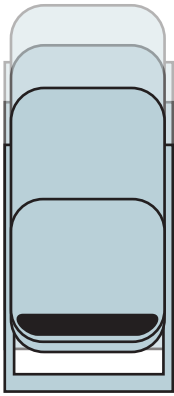


Locomotion Animation Utilized in Prototype

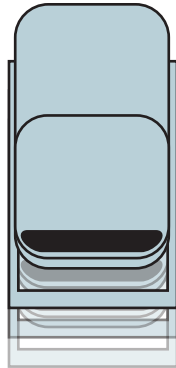
Changes in Face + Head Angle + Speed altered the emotions.

Forward



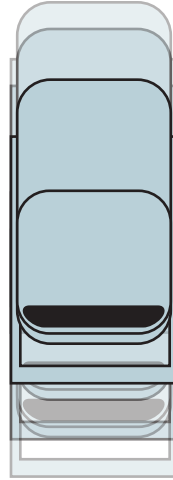
Curious
Incredulous/Surprised
Hopeful

Back



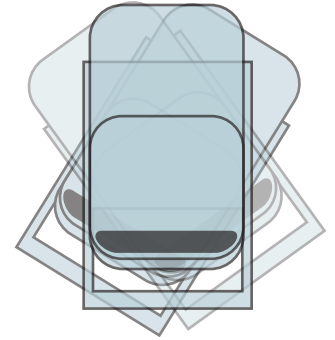
Sad
Fearful
Surprised
Angry
Fatigue

Back/Forth



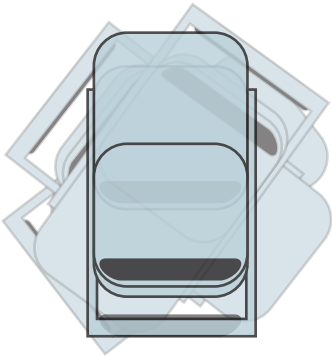
Happy
Angry
Pensive/Worried
Victory Dance/Gloat

Wiggle



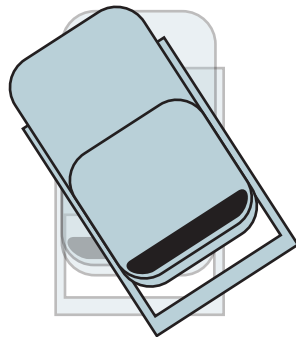
Happy
Angry
Confused/Confounded
"No"
Lost

Spin In Place



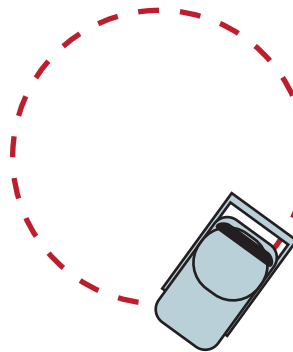
Shocked
Excited
Happy
Distraught
Confused
Fed-Up

Turn



Inquiry
Address Player:
- Anger
- Happy
- Curious
- Impatient
- Ignore (turn away)

Circle



Joy
Anger
Fear/Panic
Confusion