



HOGESCHOOL
ROTTERDAM



Courtesy of Epic Games



Les 03

Digital Humans

**“Coding
Digital Agents
vs
MetaHumans
Game Engines”**



hr.nl/ai

Animated “digital Humans”

*Hoe bouw
en test je
zulke AI-technologie?*

*Taxonomie implementatie
technologie niveau's voor
“digital Humans” bevat 3
lagen: *Talig / Fysiek / Digitaal**

Talig : Conversationele Agenten

Fysiek: Robotica / Cybernetica / “Reinforced Learning”

Digitaal: AI-gedreven Video “Dubbing” & “Motion Capture”

Game Engines [+Omniverse Connectors]

<https://www.fxguide.com/quicktakes/nvidia-ace-enables-easier-interactive-avatars/>

<https://blogs.nvidia.com/blog/2023/04/21/epic-benefits-omniverse-connector-unreal-engine/>



HOGESCHOOL
ROTTERDAM

*Coding & SDKs zijn een
vereiste voor alle
implementatie niveau's*

US MARKETS OPEN
In the news

▼ Dow Jones +0.05% ▲ Nasdaq -0.26% ▲ S&P 500 -0.03% ▼ META +0.4% ▲ TSLA -2% ▲ BABA -1.92%

Premium HOME > MEDIA

12 AI startups that are raising hundreds of millions in funding to disrupt Hollywood

Lucia Moses Updated Sep 15, 2023, 10:34 PM CEST



Michelle Yeoh in "Everything Everywhere All At Once." A24

Deep Voodoo

DGene

ElevenLabs

MARZ

Papercup

Respeecher

Runaway

Strada

Wonder Dynamics

Ready Player Me

Avatars.me

Vocaloids

UneeQ

<https://www.businessinsider.com/ai-startups-netflix-marvel-lucasfilm-hollywood-deepfake-dubbing-vc-funding-2023-3?r=US&IR=T>



MetaHuman SDK

AR VR Lab

37 37 reviews written | 145 of 148 questions answered

Automated solution for creating realistic face animation from audio file

AUDIO TO
FACIAL ANIMATION
METAHUMAN SDK

Unavailable

Supported Platforms



Supported Engine Versions

5.0 - 5.2

Description

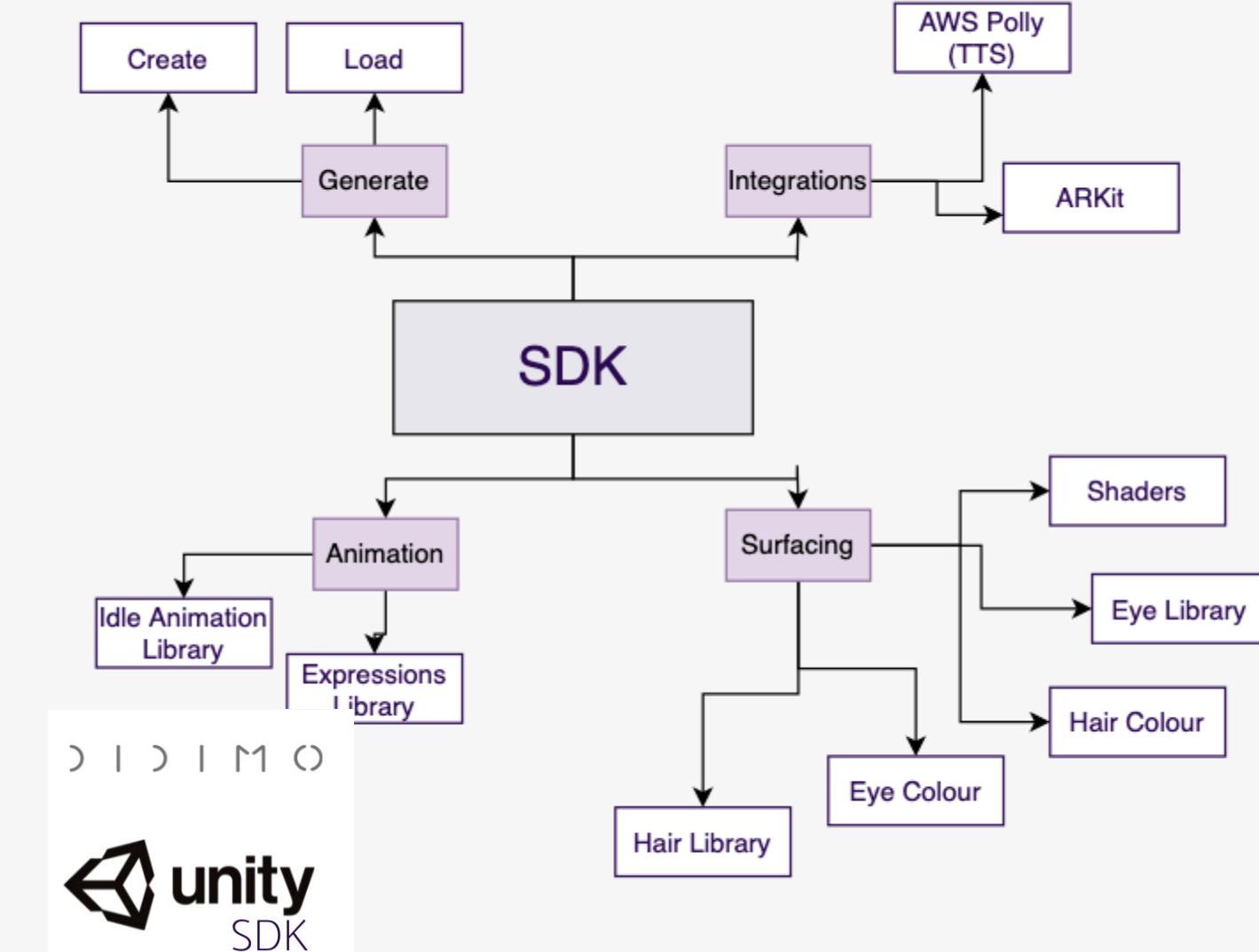
Reviews

Questions

MetaHumanSDK is a set of tools for creation of an immersive interaction with a digital human. Our service creates facial animation from an audio file or text and the plugin includes connectivity modules of a synthesized voice from Google or Azure (text to speech) and offers the option of creating an interactive chat with the connection to Dialog flow (Google) with the possibility of a live dialogue with a digital human.

