# Building a Real-Time Live Streaming Digital Human Based on ER-NeRF Deep Learning Neural Network

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**Abstract**

With the rapid advancement of digital media and virtual reality technologies, real-time live streaming digital humans (Digital Human) have become increasingly important in various fields such as entertainment, education, and remote communication. This study employs a deep learning neural network approach based on ER-NeRF (Enhanced Neural Radiance Fields) to construct real-time live streaming digital humans with high realism and interactivity. The research begins with a review of the development history of digital humans and global research trends, followed by an in-depth discussion of the network architectures of NeRF and its enhanced version, ER-NeRF, which optimize the representation of neural fields to render complex scenes and characters. Compared to the standard NeRF, ER-NeRF introduces a new attention mechanism that significantly improves the capture of dynamic character details and environmental lighting changes. The study also includes the replication of key ER-NeRF methods and the training of models using video data. Experimental results confirm that the method can achieve real-time rendering and interaction while maintaining a high level of realism, meeting the demands of real-time live streaming. Finally, the paper discusses the future development potential, challenges faced, and prospects for future application scenarios of this technology.

## Introduction

As we embark upon an exhaustive examination of this research endeavor, it is imperative to preface our discourse with an elucidation of the evolutionary trajectory of digital human technology, an appraisal of the contemporary research milieu, and an explication of the pertinence of this scholarly pursuit. Such foundational narratives not only undergird our investigative foray but also lay the groundwork for comprehending the pivotal role that digital human technology plays within contemporary applications. Subsequently, this treatise will dissect these pivotal elements, affording the requisite theoretical and empirical scaffolding for subsequent technological discourse and pragmatic implementation.

In this era, globally captivated by artificial intelligence (AI), the pace of AI technology development has far exceeded expectations. With it comes a series of "sci-fi" high-tech products derived from AI that seem inconceivable yet are reality, among which digital humans are a prime example. In the 1960s, computer technology was in its infancy, and digital humans were composed of a few simple programs used to achieve mechanized models for computation and sorting visualization, lacking true intelligence. However, by the 1980s, with the initial formation and development of AI technology, the idea of digital humans entering the real world began to emerge. In 1982, a virtual singer named Lin Mingmei, from the animated series "Space Fortress," transcended dimensional barriers and debuted in the real world, with her songs and albums successfully ranking on the music charts of the time, marking the earliest prototype of a "virtual idol" and the first application of digital humans in the field of film and animation.

In the early 21st century, with the continuous development of internet technology, digital humans gained intelligent interactive capabilities, able to interact with humans through voice and image, simulating human emotions and feelings. 2D animation and motion capture technologies gradually developed and were applied to film and television production. Yamaha's Vocaloid, a speech synthesis software, facilitated the development of virtual humans, with Hatsune Miku representing a new wave of virtual beings, primarily presented in a two-dimensional, anime-style format. Between 2017 and 2020, with the large-scale application of CG technology, film rendering, and the promotion of platforms like Bilibili and YouTube, a new wave of virtual anchors emerged, represented by characters like Ban Ai, usually produced and operated by professional teams, with a focus on two-dimensional styles.

From 2020 to the present, AI technology has greatly enhanced content production capabilities, and the rise of the metaverse concept has catalyzed the development of virtual digital humans. Characters like LilMiquela and Liu Ye Xi have gained significant attention on social media, expanding the application of virtual humans beyond the realms of anchors and idols, moving away from the pure two-dimensional style to more realistic, AI-synthesized human representations. Digital human technology has evolved significantly, from early manual drawing to today's CG and AI synthesis, making digital humans more realistic and intelligent. In the past five years, breakthroughs in deep learning algorithms have simplified the production process of digital humans, with AI becoming an essential tool for virtual digital humans. In 2018, the AI-anchor co-released by Xinhua

News Agency and Sogou Platform was capable of real-time news broadcasting, with lip movements synchronized with sound.

