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The Standard, Implementation and Applications

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Mpeg 4 Facial Animation The Standard Implementation And Applications

Birgit Lugrin,Catherine Pelachaud,David Traum

Mpeg 4 Facial Animation The Standard Implementation And Applications:

MPEG-4 Facial Animation Igor S. Pandzic,Robert Forchheimer,2003-01-31 Provides several examples of applications using the MPEG 4 Facial Animation standard including video and speech analysis Covers the implementation of the standard on both the encoding and decoding side Contributors includes individuals instrumental in the standardization process

Affective Dialogue Systems Elisabeth Andre,Laila Dybkjaer,Wolfgang Minker,Paul Heisterkamp,2004-06-08 Human conversational partners are able at least to a certain extent to detect the speaker s or listener s emotional state and may attempt to respond to it accordingly When instead one of the interlocutors is a computer a number of questions arise such as the following To what extent are dialogue systems able to simulate such behaviors Can we learn the mechanisms of emotional be viors from observing and analyzing the behavior of human speakers How can emotionsbeautomaticallyrecognizedfromauser smimics gesturesandspeech What possibilities does a dialogue system have to express emotions itself And very importantly would emotional system behavior be desirable at all Given the state of ongoing research into incorporating emotions in dialogue systems we found it timely to organize a Tutorial and Research Workshop on A ectiveDialogueSystems ADS2004 atKlosterIrseein GermanyduringJune 14 16 2004 After two successful ISCA Tutorial and Research Workshops on Multimodal Dialogue Systems at the same location in 1999 and 2002 we felt that a workshop focusing on the role of a ect in dialogue would be a valuable continuation of the workshop series Due to its interdisciplinary nature the workshop attracted submissions from researchers with very di erent backgrounds and from many di erent research areas working on for example dialogue processing speech recognition speech synthesis embodied conversational agents computer graphics animation user modelling tutoring systems cognitive systems and human computer inter tion

Nonverbal Communication Judith A. Hall,Mark L. Knapp,2013-01-30 The current volume featuring 28 contributions from cutting edge researchers emphasizes uses purposes origins and consequences of nonverbal communication in the lives of individuals dyads and groups in other words the behaviour of human beings As such the volume as a whole is not just about communication systems per se nor the impact on humans of the physical environment whether built or natural Instead the volume focuses on humans engaging in nonverbal communication and the communicative and psychological aspects of this behaviour Nonverbal behaviour is an inclusive category and includes all emitted nonverbal behaviour that may be subject to interpretation by others whether the behaviour is intentionally produced or not This panoramic volume edited by two of the world s leading authorities on nonverbal communication contains 28 essays presenting the state of the art in the domain of nonverbal behaviour study Reginald B Adams Jr Tamara D Afifi Peter Andersen Sarai Blincoe Ross W Buck Peter Bull Judee K Burgoon Vanessa L Castro Ga tan Cousin Amanda Denes M Robin DiMatteo John P Doody John F Dovidio Marshall Duke Hilary Anger Elfenbein Jos Miguel Fern ndez Dols Mark G Frank Jillian Gannon Robert Gifford Laura K Guerrero Sarah D Gunnery Amy G Halberstadt Judith A Hall Jinni A Harrigan Monica J Harris Hyisung C Hwang Jessica

Kalchik Arvid Kappas Mark L Knapp Eva Krumhuber Ravi S Kudesia Dennis K ster Marianne LaFrance Jessica L Lakin Leslie Martin David Matsumoto Joann M Montepare Anthony J Nelson Stephen Nowicki Alison E Parker Sona Patel Miles L Patterson Stacie R Powers Kevin Purring Klaus Scherer Marianne Schmid Mast Michael A Strom Elena Svetieva Joseph B Walther Benjamin Wiedmaier Leslie A Zebrowitz   *The Handbook on Socially Interactive Agents* Birgit Lugrin,Catherine Pelachaud,David Traum,2021-09-17 The Handbook on Socially Interactive Agents provides a comprehensive overview of the research fields of Embodied Conversational Agents Intelligent Virtual Agents and Social Robotics Socially Interactive Agents SIAs whether virtually or physically embodied are autonomous agents that are able to perceive an environment including people or other agents reason decide how to interact and express attitudes such as emotions engagement or empathy They are capable of interacting with people and one another in a socially intelligent manner using multimodal communicative behaviors with the goal to support humans in various domains Written by international experts in their respective fields the book summarizes research in the many important research communities pertinent for SIAs while discussing current challenges and future directions The handbook provides easy access to modeling and studying SIAs for researchers and students and aims at further bridging the gap between the research communities involved In two volumes the book clearly structures the vast body of research The first volume starts by introducing what is involved in SIAs research in particular research methodologies and ethical implications of developing SIAs It further examines research on appearance and behavior focusing on multimodality Finally social cognition for SIAs is investigated using different theoretical models and phenomena such as theory of mind or pro sociality The second volume starts with perspectives on interaction examined from different angles such as interaction in social space group interaction or long term interaction It also includes an extensive overview summarizing research and systems of human agent platforms and of some of the major application areas of SIAs such as education aging support autism and games   **Biometric ID Management and Multimodal Communication** Julian Fierrez,Javier Ortega-Garcia,Anna Esposito,Andrzej Drygajlo,Marcos Faundez-Zanuy,2009-09-07 This book constitutes the research papers presented at the Joint 2101 2102 International Conference on Biometric ID Management and Multimodal Communication BioID_MultiComm 09 is a joint International Conference organized cooperatively by COST Actions 2101 2102 COST 2101 Action is focused on Biometrics for Identity Documents and Smart Cards BIDS while COST 2102 Action is entitled Cross Modal Analysis of Verbal and Non verbal Communication The aim of COST 2101 is to investigate novel technologies for unsupervised multimodal biometric authentication systems using a new generation of biometrics enabled identity documents and smart cards COST 2102 is devoted to develop an advanced acoustical perceptual and psychological analysis of verbal and non verbal communication signals originating in spontaneous face to face interaction in order to identify algorithms and automatic procedures capable of recognizing human emotional states   **Virtual Immersive and 3D Learning Spaces: Emerging Technologies and Trends** Hai-Jew, Shalin,2010-09-30 Virtual Immersive and 3D Learning Spaces Emerging

