Abstract: Virtual characters appear in a wide range of application domains such as movies, games, training environments and military simulations. Believability of their behavior is critical for providing their audience with an immersive experience. An important aspect of believability is the convincing expression of consistently distinguishable behaviors. Personality is a key element that makes each individual distinctive; and literature shows that humans convey a lot of information about their personalities through variations in their body movement. In this talk, I will present my research on simulating personality-driven virtual humans. I will explain how a formal, procedural and empirically grounded association between personality and body motion parameters can be derived both for individual virtual characters and characters within heterogeneous crowds. I will also talk about how to extend the grounds of expressive motion modeling beyond personality to include other aspects of human psychological state such as emotions in order to improve decision making and behavior selection strategies.

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