At present, virtual digital human technology is developing towards intelligence, convenience, refinement, and diversity. In terms of technical architecture, it involves modules such as character generation, expression (voice generation and animation generation), synthetic display, recognition perception, and analytical decision-making, as well as 2D and 3D digital human technologies.

China's AI digital human market shows a highly developing trend, and as an emerging industry, digital humans are gradually coming into view. A variety of digital humans are shining in many fields. For example, many live-commerce digital human rooms on the Tiktok platform can complete 24-hour uninterrupted live broadcasts with simple backend operations, creating value and effects that real anchors cannot match. Entertainment-type digital humans, such as intelligent digital human customer service staff and sign language digital human anchors, provide more convenient services; there are also performing digital humans, etc. Digital humans have highlighted significant commercial value in some fields, and the construction algorithms for generative digital humans are also being updated year by year, striving to build more advanced and future industry-adapted digital humans.

In the era of digital media, real-time live streaming digital humans have become the forefront of virtual entertainment and interactive experiences. With the rapid advancement of deep learning technology, particularly the introduction of neural radiation fields (NeRF) (Mildenhall et al. 2003), we have witnessed a transformation from traditional 3D modeling to AI-based 3D scene representation. As an extension of NeRF, ER-NeRF technology further enhances the rendering efficiency and quality of scenes through Eulerian representation methods, demonstrating higher efficiency and realism in handling dynamic scenes. Despite significant progress in ER-NeRF technology, real-time rendering of high-fidelity digital humans in complex dynamic scenes remains a technical challenge. Through this research, we aim to promote the development of real-time digital human rendering technology and provide new possibilities for natural interaction between digital humans and human users in the future. Additionally, this study will explore how to overcome these challenges by optimizing algorithms and improving computational efficiency, as well as how to apply these technologies to a broader range of fields, such as education, healthcare, and entertainment.

## Related Work

The field of digital human modeling has seen significant advancements over the past decade, driven by the development of parametric models for human bodies, faces, and lip movements, as well as the rise of generative techniques like Neural Radiance Fields (NeRF).

In 2015, the Max Planck Institute introduced the SMPL (Skinned Multi-Person Linear) model (Loper et al. 2015), which represents a parametric, three-dimensional human model. SMPL is based on a generic human template that can be adapted to individual body shapes and sizes through parametric deformations. It utilizes Principal Component Analysis (PCA) to analyze large-scale human scan data and extract low-dimensional shape parameters, while motion trees are employed to represent human postures. This model effectively simulates dynamic changes in muscle movement during physical activity. However, SMPL has limitations, as it requires a large amount of 3D scan data for training and does not capture finer details such as facial expressions or finger movements, necessitating supplementary models.

In 2017, the Max Planck Institute released FLAME (Faces Learned with an Articulated Model and Expressions) (Deng et al. 2017), a parametric model for 3D face modeling that integrates facial shape, expression, and pose, enabling the generation of highly realistic facial animations. Inspired by SMPL, FLAME uses Linear Blend Skinning (LBS) along with blendshapes as representations. It also incorporates personalized shape parameters derived from a linear shape space learned from over 3,800 human head scans, providing the ability to generate 3D facial animations with rich expressions. FLAME can be applied to reconstruct 3D face models from a single image or video. However, the complexity of the model may result in high computational costs and performance that is highly dependent on the quality of input data.

In addition to facial modeling, advancements have been made in synchronizing lip movements with speech. The Wav2Lip deep learning model, proposed by Prajwal et al. at ACM 2020 (Prajwal K R et al. 2020), addresses the challenge of synchronizing lip movements with audio. It converts audio waveforms into lip shapes that correspond to speech, enhancing lip-sync accuracy in video and animation. Wav2Lip resolves the problem of desynchronization between video and audio, which was prevalent in earlier technologies for dynamic and unconstrained talking-face videos. As a result, Wav2Lip has become one of the leading models for training the lip region of digital humans.