[VIDEO TUTORIAL](#)
[OFFICIAL TRAILER](#)To get the latest news and feedback and find friends join our [DISCORD COMMUNITY](#).

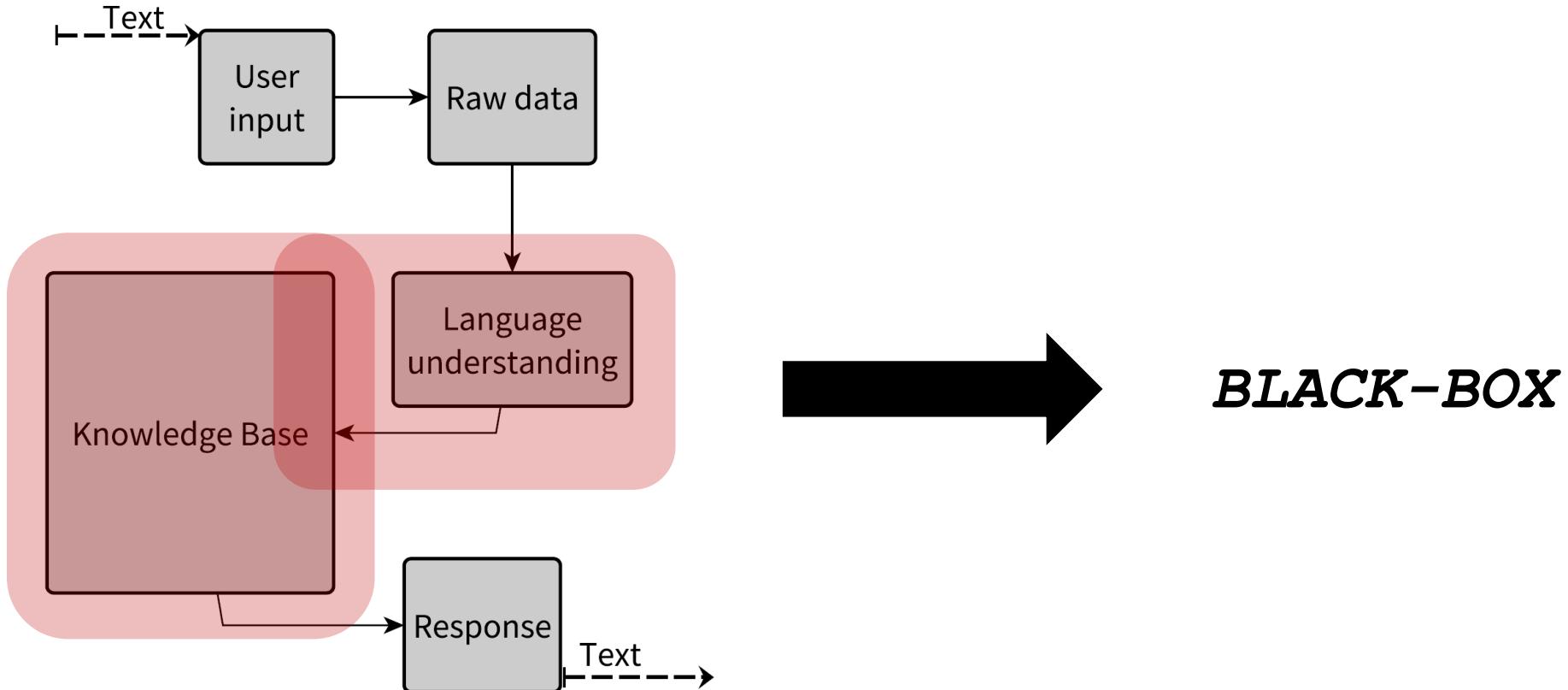
<https://www.unrealengine.com/marketplace/en-US/item/66b869fa0d3748e78d422e59716597b6>



