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The Auckland Face Simulator has been developed to create realistic, autonomously interactive, highly expressive human faces for use in applications from perceptual psychology research to new human-computer-interface technologies. The face models can represent the full range of facial muscle actions and can be precisely controlled to allow creation of novel static and dynamic stimuli for perceptual experiments. The models can also be driven by cognitive architectures in an interactive integrated system to create synthetic muscle activations. Or they can be driven by motion capture or by animation controls or any combination to achieve a high degree of realism and a full range of expression in real time.