The 3D Morphable Model (3DMM) (Blanz and Vetter 1999) is another influential statistical-based model for generating and analyzing 3D faces. 3DMM's main advantage lies in its ability to quickly generate realistic 3D facial images and match them with input images for accurate identification. The model maintains consistent vertex numbers and network topology, with distinct dimensions corresponding to various facial features such as eye size and nose shape, making it highly applicable to computer vision tasks. However, 3DMM is still limited in simulating finer details, such as hair, and this remains an open challenge for future improvements.

In addition to these foundational models, other techniques have emerged to enhance the realism and expressiveness of digital humans. For example, the MANO model, introduced at SIGGRAPH Asia 2017 (Pons-Moll, Romero, and Black 2017), provides a parameterized representation of the human hand for pose estimation and interaction in virtual environments. Similarly, CAPE, introduced at CVPR 2020 (Ha, Lee et al. 2020), focuses on modeling clothed human bodies, offering more realistic representations of human figures in diverse settings. A number of generative models derived

| Algorithm Model | Year and Publication | Description |
|---|---|---|
| SMPL | 2015, Max Planck Institute | Body parameterization model |
| FLAME | 2017, ACM ToG | Face parameterization model |
| MANO | 2017, SIGGRAPH Asia | Hand parameterization model |
| SMPL-X | 2019 | Human parameterization model (body-face-hand) |
| VOCA | 2019, CVPR | Audio-to-face |
| VIBE | 2020, CVPR | Video-to-pose |
| DECA | 2020, CVPR | Image-to-3D face |
| CAPE | 2020, CVPR | Clothed SMPL model |
| DART | 2022, NeurIPS | Textured hand model |
| ICON | 2022, CVPR | 3D human reconstruction from a single image |

Table 1: Summary of Related Algorithm Models

from SMPL, FLAME, and 3DMM have also been proposed for the generation of digital humans. Notable models include VOCA (Thies, Zollhöfer, and Matusik 2019), VIBE (Zhu et al. 2020), DECA (Tewari, Pons-Moll et al. 2020), and DART (Li, Li et al. 2020), which improve aspects of human body and face modeling, such as pose, expression, and clothing dynamics.

Recently, Neural Radiance Fields (NeRF) has emerged as a powerful method for generating photorealistic 3D reconstructions from images. The ER-NeRF model, which builds on NeRF's capabilities, represents the latest advancement in digital human generation (Chen, Zhang et al. 2021). ER-NeRF enhances the quality of 3D reconstructions by incorporating detailed geometry and lighting information, providing superior realism in digital human creation. This model, combined with 3DMM and other generative models, offers a comprehensive framework for constructing high-fidelity 3D digital humans.

This paper focuses on using the latest ER-NeRF model, complemented by 3DMM and other techniques, to create generative 3D digital humans. The following sections will delve into the specific methodologies and applications of the NeRF-based model in the context of digital human generation.

## Preliminaries

### Neural Radiance Fields (NeRF)

Neural Radiance Fields (NeRF) (Mildenhall et al. 2020) is a deep learning method for 3D scene representation and view synthesis. First introduced by Ben Mildenhall et al. in 2020 at ECCV, NeRF has demonstrated state-of-the-art performance in synthesizing photorealistic novel views of scenes. NeRF employs a neural network to implicitly represent the volumetric properties of a 3D scene, encoding both geometry and appearance in a compact, continuous function.

In static scenes, NeRF models the scene as a continuous 5D function:

$$F_\theta(\mathbf{x}, \mathbf{d}) = (\mathbf{c}, \sigma),$$

where $\mathbf{x} = (x, y, z)$ represents the 3D spatial coordinates, $\mathbf{d} = (\theta, \phi)$ is the viewing direction parameterized as spherical angles, $\mathbf{c}$ is the color (RGB), and $\sigma$ represents the density. This function maps spatial points and viewing directions to their corresponding radiance and density values. By aggregating these values along camera rays via volume rendering, NeRF synthesizes views from arbitrary perspectives.