TALIGE IMPLEMENTATIE

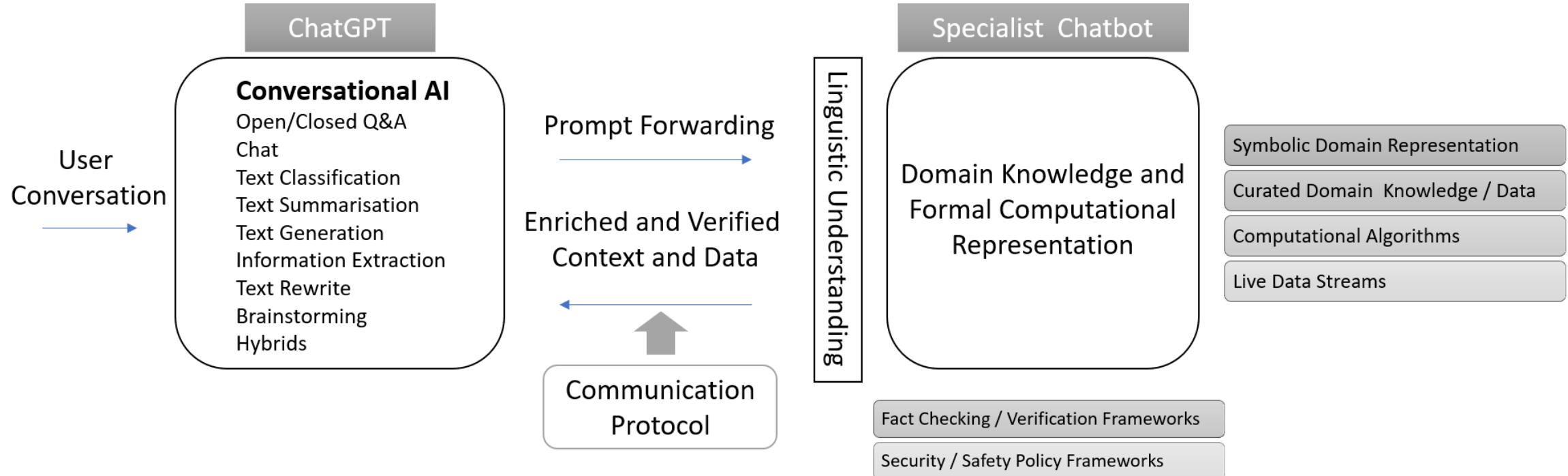
Digital human

ChatGPT is een Conversationele *tekst-in/tekst-uit* AI-agent



Sánchez-Díaz, X., Ayala-Bastidas, G., Fonseca-Ortiz, P., & Garrido, L. (2018). A knowledge-based methodology for building a conversational chatbot as an intelligent tutor. https://doi.org/10.1007/978-3-030-04497-8_14

Conversational Agents



Conferences > 2023 IEEE International Conference on Big Data and Cloud Computing (BCC)

ChatGPT and Generative AI Guidelines for Addressing Academic Integrity and Augmenting Pre-Existing Chatbots

Publisher: IEEE

Cite This

PDF

Daswin De Silva ; Nishan Mills ; Mona El-Ayoubi ; Milos Manic ; Damminda Alahakoon All Authors

635
Full
Text Views



ROBOT IMPLEMENTATIE

Digital human



Getting started

Share [f](#) [t](#) [in](#)

1 Introduction

2 Power up and play

3 Get coding

4 Start teaching

The BBC micro:bit is an award-winning programmable device that allows students to get hands-on with coding and digital making. Use it to inspire your students to recognise the power of technology in the real world.

These first steps will help you get started and ready to teach with the micro:bit.

Don't have a micro:bit yet? [Visit our product pages.](#)



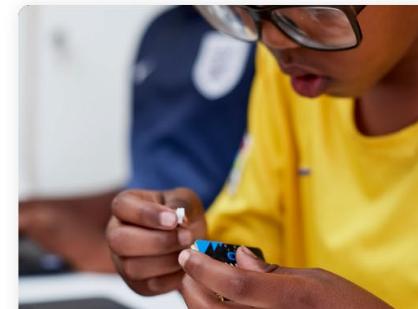
Introduction to the BBC micro:bit



INTRODUCTION
TO THE
BBC micro:bit



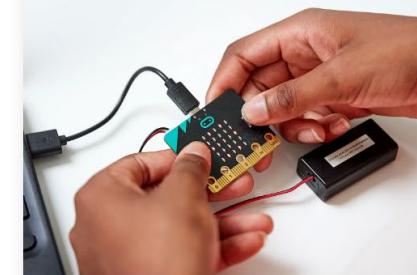
Watch on [YouTube](#)



2. Power up and play

Turn on your micro:bit and explore what it can do.

[Get started](#)



3. Get coding

Create your first program online and transfer the code to your micro:bit.



4. Start teaching

Discover our free resources for educators and start teaching with the micro:bit.

