Virtual Humans

Peter M. Plantec

Virtual Humans:

Virtual Humans David Burden,Maggi Savin-Baden,2019-01-24 Virtual Humans provides a much needed definition of what constitutes a virtual human and places virtual humans within the wider context of Artificial Intelligence development It explores the technical approaches to creating a virtual human as well as emergent issues such as embodiment identity agency and digital immortality and the resulting ethical challenges The book presents an overview of current research and practice in this area and outlines the major challenges faced by today s developers and researchers The book examines the possibility for using virtual humans in a variety of roles from personal assistants to teaching coaching and knowledge management and the book situates these discussions around familiar applications e g Siri Cortana Alexa and the portrayal of virtual humans within Science Fiction Features Presents a comprehensive overview of this rapidly developing field Provides an array of relevant real life examples from expert practitioners and researchers from around the globe in how to create the avatar body mind senses and ability to communicate Intends to be broad in scope yet practical in approach so that it can serve the needs of several different audiences including researchers teachers developers and anyone with an interest in where these technologies might take us Covers a wide variety of issues which have been neglected in other research texts for example definitions and taxonomies the ethical challenges of virtual humans and issues around digital immortality Includes numerous examples and extensive references New Advances in Virtual Humans Nadia Magnenat-Thalmann,N. Ichalkaranje,2008-07-23 In this book various aspects of cognitive and emotional behaviour is described In chapter one a state of the art introduction to VH is presented and the associated research is given In Chapter 2 cognitive and emotions processes are described A Comprehensive context model for multi party interactions with the VH is given in the next chapter Finally it is very important to model the socializing of groups of virtual humans This is discussed in Chapter 4 The automatic modelling of expressions for VH is described in Chapter 5 The last chapter gives a case study of an intelligent kios avatar and its usability This book gives examples of some advances that enable VH to behave intelligently It provides an overview of these research problems and some unsolved problems Handbook of Virtual Humans Nadia Magnenat-Thalmann,Daniel Thalmann,2005-10-31 Virtual Humans are becoming more and more popular and used in many applications such as the entertainment industry in both film and games and medical applications This comprehensive book covers all areas of this growing industry including face and body motion body modelling hair simulation expressive speech simulation and facial communication interaction with 3D objects rendering skin and clothes and the standards for Virtual Humans Written by a team of current and former researchers at MIRALab University of Geneva or VRlab EPFL this book is the definitive guide to the area Explains the concept of avatars and autonomous virtual actors and the main techniques to create and animate them body and face Presents the concepts of behavioural animation crowd simulation intercommunication between virtual humans and interaction between real humans and autonomous virtual humans Addresses the advanced topics of hair representation

and cloth animation with applications in fashion design Discusses the standards for Virtual Humans such as MPEG 4 Face Animation and MPEG 4 Body Animation   *Virtual Humans* Peter M. Plantec,2004 Foreword by Ray Kurzweil author The Age of Spiritual Machines Virtual humans may seem like something out of science fiction but they are already here Companies use them as website hosts individuals use them as personal assistants and people interact with them in computer games educational applications and many other arenas The possibilities are limitless but the most amazing thing is that anyone can create a V human from scratch Virtual Humans gives not just start to finish instructions for designing a charming synthetic person but also a CD ROM containing the tools and techniques to make it real Readers will learn how to create their own authentic and engaging personalities apply VH technology to business and individual projects add synthetic voices and realistic faces to virtual humans use personality psychology and humor in character design design advanced emotion expression engines This book and CD package is the first of its kind and a landmark on a par with the first build your own Web site products Readers will be among the first to create ultra realistic versatile V human personalities and will start well ahead of what is soon to be a tidal wave of worldwide interest   **Handbook of Virtual Humans** Nadia Magnenat-Thalmann,Daniel Thalmann,2004-10-29 Virtual Humans are becoming more and more popular and used in many applications such as the entertainment industry in both film and games and medical applications This comprehensive book covers all areas of this growing industry including face and body motion body modelling hair simulation expressive speech simulation and facial communication interaction with 3D objects rendering skin and clothes and the standards for Virtual Humans Written by a team of current and former researchers at MIRALab University of Geneva or VRlab EPFL this book is the definitive guide to the area Explains the concept of avatars and autonomous virtual actors and the main techniques to create and animate them body and face Presents the concepts of behavioural animation crowd simulation intercommunication between virtual humans and interaction between real humans and autonomous virtual humans Addresses the advanced topics of hair representation and cloth animation with applications in fashion design Discusses the standards for Virtual Humans such as MPEG 4 Face Animation and MPEG 4 Body Animation   <u>Virtual Worlds</u> ,2000
    Virtual Worlds Jean-claude Heudin,1999 A complementary volume to the First International Conference on Virtual Worlds held in July 1988 The selected contributions have been heavily reviewed in order to reflect the initial ideas of the author when the conference was launched   **Virtual Environments** ,2000   *Social Responses to Virtual Humans* Sung Jun Park,2009 A framework for understanding the social responses to virtual humans suggests that human like characteristics e g facial expressions voice expression of emotion act as cues that lead a person to place the agent into the category human and thus elicit social responses Given this framework this research was designed to answer two outstanding questions that had been raised in the research community Moon Nass 2000 1 If a virtual human has more human like characteristics will it elicit stronger social responses from people 2 How do the human like characteristics interact in terms of the strength of