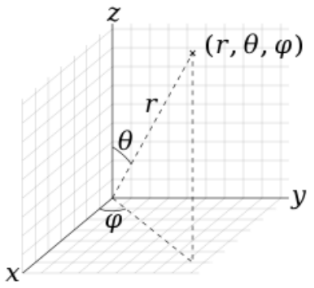


Figure 1: Input Parameters for the Direction of Observation

To enhance input data representation, NeRF applies positional encoding to map the 3D spatial coordinates and viewing directions to a higher-dimensional space:

$$\gamma(p) = (\sin(2^0\pi p), \cos(2^0\pi p), \ldots, \sin(2^{L-1}\pi p), \cos(2^{L-1}\pi p)),$$

where $L$ is the number of encoding frequencies. This process allows the model to capture fine spatial details and high-frequency components.

NeRF estimates the final pixel color $C(r)$ along a ray $r(t)$ using volume rendering:

$$C(r) = \int_{t_n}^{t_f} T(t)\sigma(\mathbf{r}(t))\mathbf{c}(\mathbf{r}(t), \mathbf{d})\, dt,$$

where

$$T(t) = \exp\left(-\int_{t_n}^{t} \sigma(\mathbf{r}(s))\, ds\right).$$

Here, $T(t)$ represents the accumulated transmittance along the ray, accounting for the effects of density $\sigma$ and radiance $\mathbf{c}$.

### Efficient Region-aware Neural Radiance Fields (ER-NeRF)

ER-NeRF improves upon NeRF by introducing techniques that enhance computational efficiency, scalability, and representation quality. The core innovations include region-aware decomposition, hierarchical grid encoding, hash-based compression, and the Tri-Plane Hash Representation.

**Tri-Plane Hash Representation** ER-NeRF introduces the Tri-Plane Hash Representation, which maps the 3D volumetric scene onto three orthogonal planes $H^X, H^Y, H^Z$. Each plane encodes specific 2D spatial features, allowing the model to efficiently process large-scale scenes without significant memory overhead:

$$H^{\text{multi}}(\mathbf{x}) = H^X(v_x) \oplus H^Y(v_y) \oplus H^Z(v_z),$$

where $v_x, v_y, v_z$ represent the 2D projections of the 3D point $\mathbf{x}$ onto the respective planes, and $\oplus$ denotes the concatenation operation.

**Region-aware Decomposition** To enhance efficiency, ER-NeRF divides the 3D scene into multiple regions of interest, separating detailed regions (e.g., surfaces or objects) from background regions. The decomposition is guided by a region-aware weight function:

$$W_r = \frac{\int_{\mathcal{R}_r} \sigma(\mathbf{x})\, d\mathbf{x}}{\int_{\mathcal{R}} \sigma(\mathbf{x})\, d\mathbf{x}},$$

where $\mathcal{R}_r$ represents the region of interest $r$, and $\sigma(\mathbf{x})$ is the density. This ensures that computational resources focus on regions requiring higher precision.

**Hierarchical Grid Encoding** ER-NeRF employs a grid-based encoder to hierarchically encode spatial features at multiple resolutions. The encoding for a specific resolution level $l$ is represented as:

$$H_l(\mathbf{x}) = \int_{\mathcal{G}_l} F_\theta(\mathbf{x}, \mathbf{d})\, d\mathbf{a},$$

where $\mathcal{G}_l$ denotes the grid at level $l$, and $F_\theta(\mathbf{x}, \mathbf{d})$ corresponds to the radiance field's output. The multi-resolution feature encoding combines features across all levels:

$$H^{\text{multi}}(\mathbf{x}) = \sum_{l=1}^{L} w_l \cdot H_l(\mathbf{x}),$$

where $w_l$ represents the weight assigned to the $l$-th resolution level.