<https://microbit.org/get-started/getting-started/introduction/>

Make an AI car: HUSKYLENS and micro: Maqueen

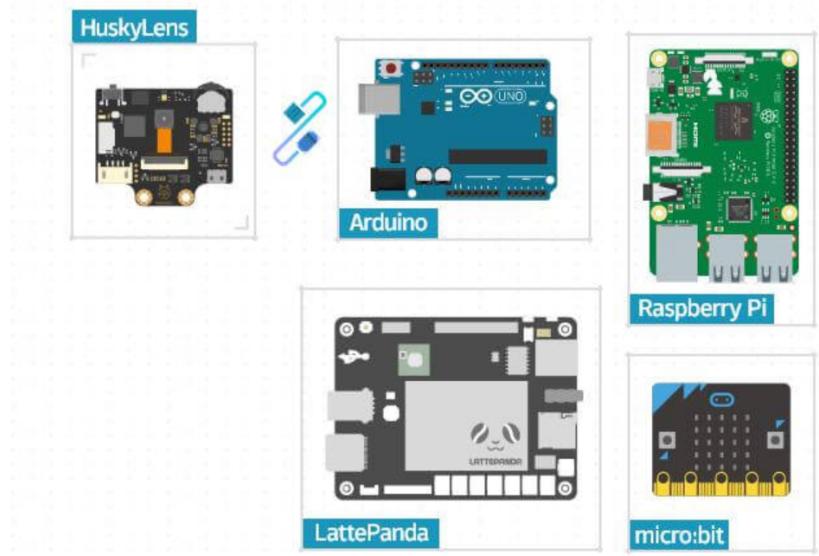
DFRobot Mar 16 2020 894

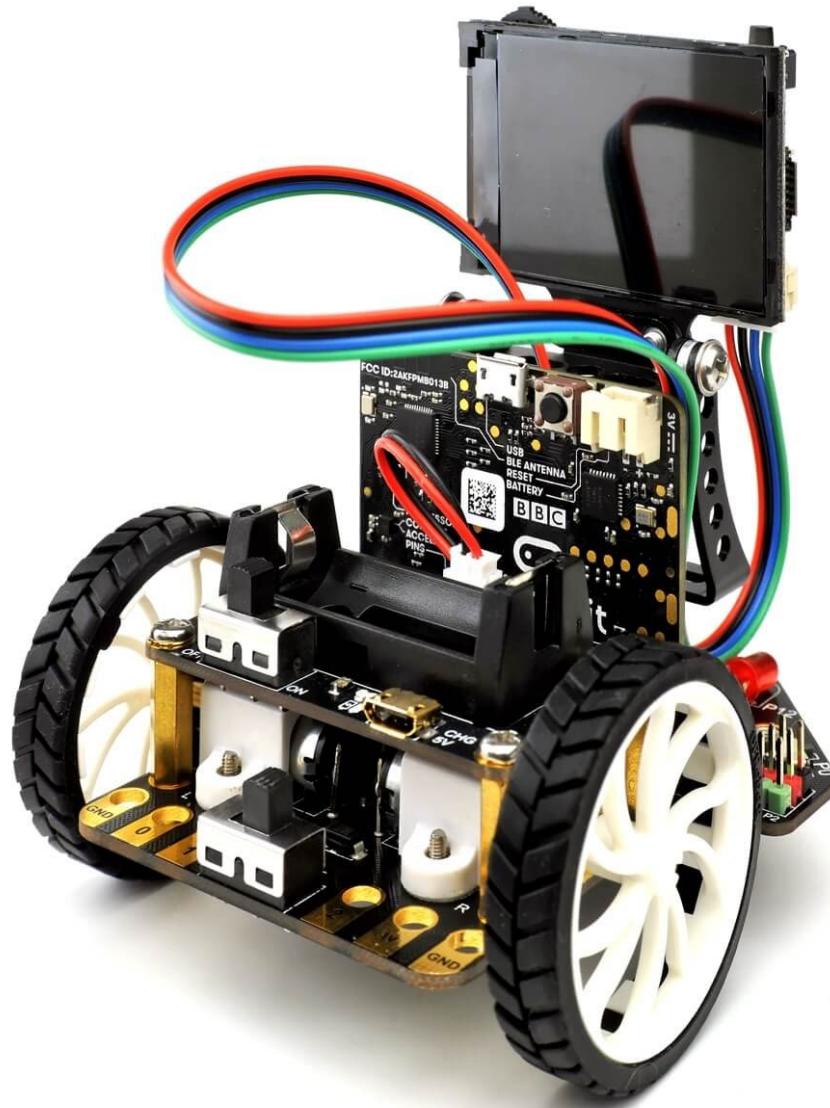
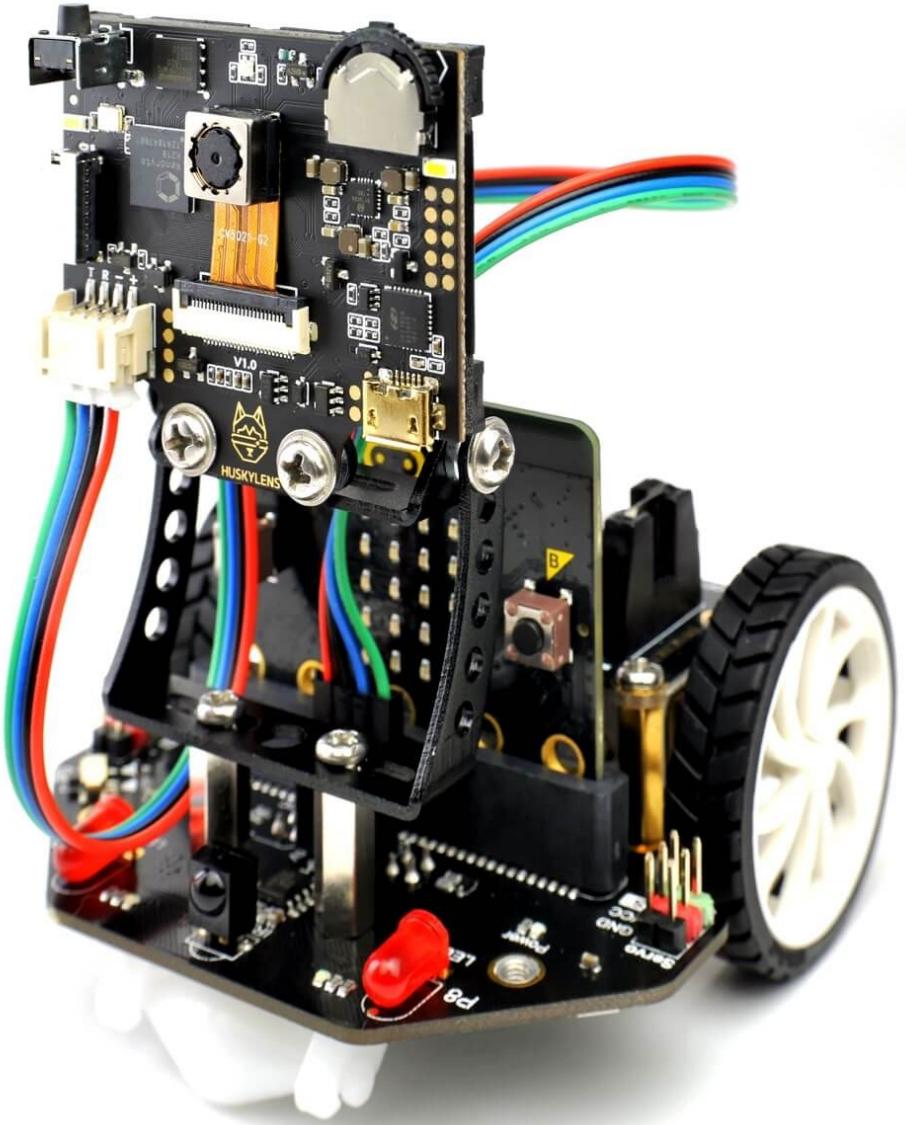
HUSKYLENS (AI Vision Sensor) to micro: Maqueen V4.0 to make an AI car. The general overview of HUSKYLENS is introduced in " [AI Camera with Kendryte K210——HUSKYLENS](#)".

