Abstract:
People are enjoyable to interact with, in part, because of the richness of their personalities. We would like our virtual characters, and the interactions people have with them, to share this richness. In this talk, I will review our work on generating movement and text to convey particular personality traits for conversational characters. We use the Big Five model of personality and focus on two of the traits, Extraversion and Emotional Stability, showing how findings from the psychology literature can be adapted to create characters whose movement and dialogue varies along these traits.

Bio:
Michael Neff is an associate professor in Computer Science and Cinema & Technocultural Studies at the University of California, Davis where he directs the Motion Lab, an interdisciplinary research effort in character animation and embodied input. He holds a Ph.D. from the University of Toronto and is also a Certified Laban Movement Analyst. His interests include character animation tools, especially modeling expressive movement, physics-based animation, gesture and applying performing arts knowledge to animation. He received an NSF CAREER Award, the Alain Fournier Award for his dissertation, a best paper award from Intelligent Virtual Agents and the Isadora Duncan Award for Visual Design. He also currently serves as co-Director for the Program in Cinema and Technocultural Studies.