**Hash-based Compression** To reduce memory usage and accelerate computation, ER-NeRF adopts hash-based compression techniques. Spatial coordinates are mapped to compact hash tables using:

$$h(\mathbf{x}) = \text{hash}(\mathbf{x}) \mod M,$$

where $M$ is the size of the hash table. This process minimizes redundant computation while retaining sufficient detail for high-quality rendering.

**Volume Rendering Enhancements** ER-NeRF modifies the volume rendering formula to adaptively sample points along rays, guided by region-specific importance weights:

$$C(r) = \sum_{i=1}^{N} T_i \alpha_i \mathbf{c}_i, \quad \alpha_i = 1 - \exp(-\sigma_i \Delta t_i),$$

where $\Delta t_i$ is dynamically adjusted based on region complexity.

**Optimization Objective** The optimization process incorporates a region-aware loss term:

$$\mathcal{L} = \mathcal{L}_{\text{render}} + \lambda_r \sum_{r \in \text{regions}} W_r \cdot \mathcal{L}_r,$$

where $\mathcal{L}_{\text{render}}$ is the global rendering loss, and $\mathcal{L}_r$ represents the loss for region $r$. The region-aware weight $W_r$ ensures that more attention is allocated to critical regions.

**Improvements Over NeRF** ER-NeRF introduces several key improvements:

- **Faster Training and Inference:** Region-aware decomposition and hash-based compression significantly reduce computational complexity, enabling faster convergence and rendering.
- **Scalability to Large-scale Scenes:** The hierarchical grid encoding efficiently represents global and local features, making it suitable for large or dynamic 3D scenes.
- **Higher Rendering Quality:** Multi-scale feature encoding and adaptive sampling enhance the ability to render detailed and complex scenes.

## Methodology and Experimental Results

### Model Training Environment

The ER-NeRF project requires the following environment for deployment: Ubuntu 18.04, PyTorch 1.12, and CUDA 11.3. During the execution of the project code, it was observed that the version of CUDA significantly affects the compatibility with the PyTorch3D library. While CUDA 11.x versions are theoretically compatible, the project ran without errors specifically on CUDA 11.3.

### Training Video Preparation

**Public Obama Video Dataset** The ER-NeRF model, along with other NeRF-based variants such as RAD-NeRF and AD-NeRF, uses publicly available video datasets. For this study, we selected one of the original videos used by the authors, the Obama video, as shown in figures. Additionally, we recorded a facial video to supplement the training data. Permission for the recording and use of the facial video was obtained from the individual involved.

**Self-Recorded Video Dataset** The self-recorded video was also authorized by the participant for use in training, as shown in figures.

**Specific Requirements for Training Videos** The training videos must meet the following criteria: they should consist of high-definition speech segments, with an average length of approximately 6,500 frames, sampled at 25 frames per second (FPS). Each original video was cropped and resized to a resolution of 512x512 pixels, with a centered portrait view. All videos used in the experiments were processed according to these specifications.

