CommandListener **ROS API** emotionTable AnimationManager.setGesture() (e.g. Happy > High blinkRate AnimationManager.setEmotions() Afraid > High stiffness) AnimationManager.setPrimaryTarget() AnimationManager AnimationManager AnimationManager EmotionManager DirectGestures SetTarget (e.g. blinkingRate, breathingRate (e.g. yawn, nod, etc) (i.e. head and eye tracking) stiffness, etc) ActionControllers (i.e. blink, breath, track, gestures, emotional shapekey) Blender API >> 3D Model