A real-time framework for visual feedback of articulatory data using statistical shape models

Kristy James$^{1-2}$, Alexander Hewer$^{1-2}$, Ingmar Steiner$^{1-2}$, Stefanie Wuhrer$^3$

$^1$Computational Linguistics & Phonetics, Saarland University, Germany
$^2$DFKI Language Technology Lab, Saarbrücken, Germany
$^3$INRIA Rhône-Alpes, Grenoble, France

INPUT SOURCES

Live data from articulograph

OR

Recorded data

DATA PROCESSING

Game server

Tongue model fitting server

VISUALIZATION

Blender game engine

It’s open source!
Code available from
https://git.io/viqdT