Face Detection::Collaboration

Panel Presentation: From Street Art in VR to Researching “Composita”: Collaborative Digital Approaches for the Win

ARLIS-NA Conference 2019
Debra Riley-Huff
Introduction

- Facial detection and recognition software
- Uses in art, art history and digital humanities
- Real world collaboration example - Researching “Composita”
- Break out session
  - Issues related to facial detection and recognition
  - Beta Face Demo
  - Amazon Rekognition
What is Facial Detection and Recognition Software?
Type of analysis software

- Detect a face
- Detect features
- Estimate age
- Estimate gender
- Look for anomalies
- Match in known database

- Action
- What else
- Who else
- Place
- Time
- Match with known variables
Uses

- Social Media
- Marketing
- Security
- Surveillance
- Law Enforcement
- Medicine
- Military Applications
- Science
- Humanities

Visage Technologies Face Tracking and Analysis
National Institute of Standards and Technology
Uses and Potential Uses in Art and Art History
Research, Outreach, Education

- Painting and drawing analysis
- Museum outreach games
- Digital Humanities projects
Art History Example Use Cases: Photography

The Art of the Masses: From Kodak Brownie to Instagram
Alise Teasdale, Networking Knowledge, 2015

- Comparative study historical and modern casual portraiture
- New software allows for new methods of theorizing
- Performance
- Settings
- Poses
- Estimated ages
- Location
- Cultural differences
- Genre
Art History Example Use Cases: Sculpture

Facial Transformation of Ancient Portraits: the face of Ceaser
Amelia Carolina Sparavinga

- Study of morphs over time of a specific subject
- Changes
- Transformation software

- Mood
- Gaze
- Age
- Material
- Expression
Art History Example Use Cases: Discovery Software Project

FACES: Faces, Art, and Computerized Evaluation Systems
Conrad Rudolph - Project Director

- University of California Riverside
- Grant to develop FACE software
- Portraits before 19th Century
- Who is this?
- Discovery
- Famous unknowns
- Connect to settings
- Connect to time & place
Collaboration on Digital Projects
Real World Example
Collaboration Considerations

- Digital Skills
- Available for Collaboration
  - Outreach
  - Website
  - Connect with others
- Role clarity
  - Consultant
  - Co-author
- Copyright considerations
Real World Example: Collaboration

Kris Beldon-Adams
Assistant Professor of Art History
University of Mississippi

Work focuses on the history and theory of photography.

Extensively published - additional citations in the resources section.
Real World Example: Context

- Composita - Smith College 1886
- Feminine composite photograph of over 40 Smith College Women
- Kris had socio-cultural questions regarding composition of the photograph and the photographer.
- Kris’s questions primarily focused on gender, social status and the cultural climate of the 1880 - 1920s Positive Eugenics movement
Real World Example: Software

Kris’s Questions: What is the composition of the Smith College Composita Mascot Image? What are the physical attributes and how might they have been manifest in the composition.

- Photoshop
- PicTriev
- BetaFace

Upcoming related book:
Bibliography


Google Arts & Culture App Match
https://www.flickr.com/photos/strawberrysingh/39076228174


Resources listed

Photoshop Creative Cloud Suite
https://www.adobe.com/products/photoshop.html?sdid=KKQIN&mv=search&ef_id=CjwKCAjw4LfkBRBDEiwAc2DSIA_lRWAdppa2dZfsNy1nNtcVgGRUB6JNAtJCmCcZ12n4dNknHUs3xBoCAtkQA0D_BwE:G:s&s_kwcid=AL!3085!3!301413807968!e!!g!!photoshop

PicTriev
http://www.pictriev.com/

Betaface
https://www.betfaceapi.com/wpa/
More works by Kris Belden-Adams


