

Paper Title : Generating Emotionally Expressive look-at Animation.

Paper Link:

<https://dl.acm.org/doi/10.1145/3623264.3624438>

1. Summary

1.1 **Motivation** : the main concept of this paper is to teach the animated character to act upon the direction and the environment that has set up.

1.2 **Contribution** : the main obstacle is that the animated character can act to fulfill the direction and desired target direction.

1.3 **Methodology** : the processor can be taken in numerous ways: one is data collection which collects motion data and corresponding look-at animation and another is preprocessing which also cleans the data and aligns them to motion capture sequences.

1.4 **Conclusion** : the processor is limitless but it lacks natural fluidity, impacting the character realism.

2. Limitation

2.1 first limitation : The character look-at animation might be robotic quality.

2.2 Second limitation : The character might lack diversity in the generated animations. nuanced emotional responses or misinterpretation of certain roles.

3. **Synthesis** : We can significantly enhance realism but the animations lack fluidity. But our synthesis significantly steps forwards lifelike and emotionally responsive characters inside the game.