13-4-1.Make an AI car with HUSKYLENS and micro: Maqueen V4.0

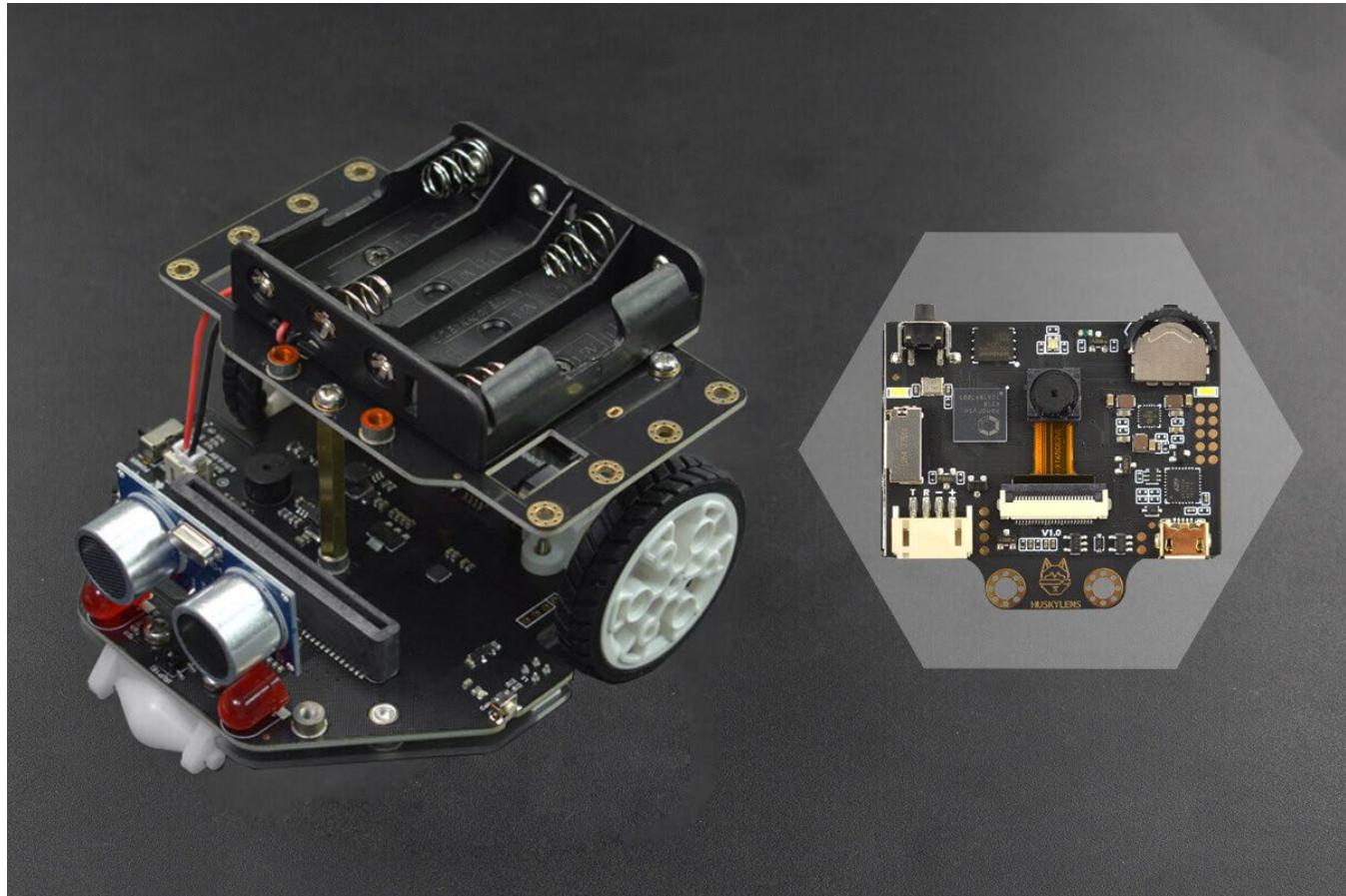
HUSKYLENS has a UART / I2C port as an interface for connecting to the outside, so it can be connected to small computers such as micro: bit, Arduino, and Raspberry Pi. Since the size and coordinates of the recognized target can be acquired in real time, it is possible to develop an autonomous robot car and an interactive application that responds to faces and gestures.

HuskyLens can connect to Arduino, Raspberry Pi, LattePanda, or micro:bit





<https://www.dfrobot.com/blog-1483.html>



[https://wiki.dfrobot.com/SKU_MBT0021-
EN Maqueen Plus STEAM Programming Educational Robot](https://wiki.dfrobot.com/SKU_MBT0021-EN_Maqueen_Plus_STEAM_Programming_Educational_Robot)

DIY Line Tracking Robot with HuskyLens and Romeo



HuskyLens Team

Jul 07.2020

7

10

61888

Easy

Project Introduction

In this project, we will demonstrate the line tracking function of HuskyLens. We will install HuskyLens to a Devastator tank mobile robot, then HuskyLens will control the robot to perform line tracking.

Press the learning button of HuskyLens, then it can learn and remember the features of an object line. There is no need to adjust parameters again and again, it is easier to use and more powerful than other ordinary sensors.

HARDWARE LIST

1 x Gravity: HUSKYLENS - An Easy-to-use AI Machine Vision Sensor

Link

1 x Devastator Tank Mobile Robot Platform

Link

1 x Romeo V2- an Arduino Robot Board (Arduino Leonardo) with Motor Driver

Link

1 x 7.4V Lithium Battery

Other Romeo board and tank robot also can be used, such as follows:

[Romeo BLE - Arduino Robot Control Board with Bluetooth 4.0](#)

[Devastator Tank Mobile Robot Platform \(Metal DC Gear Motor\)](#)

<https://community.dfrobot.com/makelog-308279.html>

pxt-DFRobot_MaqueenPlus_v20 Public Watch 12

master 1 branch 19 tags Go to file Add file Code

tangjie133 Merge pull request #5 from almasy/master ... 17b72f8 on Jun 27 57 commits