social responses Two social psychological social facilitation and politeness norm experiments were conducted to answer these questions The first experiment investigated whether virtual humans can evoke a social facilitation response and how strong that response is when participants are given different cognitive tasks e g anagrams mazes modular arithmetic that vary in difficulty They did the tasks alone in the company of another person or in the company of a virtual human that varied in terms of features The second experiment investigated whether people apply politeness norms to virtual humans Participants were tutored and quizzed either by a virtual human tutor that varied in terms of features or a human tutor Participants then evaluated the tutor s performance either directly by the tutor or indirectly via a paper and pencil questionnaire Results indicate that virtual humans can produce social facilitation not only with facial appearance but also with voice recordings In addition performance in the presence of voice synced facial appearance seems to elicit stronger social facilitation i e no statistical difference compared to performance in the human presence condition than in the presence of voice only or face only Similar findings were observed with the politeness norm experiment Participants who evaluated their tutor directly reported the tutor s performance more favorably than participants who evaluated their tutor indirectly In addition this valence toward the voice synced facial appearance had no statistical difference compared to the valence toward the human tutor condition The results suggest that designers of virtual humans should be mindful about the social nature of virtual humans **HERCMA 2001** ,2002 **Intelligent Virtual Agents** ,2005 *Artificial Life and Virtual Reality* Nadia Magnenat-Thalmann,Daniel Thalmann,1994-12-12 A study of the association between artificial life AI and virtual reality which presents the results of a workshop on the subject held at the University of Geneva Switzerland in November 1993 **Virtual Environments '98** Martin Göbel,Jürgen Landauer,Ulrich Lang,Matthias Wapler,1998-11-20 Ten years after Virtual Environment research started with NASA s VIEW project these techniques are now exploited in industry to speed up product development cycles to ensure higher product quality and to encourage early training on and for new products Especially the automotive industry but also the oil and gas industry are driving the use of these techniques in their works The papers in this volume reflect all the different tracks of the workshop reviewed technical papers as research contributions summaries on panels of VE applications in the automotive the medical the telecommunication and the geoscience field a panel discussing VEs as the future workspace invited papers from experts reporting from VEs for entertainment industry for media arts for supercomputing and productivity enhancement Short industrial case studies reporting very briefly from ongoing industrial activities complete this state of the art snapshot Newmedia ,1997 *An Overview of Virtual Humans* Nadia Magnenat Thalmann,Daniel Thalmann,2004 **Mobile Robots XV** Howie M. Choset,Douglas Whitney Gage,Matthew R. Stein,2001 **Virtual Reality** Alexander Riegler,2001 The concept of virtuality has introduced a completely new mode of representing presenting as well as acquiring knowledge The present collection of papers acknowledges this development and gives a survey over the most important developments issues and foundations from an interdisciplinary perspective This book

intends to enlarge the definition of virtual reality in order to go beyond the toy character it may still have in the public The contributions show that virtuality has not only been successfully applied in various technical and medical domains but also touches basic philosophical problems and questions related to cognitive science In fact developing the concept of virtuality further will be the key to many challenges in both theoretical and technical domains   *Proceedings* ,2005   *VRST* ,2006

Military Vehicles ,2006

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Table of Contents Virtual Humans

1. Understanding the eBook Virtual Humans
    - The Rise of Digital Reading Virtual Humans
    - Advantages of eBooks Over Traditional Books
2. Identifying Virtual Humans
    - Exploring Different Genres
    - Considering Fiction vs. Non-Fiction
    - Determining Your Reading Goals
3. Choosing the Right eBook Platform
    - Popular eBook Platforms
    - Features to Look for in an Virtual Humans
    - User-Friendly Interface
4. Exploring eBook Recommendations from Virtual Humans
    - Personalized Recommendations
    - Virtual Humans User Reviews and Ratings
    - Virtual Humans and Bestseller Lists
5. Accessing Virtual Humans Free and Paid eBooks
    - Virtual Humans Public Domain eBooks
    - Virtual Humans eBook Subscription Services
    - Virtual Humans Budget-Friendly Options
6. Navigating Virtual Humans eBook Formats

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