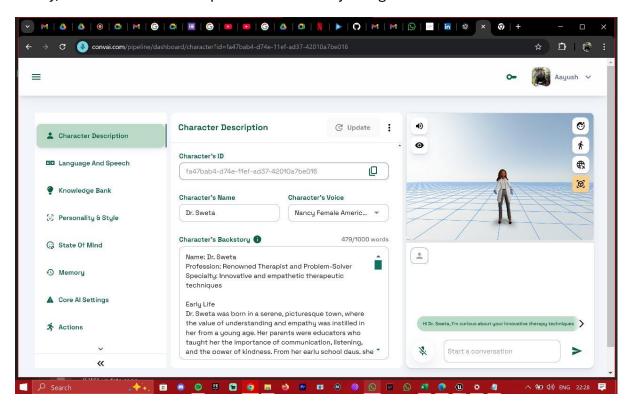
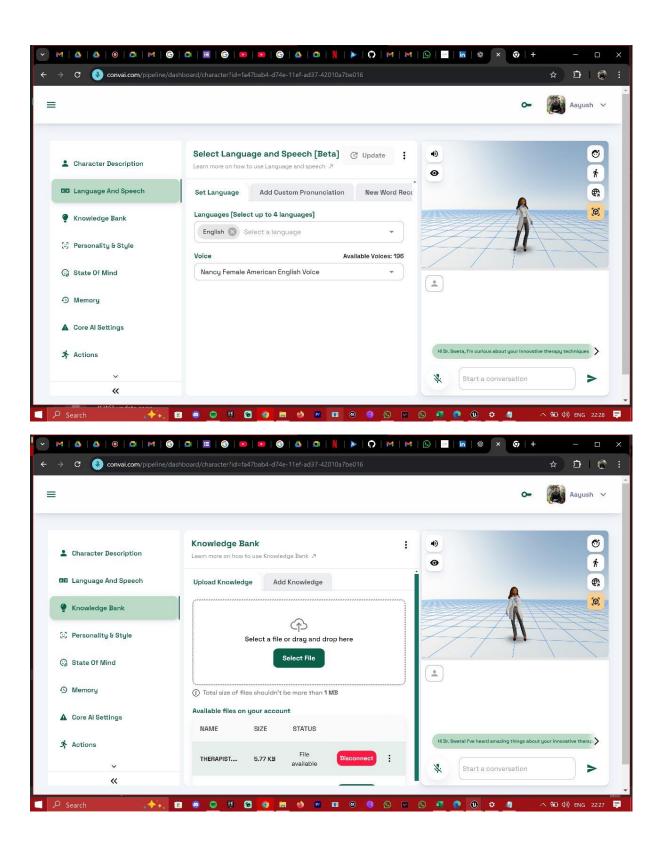
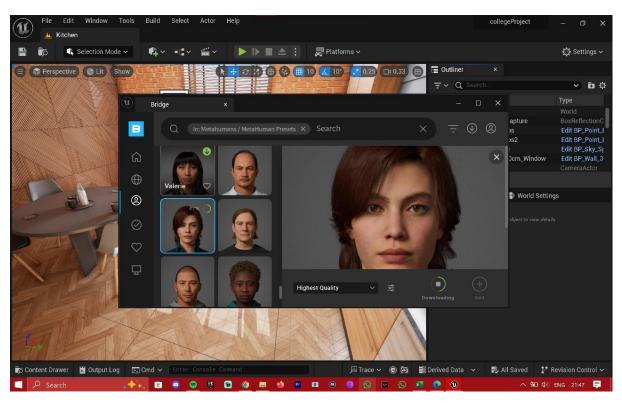
WORKFLOW

Firstly, we made our AI Therapist cost-effectively using Conva AI.