Technologies helps push the conceptual and applied boundaries of virtual immersive learning Virtual immersive spaces bring with them plenty of promise of sensory information rich learning experiences that will enable a much wider range of experiential learning and training delivered to computer desktops augmented reality spaces digital installations and mobile projective devices This work explains how these spaces may be exploited for effective learning in terms of the technologies pedagogical strategies and directions **Verbal and Nonverbal Communication Behaviours** Anna Esposito,Marcos Faundez-Zanuy,Eric Keller,Maria Marinaro,2007-10-06 This book constitutes the thoroughly refereed post proceedings of the COST Action 2102 International Workshop on Verbal and Nonverbal Communication Behaviours held in Vietri sul Mare Italy in March 2007 The twenty six revised full papers presented together with one introductory paper comprise carefully reviewed and selected participants contributions and invited lectures given at the workshop The papers are organized in topical sections **Intelligent Tutoring Systems** Beverly Woolf,Esma Aimeur,Roger Nkambou,Susanne Lajoie,2008-06-29 This book constitutes the refereed proceedings of the 9th International Conference on Intelligent Tutoring Systems ITS 2008 held in Montreal Canada in June 2008 The 63 revised full papers and 61 poster papers presented together with abstracts of 5 keynote talks were carefully reviewed and selected from 207 submissions The papers are organized in topical sections on emotion and affect tutor evaluation student modeling machine learning authoring tools tutor feedback and intervention data mining e learning and Web based ITS natural language techniques and dialogue narrative tutors and games semantic Web and ontology cognitive models and collaboration **HCI International 2014 - Posters' Extended Abstracts** Constantine Stephanidis,2014-05-19 This is the second of a two volume set CCIS 434 and CCIS 435 that constitutes the extended abstracts of the posters presented during the 16th International Conference on Human Computer Interaction HCII 2014 held in Heraklion Crete Greece in June 2014 and consisting of 14 thematic conferences The total of 1476 papers and 220 posters presented at the HCII 2014 conferences were carefully reviewed and selected from 4766 submissions These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems The papers accepted for presentation thoroughly cover the entire field of Human Computer Interaction addressing major advances in knowledge and effective use of computers in a variety of application areas The extended abstracts were carefully reviewed and selected for inclusion in this two volume set This volume contains posters extended abstracts addressing the following major topics social media and social networks learning and education design for all accessibility and assistive environments design for aging games and exergames health and well being ergonomics and safety HCI in business tourism and transport human human and human agent communication user experience case studies **Emotion-Oriented Systems** Paolo Petta,Catherine Pelachaud,Roddy Cowie,2011-02-04 Emotion pervades human life in general and human communication in particular and this sets information technology a challenge Traditionally IT has focused on allowing people to accomplish practical tasks efficiently setting emotion to one side That was acceptable when technology was a small part of

life but as technology and life become increasingly interwoven we can no longer ask people to suspend their emotional nature and habits when they interact with technology The European Commission funded a series of related research projects on emotion and computing culminating in the HUMAINE project which brought together leading academic researchers from the many related disciplines This book grew out of that project and its chapters are arranged according to its working areas theories and models signals to signs data and databases emotion in interaction emotion in cognition and action persuasion and communication usability and ethics and good practice The fundamental aim of the book is to offer researchers an overview of the related areas sufficient for them to do credible work on affective or emotion oriented computing The book serves as an academically sound introduction to the range of disciplines involved technical empirical and conceptual and will be of value to researchers in the areas of artificial intelligence psychology cognition and user machine interaction