.github/makecode 更新 main.blocks 2 years ago

_locales Update Czech translations 4 months ago

.gitignore add 2 years ago

Gemfile add 2 years ago

LICENSE 格式修改 7 months ago

Makefile add 2 years ago

README.md 更新 README.md 7 months ago

_config.yml add 2 years ago

icon.png 格式修改 7 months ago

maqueenPlusV2.ts add cs and fr 5 months ago

pxt.json Update Czech translations 4 months ago

test.ts 更新 README.md, _locales/zh-cn/maqueenPlusV2-strings.json, _locales/... 7 months ago

tsconfig.json add 2 years ago

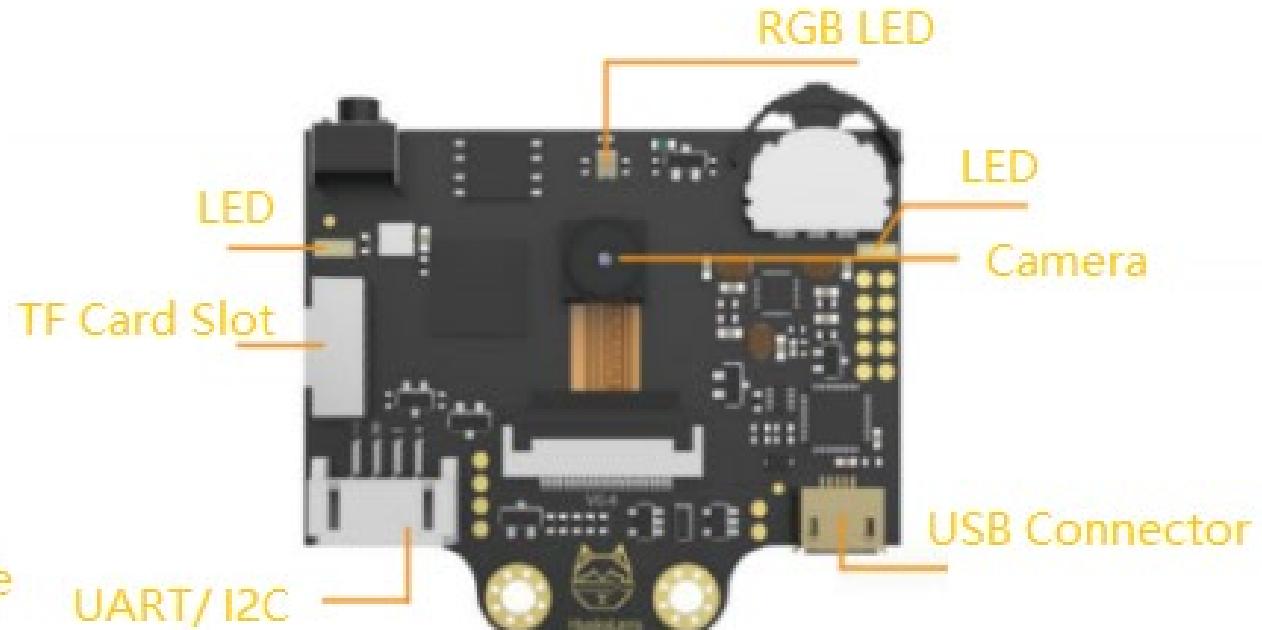
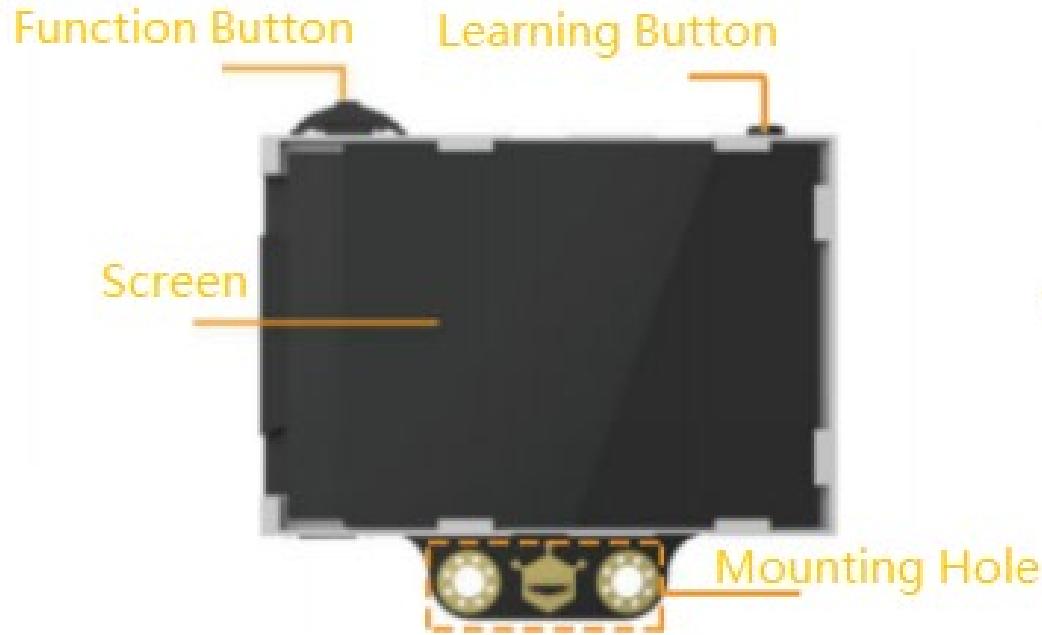
README.md

Maqueen Plus V2

Introduction

This is the latest version of Maqueen Plus, a programming robot for STEAM education. Optimized with more expansion ports, larger capacity power supply and larger body, the Maqueen Plus V2.0 can be perfectly compatible with more peripheral components like HuskyLens AI camera and Maqueen Mechanic kits, which makes it an accessible STEAM robot teaching tool for primary and secondary students. Besides, it can be not only suitable for classroom teaching, but also can be used for after-school extended exercises and robot competitions. Besides all the functions of Maqueen Lite, it offers richer and more flexible functions and stronger performance. Whether you have ever used Maqueen series products or not, you'll find it very easy to get started.