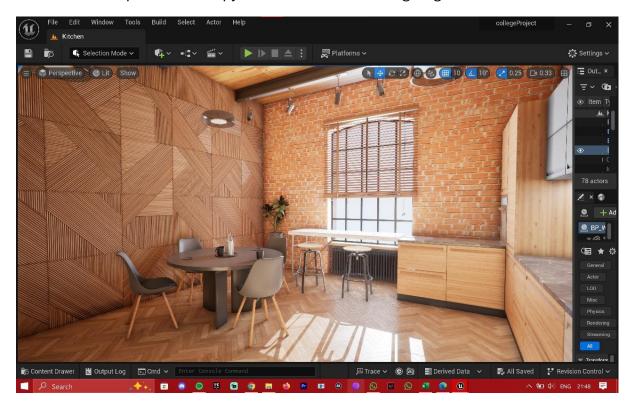




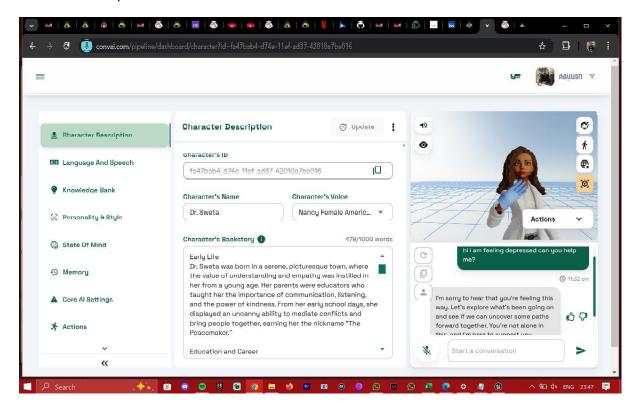
Later, we used MetaHuman from Unreal Engine and integrated conva ai with MetaHuman inside Unreal Engine.



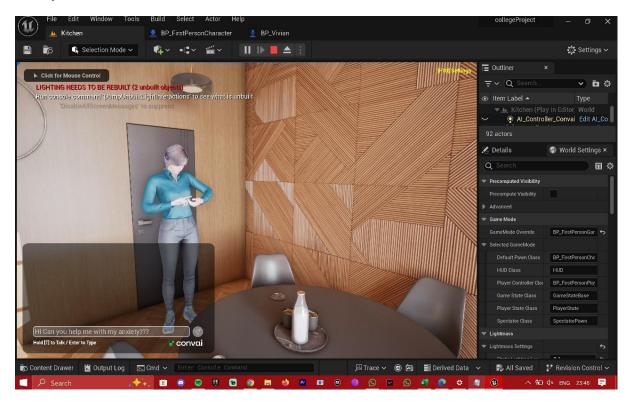
This was the map for our therapy office that was built for giving an office-like finish.



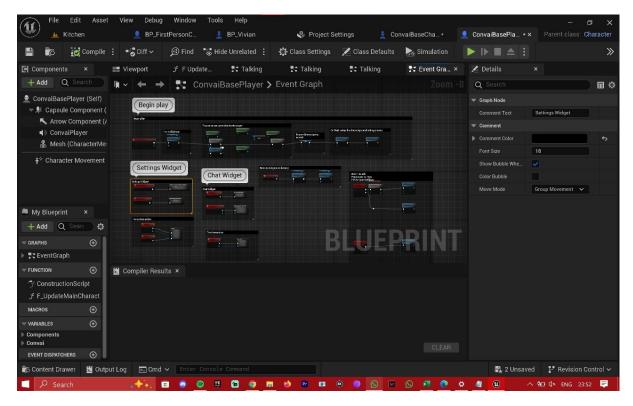
This is an example of Convai model responding to our texts according to how we trained it to be a therapist.



This is the view from the office map of Unreal Engine of conversation with the actual therapist that was taken from the same trained AI from convai.



This is the Visual Scripting of Convai integrated into Unreal Engine. (Client side)



Visual Scripting of convai integrated into Unreal Engine. (Server side)

