

NAO Expressive Specification

for Skene Utterances

Introduction

This file provides info on which animations and facial expressions are available to use on the NAO robot with Skene Utterances.

The **<Animation(animationName)>** instructions performs body animations and expressions on the NAO robot.

The **<Face(expressionName)>** insructions temporarily change the eyeshape of NAO's eye LEDs in order to exhibit the specified expression.

Animations

iconicCross ohNo Libra greeting rodinThinking thinking supermanThinking diecticEast diecticEastNorthEast diecticEastSouthEast diecticNorth diecticNorthEast diecticNorthNorthEast diecticNorthNorthWest diecticNorthWest	diecticSouth diecticSouthEast diecticSouthSouthEast diecticSouthSouthWest diecticSouthWest diecticWest diecticWestNorthWest diecticWestSouthWest enthusiasm goodBye greeting happy iconicCompassPoints metaphoricDichotomicLeft metaphoricDichotomicRight	metaphoricRevelation metaphoricScaleDown metaphoricScaleUp metaphoricWorld pointToOther pointToOtherAndSelf pointToSelf pointToSelfAndOther sadness sadnessNodding thinking waitingGesture
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Face expressions

neutral shut	anger happiness	sadness fear	surprise disgust
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Speech Tags

The following tags can be used to modify the speech of NAO:

<code>\pau=number\</code>	Pause in milliseconds (e.g. <code>\pau=500\</code> is half-second pause)
<code>\rspd=percent\</code>	Relative speed in percent: 50 % 200%
<code>\vct=percent\</code>	Voice Shaping in percent: 70 % 140%
<code>\rst\</code>	Reset all voices tags (apart RmS, RmW, vol tags)
<code>\rms=value\</code>	Spelling. 1 = activated; 0 = deactivated Once activated you have to set them to 0 to deactivate it.
<code>\rmw=value\</code>	Word by Word. 1 = activated; 0 = deactivated Once activated you have to set them to 0 to deactivate it.