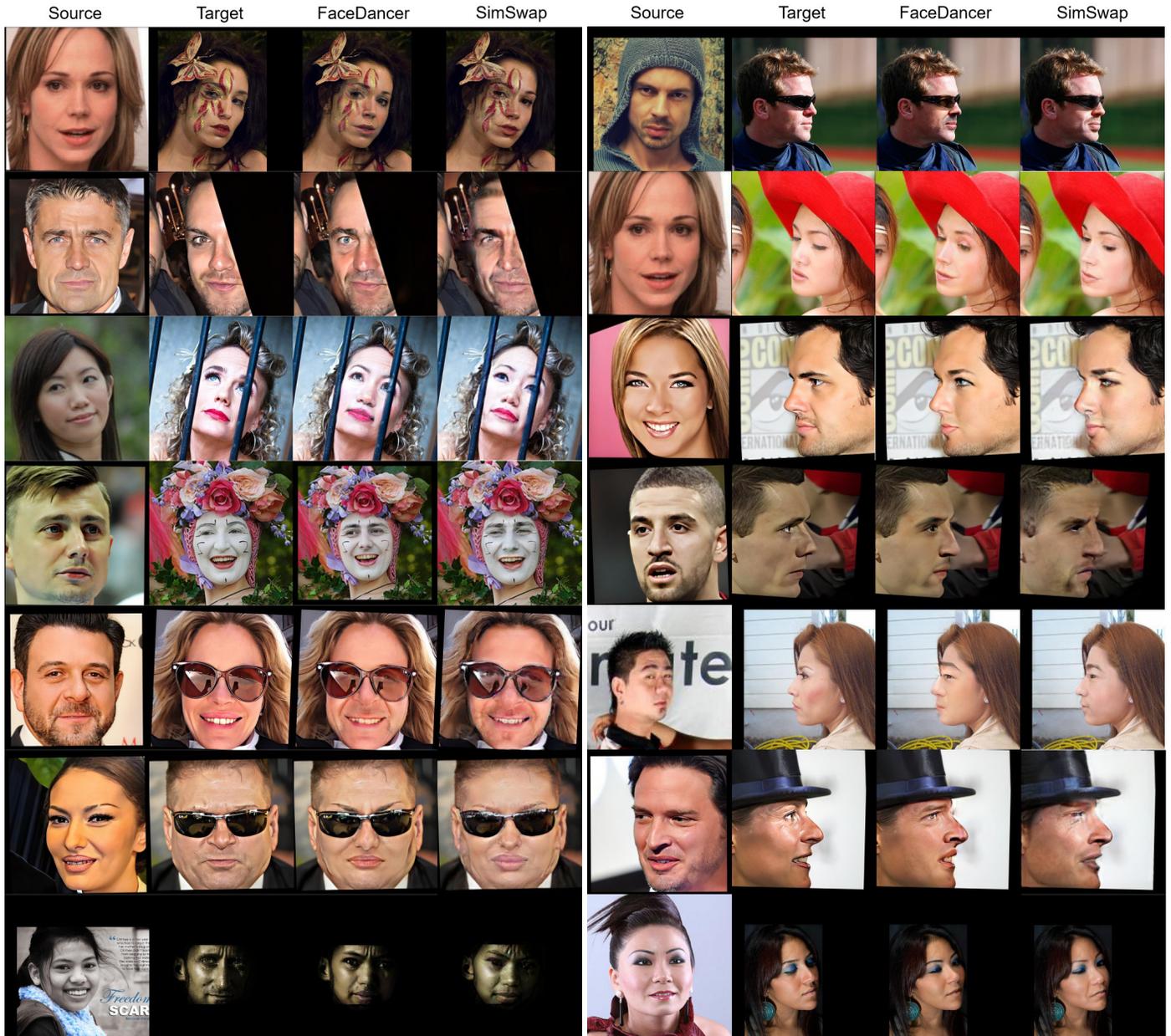


Figure 2: Further results from FaceDancer and comparison with SimSwap. The left column display images with challenging occlusion or lighting. The right column display images with challenging facial poses.



Figure 3: Further results in extreme and difficult cases and comparisons with SimSwap. The left column display face swaps with challenging images, such as extreme occlusions and expressions. The right column display failure cases. Most failure cases occur when the face is posing away from the camera, but can also occur in rare lighting conditions.

Generator - Config Baseline 1

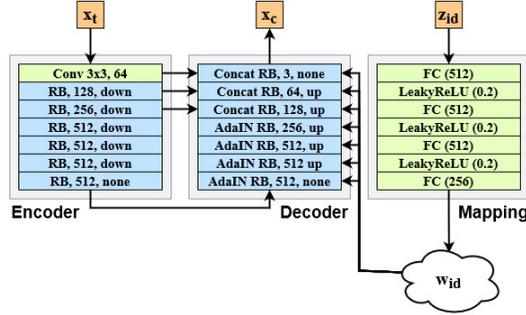
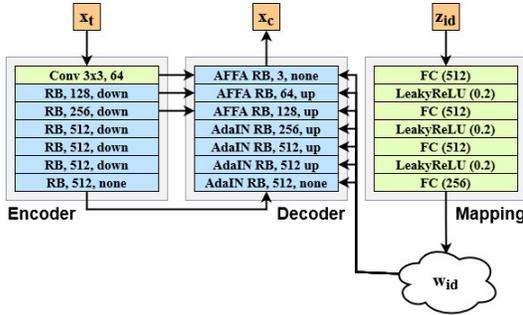


Figure 4: Overview of baseline 1 and baseline 2 of the *FaceDancer*.

Generator - Config A and B



Generator - Config C

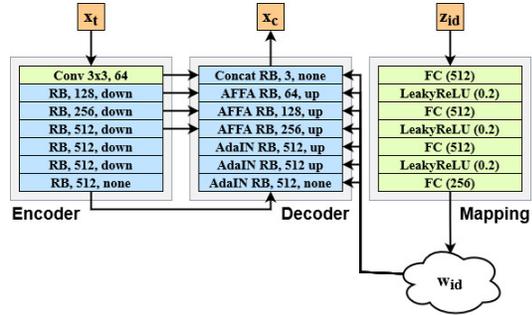


Figure 5: Overview of configuration A, B (the same structure) and C of the *FaceDancer*. Note that the difference between the Configs A and B is the IFSR module, which is not included in the Config A.

Generator - Config E

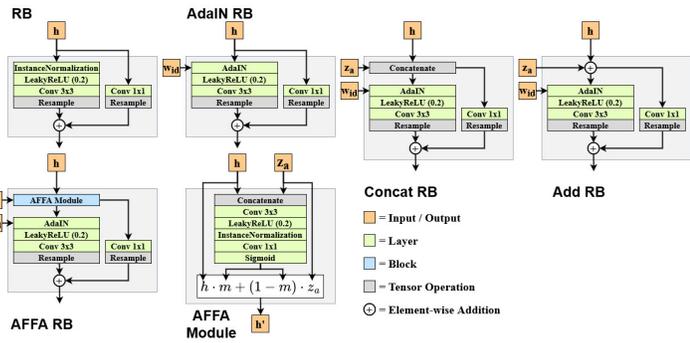
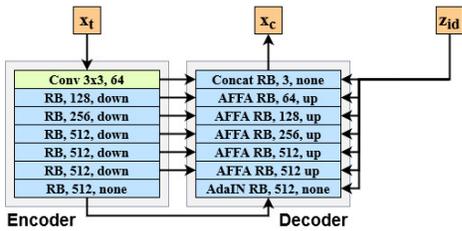


Figure 6: Overview of configuration E of the *FaceDancer* and block details.