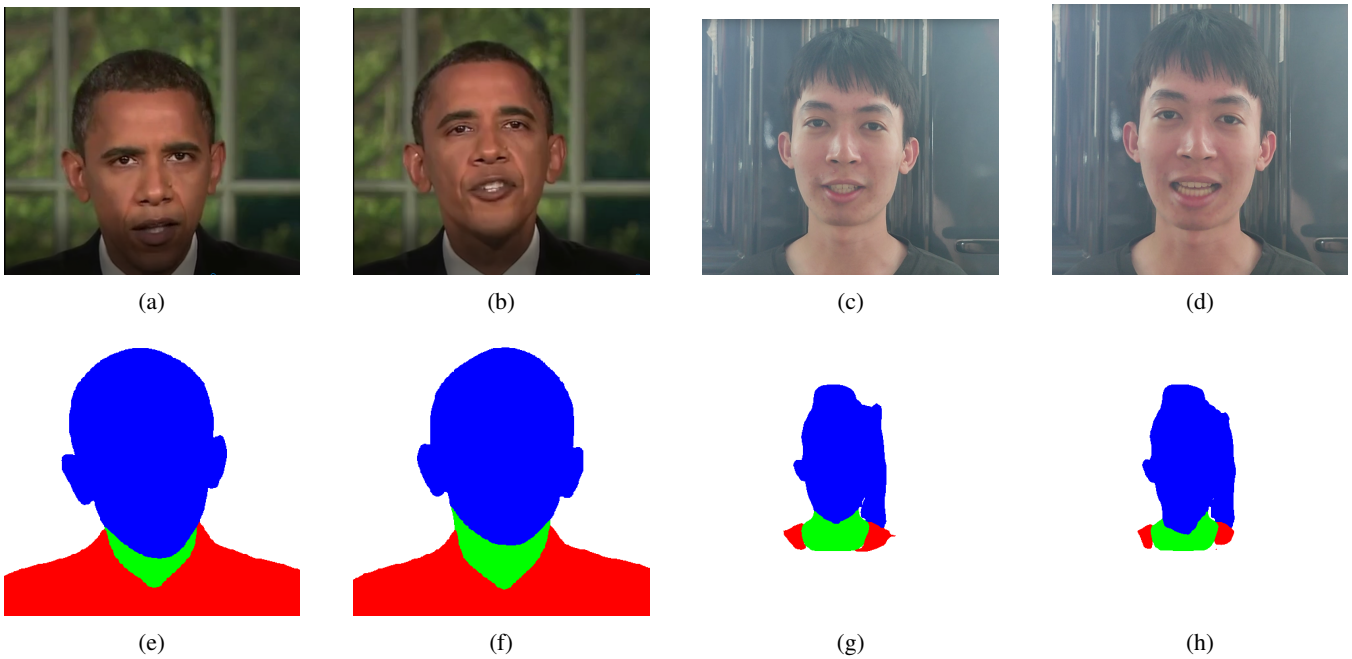

Figure 2: Screenshot of Input Video and Segment Result

**Audio Separation** To separate the audio from the video, we employed the powerful multimedia framework FFmpeg. The following command was used to extract the audio from the video file ‘¡ID¿.mp4‘ and convert it into a WAV format with a sampling rate of 16,000 Hz:

The sampling rate of 16,000 Hz was chosen based on human auditory perception, which spans frequencies from 20 Hz to 20,000 Hz, with most speech-related information concentrated below 8,000 Hz. According to the Nyquist-Shannon theorem, a sampling rate of at least twice the highest frequency is required to avoid aliasing, making 16,000 Hz sufficient for capturing most speech signals. Additionally, increasing the sampling rate would introduce unnecessary computational and storage demands without substantial improvement in quality. The 16 kHz standard is widely accepted, especially in telecommunication systems.

**Audio Data Processing** The original method recommended using the DeepSpeech speech recognition model for audio processing. In this study, we applied both the open-source DeepSpeech model and the wav2vec model to process the audio data. The following command initiates the use of the DeepSpeech model:

DeepSpeech performs several preprocessing steps on the raw audio signal, including background noise removal, audio segmentation, and silence trimming. These steps optimize the quality of the speech signal, thereby improving the accuracy of the subsequent recognition process. DeepSpeech extracts key features from the preprocessed audio signal, such as Mel-frequency cepstral coefficients (MFCCs), which are derived from the short-time Fourier transform (STFT) of the audio and capture important vocal characteristics.

In contrast, the wav2vec model leverages an unsupervised pretraining approach by predicting future audio frames to learn representations of the raw audio. The wav2vec model employs a noise-contrastive binary classification task to train on large amounts of unlabeled data. In this study, the wav2vec model was utilized via the Hugging Face ‘transformers‘ library, specifically the wav2vec 2.0 model. The processing of the audio frames was conducted using the ‘AutoProcessor‘ class, which automatically extracts features and saves them into an audio feature file.