Audiovisual Speech Processing Gérard Bailly,Pascal Perrier,Eric Vatikiotis-Bateson,2012-04-26 When we speak we configure the vocal tract which shapes the visible motions of the face and the patterning of the audible speech acoustics Similarly we use these visible and audible behaviors to perceive speech This book showcases a broad range of research investigating how these two types of signals are used in spoken communication how they interact and how they can be used to enhance the realistic synthesis and recognition of audible and visible speech The volume begins by addressing two important questions about human audiovisual performance how auditory and visual signals combine to access the mental lexicon and where in the brain this and related processes take place It then turns to the production and perception of multimodal speech and how structures are coordinated within and across the two modalities Finally the book presents overviews and recent developments in machine based speech recognition and synthesis of AV speech   Ambient Intelligence Giuseppe Riva,2005 The metaphor of Ambient Intelligence AmI tries to picture a vision of the future where all of us will be surrounded by intelligent electronic environments and this ambient has claims to being sensitive and responsive to our needs Ambient Intelligence without invasion of privacy represents a long term vision for the EU Information Society Technologies Research programme A strong multi disciplinary and collaborative approach is a key requirement for large scale technology innovation and the development of effective applications Up to now most of the books and papers related to AmI focus their analysis on the technology potential only An important feature of this volume is the link between the technology through the concepts of ubiquitous computing and intelligent interface and the human experience of interacting in the world through a neuro psychological vision centred on the concept of presence Presence the sense of being there is the experience of projecting one s mind through media to other places people and designed environments The combination of recent discoveries in cognitive neuroscience which make it possible to acquire a better understanding of the human aspects of presence and the breakthroughs at the level of the enabling technologies make it increasingly possible to build novel systems based on this understanding The goal of this volume is to assess the technologies and processes that are behind the

AmI vision in order to help the development of state of the art applications More in detail this volume aims at supporting researchers and scientists interested in the understanding and exploiting the potential of AmI **Data-Driven 3D Facial Animation** Zhigang Deng,Ulrich Neumann,2008 Data Driven 3D Facial Animation systematically describes the important techniques developed over the last ten years or so Comprehensive in scope the book provides an up to date reference source for those working in the facial animation field **Emotion-Oriented Systems** Catherine Pelachaud,2013-02-07 The Affective Computing domain term coined by Rosalind Picard in 1997 gathers several scientific areas such as computer science cognitive science psychology design and art The humane machine interaction systems are no longer solely fast and efficient They aim to offer to users affective experiences user s affective state is detected and considered within the interaction the system displays affective state it can reason about their implication to achieve a task or resolve a problem In this book we have chosen to cover various domains of research in emotion oriented systems Our aim is also to highlight the importance to base the computational model on theoretical foundations and on natural data **Multimedia Systems, Standards, and Networks** Atul Puri,2000-03-22 Describes ITU H H 323 and H 324 H 263 ITU T video and MPEG 4 standards systems and coding IP and ATM networks multimedia search and retrieval image retrieval in digital laboratories and the status and direction of MPEG 7 **Human Language Technologies – The Baltic Perspective** A. Tavast,K. Muischnek,M. Koit,2012-09-27 Human language technologies continue to play an important part in the modern information society This book contains papers presented at the fifth international conference Human Language Technologies The Baltic Perspective Baltic HLT 2012 held in Tartu Estonia in October 2012 Baltic HLT provides a special venue for new and ongoing work in computational linguistics and related disciplines both in the Baltic states and in a broader geographical perspective It brings together scientists developers providers and users of HLT and is a forum for the sharing of new ideas and recent advances in human language processing promoting cooperation between the research communities of computer science and linguistics from the Baltic countries and the rest of the world Twenty long papers as well as the posters or demos accepted for presentation at the conference are published here They cover a wide range of topics morphological disambiguation dependency syntax and valency computational semantics named entities dialogue modeling terminology extraction and management machine translation corpus and parallel corpus compiling speech modeling and multimodal communication Some of the papers also give a general overview of the state of the art of human language technology and language resources in the Baltic states This book will be of interest to all those whose work involves the use and application of computational linguistics and related disciplines **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   *Conversational Informatics* Toyoaki Nishida,Atsushi Nakazawa,Yoshimasa Ohmoto,Yasser Mohammad,2014-07-08 This book covers an approach to conversational informatics which encompasses science and technology for understanding and augmenting conversation in the network age A major challenge in engineering is to develop a technology for conveying not just messages but also underlying wisdom Relevant theories and practices in cognitive linguistics and communication science as well as techniques developed in computational linguistics and artificial intelligence are discussed   Multimedia, Computer Graphics and Broadcasting, Part I Tai-hoon Kim,Hojjat Adeli,William I. Grosky,Niki Pissinou,Timothy K. Shih,Edward J. Rothwell,Byeong-Ho Kang,Seung-Jung Shin,2011-12-03 The two volume set CCIS 262 and 263 constitutes the refereed proceedings of the International Conference MulGraB 2011 held as Part of the Future Generation Information Technology Conference FGIT 2011 in conjunction with GDC 2011 Jeju Island Korea in December 2011 The papers presented were carefully reviewed and selected from numerous submissions and focuse on the various aspects of multimedia computer graphics and broadcasting   **Proceedings ENTERFACE 2006** Similar,2007 July 17th August 11th Dubrovnik Croatia eNTERFACE 06 the second in the series of eNTERFACE workshops was hosted by the Faculty of Electrical Engineering and Computing University of Zagreb A group of 63 international students from all over the

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