

A Gesture Analysis and Modeling Tool for Interactive Embodied Agents

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Abstract

In conjunction with Anvil and suitable annotation schemes, GAnTooL (A Gesture Annotation And Modeling Tool for Anvil) is a tool to annotate human nonverbal behavior like gestures and poses efficiently with the help of a skeleton. Using intuitive controls the user can quickly mirror the observed speaker's poses. The results can be used to build gesture descriptions and whole lexicons that transfer human behavior to interactive embodied agents. These agents can then be animated realtime with a character animation engine like EMBR. GAnTooL can also be used to create rough animations for games or movies: an export option in the Collada standard allows further editing in standard 3D modeling tools.