

Figure R1: Modeling results of different 3DMM methods.



Figure R2: The landmark visual results on CABench.

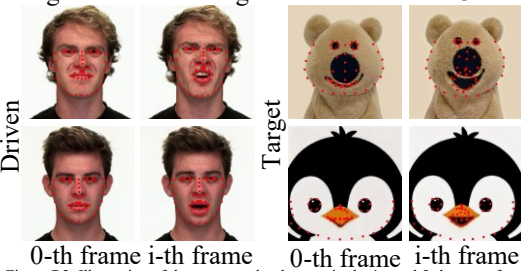


Figure R3: Illustration of the reasons why the eyes in the 1st and 5-th rows of Figure 7 do not change. The reason is that the driving eyes do not change instead of poor driving quality.



Figure R4: Eye driving case, closed eyes, for the 1st and 5-th characters in Figure 7.

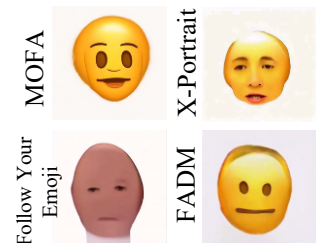


Figure R7: Texture artifacts in other diffusion-based methods.



Figure R8: Illustration of why texture artifacts occur.

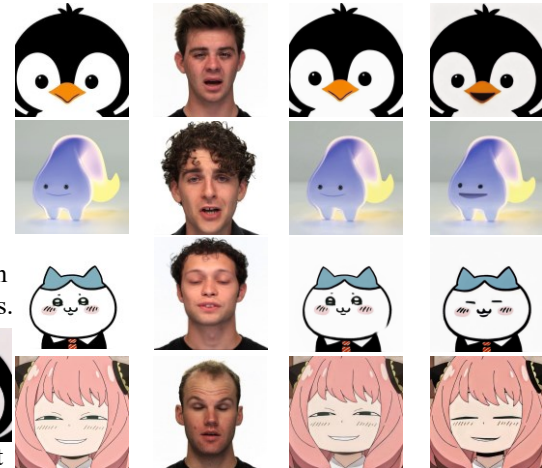


Figure R6: Comparisons with LivePortrait.