https://github.com/DFRobot/pxt-DFRobot_MaqueenPlus_v20



DIGTALE IMPLEMENTATIE

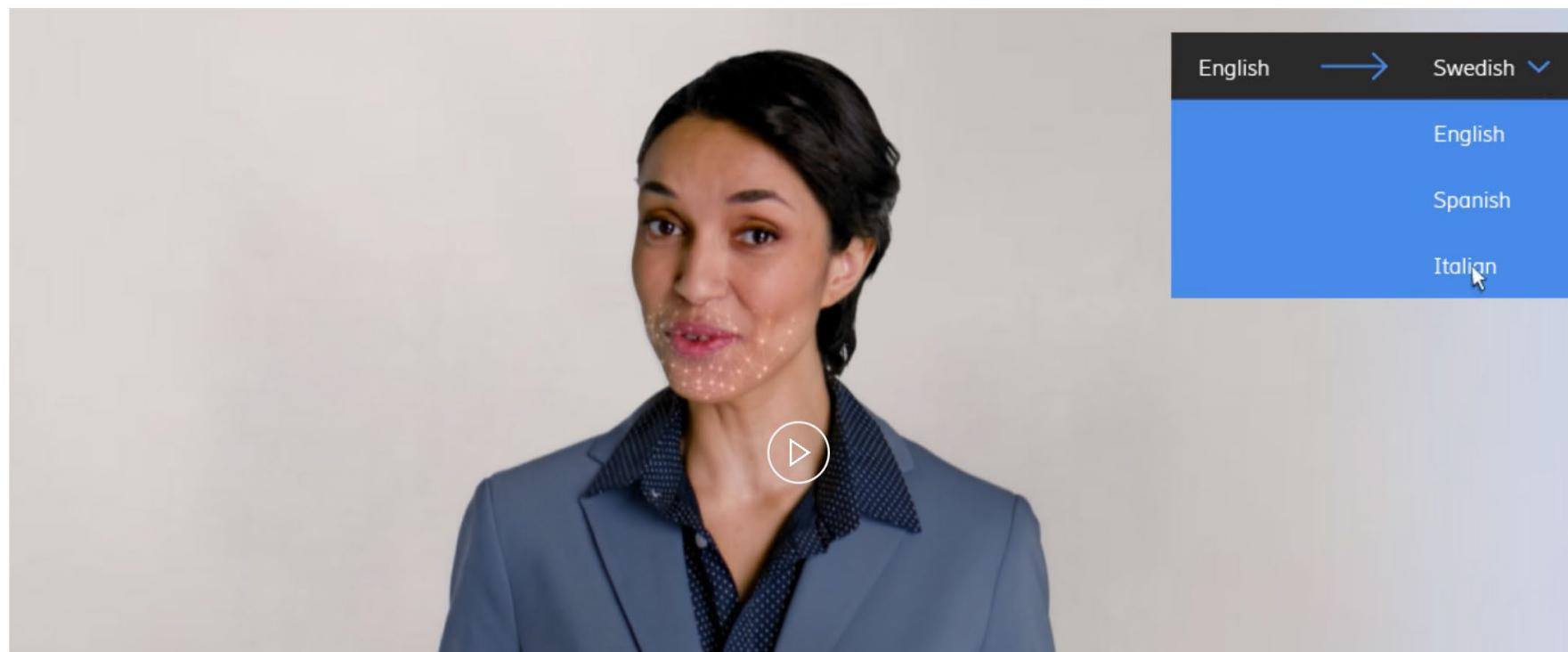
Digital human

VIDEO DUBBING

AI Video Dubbing

Visually localize live streams, meetings and more with generative AI. Ericsson Digital Human combines simultaneous interpretation and real-time AI video dubbing to break down language barriers like never before.

Make language universal with AI Video Dubbing



<https://www.ericsson.com/en/ericsson-one/digitalhuman>

Tencent Cloud AI Digital Human

Tencent Cloud AI Digital Human is a new generation of multi-modal human-computer interaction system, which can quickly create intelligent, visual and interactive "digital avatars", leading intelligent upgrade of enterprise services, helping transformation of digital intelligence, and improving communication efficiency and services of enterprises.



Documentation

Product Advantage

Application Scenarios

Help and Documentation

FQAs

Product Advantage

Industry-leading Naturalness of Images

Covering the entire enterprise service cycle

Industry-leading Drive Technology

Exce >

5 Image Types 5 image types: 2D real person, 2D cartoon, 3D realism, 3D semi-realism, 3D cartoon

Our Model

- ✓ Realistic effect: high personification of lip shape, expression, posture and motion
- ✓ Customizable and efficient: with 2D image production pipeline, studio recording training, 3-minute video training, and face changing customization are supported; 3D image production pipeline supports photo modeling.



<https://www.tencentcloud.com/products/ivh>

Synthesis AI offers API for virtual humans

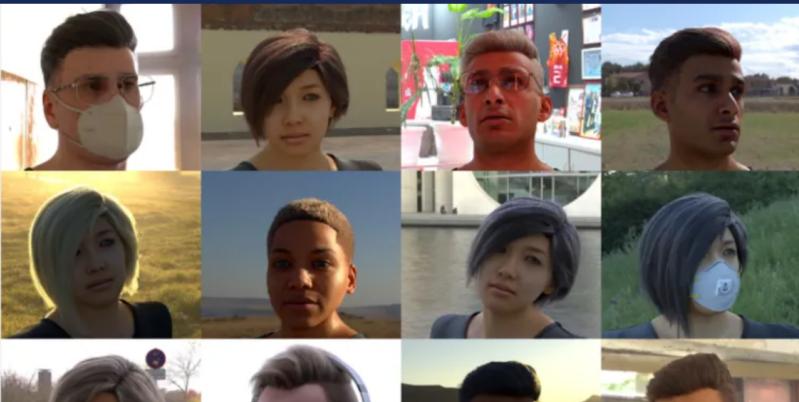


Image Credit: Synthesis AI

VentureBeat's Data and AI Insider's Event

Join us for key insights and networking with leaders in the Data and AI spaces at VB's exclusive after hours event this November!

[Learn More](#)

VentureBeat presents: **AI Unleashed** – An exclusive executive event for enterprise data leaders. Network and learn with industry peers. [Learn More](#)

Synthesis AI, a synthetic data company, has released HumanAPI, a new tool for generating virtual humans from synthetic data. Virtual humans are photorealistic digital representations of people who will move, talk, and behave like real humans in a virtual environment. These virtual humans are meant to help developers improve AI application developments.