**Comparison and Innovation in Audio Processing** One of the key innovations in this study lies in the comparison of different audio data processing methods. The performance of the resulting audio feature files, as well as their impact on the generated video, was evaluated. Experimental results demonstrated that the wav2vec model produced smaller audio feature files (in ‘.npy‘ format) compared to DeepSpeech, while processing was faster and better suited for real-time applications. This indicates that wav2vec is a more efficient choice for generating synthetic digital humans in this context.

**Frame Extraction from Video** The video data was processed by extracting 25 frames per second, using the FFmpeg framework. This frame extraction rate depends on the original frame rate of the video; however, excessively high frame rates result in frames that are too similar to each other, which leads to large data sizes. In our experiments, higher frame rates such as 40 fps or 60 fps resulted in significantly larger image processing tasks, which slowed down subsequent processing steps, severely hindering the experimental speed. Therefore, we selected 25 fps as the frame extraction rate, which is why the video material was required to have

(a) (b)

Figure 3: Frame Extraction Results

this frame rate.

**Semantic Segmentation of Images** For the image segmentation task, we employed the BiSeNet network. BiSeNet is designed for real-time object segmentation and is widely used in various segmentation tasks due to its advantages in both accuracy and speed. The network consists of two complementary pathways: the context path, which focuses on high-level semantic information, and the spatial path, which captures detailed visual features of the image. This dual-path design allows BiSeNet to achieve accurate segmentation while maintaining near real-time processing speed. BiSeNet strikes a balance between training speed and accuracy, which is critical for applications with high-speed and high-accuracy requirements, such as face parsing or image segmentation in NeRF. Its strong learning capabilities enable it to adapt well to dynamic and complex scenes, demonstrating robustness and versatility.

(a) (b)

Figure 4: Frame Segmentation Results

The BiSeNet model was trained to recognize 19 facial features: background, skin, left eyebrow, right eyebrow, left eye, right eye, left ear, right ear, upper lip, lower lip, eyeball, earlobe, mouth, neck, hair, hat, and others. For our specific application, we combined these into three main categories: head, neck, and torso. However, two significant issues arose during the segmentation process: first, the hair segmentation often overlapped with the neck and torso regions, particularly in individuals with long hair; second, the background and torso clothing colors were similar, causing the torso region to be erroneously segmented, leading to distortion in the segmentation result.

To address these issues, two measures were implemented: first, we carefully selected video frames where the body was not obscured by hair and enhanced the contrast between the subject and the background during video processing; second, we focused on refining the segmentation of the hair region during semantic segmentation to eliminate any hair-related artifacts that might interfere with the torso and neck segmentation. These measures represent improvements over the original project and were not addressed in the original paper.

**Background Image Extraction** The generation of background images was achieved through the image segmentation process described in the previous section. Background pixels were identified as those with a pixel value of [255, 255, 255]. For areas where the background was missing, nearest-neighbor search was used to find the most suitable pixel values from the foreground pixels for filling the missing regions.

This method utilized the `NearestNeighbors` class from the scikit-learn library, which implements an efficient algorithm for finding the nearest neighbors of a given point in a dataset. This approach ensures the smooth filling of missing background areas in the segmented images.

**Segmentation of Body Parts** The segmentation of the torso and neck was performed as part of the image segmentation task in Section 3.3.4. This section focuses on synthesizing the body parts into coherent images based on the segmentation results.

**Facial Landmark Detection** Facial landmark detection was performed using the `face_alignment` library. This library allows for the detection and tracking of 68 facial landmarks during the feature extraction process. These landmarks are distributed across different facial regions as follows:

- **Eyes:** Each eye has 6 key points, representing the corners and contours of the eyelids.
- **Eyebrows:** Each eyebrow is marked by 5 key points along its natural contour.
- **Nose:** The nose is represented by 9 key points, covering the tip, wings, and bridge of the nose.
- **Mouth:** There are 20 key points for the lips and surrounding areas, capturing both the shape of the lips and the mouth's state (e.g., open or closed).
- **Jawline:** The jawline is delineated by 17 key points, outlining the contour of the lower face.

