Preliminary Proposal

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For my senior project, I plan to join the ongoing research on personality driven character animation. The goal of this project is to allow characters to express their personalities through movements. At present, work is already being done by Funda to derive a mapping between OCEAN personality factors and Laban Movement Analysis (LMA). Funda has been running trials with contracted Laban Movement specialists to capture various motions, and then conduct user studies to determine the personality mapping.

My role in this project would involve bringing this data into the ADAPT framework for Unity as “choreographers”. Then, factors such as angry or sad could be incorporated into behavior trees to affect the movement of crowds. I would also help in actually conducting the trials. A more specific plan can be developed after meeting with Funda and Alex.

I would like to work on this project because I am really interested in how personality and emotion can be used in animation. I would like to make games that are heavily story and character based, and I want to explore ways to make animated characters realer and better able to connect with users. I also want the opportunity to learn Unity, which I have not yet had the chance to use. I think this project is a great opportunity to explore my interests in more depth, learn new skills, and get my first research experience.