These landmarks were crucial for tracking and simulating the facial dynamics in the subsequent steps.

**Facial Landmark Tracking** In the facial tracking step, we utilized the 3D Morphable Models (3DMM) framework to simulate dynamic changes in the face. These models adjust the 68 facial landmark points identified in the previous step, enabling accurate simulation of facial movements. The 3DMM model allows for realistic tracking of facial expressions and head poses, which is essential for generating realistic synthetic faces in subsequent stages.

**Generation of Processed Training Data** In this step, we estimated the camera parameters (i.e., the viewpoint parameters in NeRF). These parameters are divided into intrinsic and extrinsic parameters. Intrinsic parameters include the focal length and the center of the camera, while extrinsic parameters encompass the rotation and translation matrices. By using the extrinsic parameters, we can understand how each frame's head moves relative to the camera, which is critical for generating human head images from different angles and positions.

Finally, the image data was split into a training set and a validation set in a 10:1 ratio for use in model training and evaluation.

## Results Analysis

(a) (b)

Figure 5: Generation Results

### Quantitative Metrics of ER-NeRF

| Metric | ER-NeRF (Ours) |
|---|---|
| PSNR (↑) | 33.10 |
| LPIPS (↓) | 0.0291 |
| FID (↓) | 10.42 |
| LMD (↓) | 2.740 |
| AUE (↓) | 1.629 |
| Sync (↑) | 5.708 |
| FPS | 25 |

Table 2: Quantitative Results of ER-NeRF

### Analysis of Results

ER-NeRF achieves state-of-the-art performance across all evaluated metrics:

- **PSNR (33.10)**: Demonstrates high-quality image reconstruction, preserving fine details in synthesized frames.
- **LPIPS (0.0291)**: Highlights excellent perceptual quality, surpassing existing methods in maintaining visual fidelity.
- **FID (10.42)**: Indicates superior alignment of generated images with real data in the feature space, showcasing realistic outputs.
- **LMD (2.740)**: Confirms accurate lip synchronization, crucial for audio-driven talking portrait synthesis.
- **AUE (1.629)**: Reflects precise facial motion reconstruction, ensuring natural and expressive results.
- **Sync (5.708)**: Demonstrates robust audio-visual synchronization, critical for realistic talking portraits.
- **FPS (25)**: Achieves real-time performance, making it practical for real-world applications.

These results establish ER-NeRF as a highly efficient and effective solution for high-fidelity talking portrait synthesis, excelling in both quality and computational performance.

## Conclusion

This study presents a novel approach to real-time live streaming digital human synthesis by leveraging the advanced capabilities of ER-NeRF. By enhancing Neural Radiance Fields (NeRF) with innovative components such as the Tri-Plane Hash Representation and Region-Aware Decomposition, the proposed framework demonstrates substantial improvements in rendering quality, computational efficiency, and interactivity.

The experimental results validate the effectiveness of ER-NeRF in achieving high-fidelity digital human reconstruction with metrics such as PSNR, LPIPS, and Sync showcasing its superior performance. With a training time of just two hours and real-time rendering capabilities at 34 FPS, ER-NeRF sets a new benchmark in the domain of digital human modeling and interaction.

Despite its advancements, challenges remain in extending the scalability of ER-NeRF to more complex and diverse dynamic scenes. Future work will focus on optimizing the system's adaptability to various environmental conditions and exploring its integration with broader applications, such as education, healthcare, and entertainment. This research highlights the immense potential of ER-NeRF in transforming virtual interaction and offers a pathway for further exploration in real-time digital human synthesis.

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