The offering comes at a time of growing excitement about the [idea of the metaverse](#). Facebook recently changed its name to Meta to focus on the metaverse, a place where humans and virtual humans can interact in new ways through technologies like AR and VR. Another company, Nvidia, launched a barrage of announcements at its GTC event today designed to build out the metaverse, including new avatar technology. The race is on.

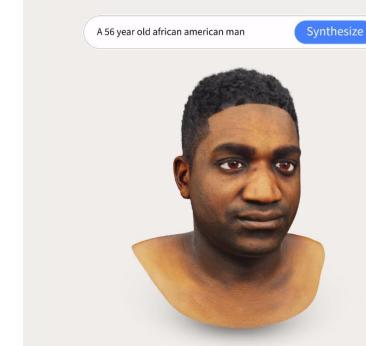
George Lawton
@glawton

November 9, 2021 6:00 AM

f t in

Ultradiversity

Generate a 3D digital human with any combination of skin tone, facial characteristics, clothing and other features. Groups of people can be synthesized using any distribution of characteristics. Create entire populations that meet specific diversity requirements for your project.



3D Digital Humans

The platform translates text prompts into ultra-high-definition 3D digital human assets, and is being trained to generate complex inanimate objects in the future. Current approaches offer low resolution and poor quality, or can't manage the complexities of human image synthesis with sufficient accuracy to be useful.

<https://venturebeat.com/ai/synthetic-data-api-for-virtual-humans/>



Video Dubbing: The Future of AI Voice Actors

Entertainment & Media General Blog Marketing & Ad

Carol Moh, Published on Sep 01, 2023



Intro excerpt narrated by LOVO voice Christy

Video dubbing allows you to transcend language barriers and make your videos available in multiple languages, opening access to wider audiences. Traditionally, dubbing has relied on hiring voice actors to manually re-record original dialogue in the target language. But now, advances in artificial intelligence are revolutionizing dubbing by enabling AI-generated voices.

As video content production continues to accelerate, [AI voice actors](#) hold the potential to make dubbing far more affordable, efficient, and customized. You can leverage these AI voice actors to expand your reach and boost engagement across languages. This article explores the expanding role of AI in video dubbing and the key advantages you gain by utilizing AI voices for video [dubbing projects](#).

The Role of AI in Video Dubbing

Text-to-speech voice-over software has progressed immensely in recent years. You can now generate incredibly natural and expressive computerized voices that sound human. The voices are customizable, with options to set parameters like gender, accent, and tone.

Because voice-over tools are improving, AI is ready to handle a growing share of the dubbing workload. You no longer need to hire and direct human voice talent for quality dubbing. AI systems can autonomously handle the voice-over recording once you provide the translated transcript. This automated approach stands to make your dubbing workflows much leaner.

For video [content creators](#), this emergence of AI voice-over unlocks immense potential. You can now access a scalable solution for quickly and cost-effectively producing multi-language voice-overs. As AI voices grow more versatile and nuanced, they will become a mainstream choice for dubbing all kinds of video content — from video ads to [audiobooks](#) and films.

The Rise of AI Voice Actors in Video Dubbing

The global film dubbing market, valued at [over \\$3.5 billion](#) in 2022, is ripe for disruption by AI. Various startups focusing on AI-powered dubbing are already emerging as alternatives to traditional dubbing studios.

As these voice synthesis platforms expand, studios are ramping up their [adoption of AI dubbing](#) to remain competitive. Thanks to the cost and turnaround advantages, even smaller studios can benefit from this technology. For independent creators, it opens up affordable voice-over and localization abilities that did not exist before.

The imminent mainstream integration of AI in video dubbing is undeniable across diverse global markets. AI voice actors are streamlining the dubbing process and redefining it, providing unparalleled efficiency, adaptability, and creative control. As AI voices continually refine their quality and precision, their influence is set to become increasingly impactful over time.

<https://lovo.ai/post/video-dubbing-the-future-of-ai-voice-actors>

DIGTALE IMPLEMENTATIE

Digital human

GAME ENGINE

Introduction to Unreal Engine

Epic Games released the original Unreal Engine in 1998. This engine's primary advantage was that thanks to UnrealScript, the engine became fairly popular with the community since it made modding quite easy and accessible. Then, in 2002, Epic launched Unreal Engine 2, which was a significant upgrade over the previous engine. It came with UnrealEd 2 (and subsequently, UnrealEd 3), a level editor you could use to construct Unreal levels. This, in conjunction with UnrealScript, may be used to develop entirely new games. The engine outperformed its predecessor in terms of rendering, physics, and collision. It also supported the current generation platforms at the time, particularly the PlayStation 2, Xbox, and GameCube. Epic launched Unreal 3, its next and most successful and extensively used engine, in 2006. In terms of technology, it was

DOI: 10.1201/9781003214731-1

1



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Home > Arts > Gaming & Animation > Game Development > Mastering Unreal Engine > Introduction to Unreal I

MASTERING COMPUTER SCIENCE

Chapter

Mastering Unreal Engine

A Beginner's Guide



EDITED BY
Sufyan bin Uzayr



ABSTRACT

Epic Games released the original Unreal Engine in 1998. This engine's primary advantage was that thanks to UnrealScript, the engine became fairly popular with the community since it made modding quite easy and accessible. Unreal Engine has been free to use and download since 2015. There is no license cost, no membership price, nothing. Unreal Engine is a complete development suite for anyone working with real-time technology. It provides flexibility and power to artists across sectors to produce cutting-edge entertainment, captivating visualizations, and immersive virtual environments. Epic Games' Unreal Engine is a prominent and extensively used gaming engine. The fact that Unreal Engine is entirely free to use is a significant advantage. The riddles get increasingly intricate and challenging to complete as the player goes. Unreal Engine would not have survived as long as it has if it wasn't continuously introducing new features to stay ahead of the competition.

By *Sufyan bin Uzayr*

Book [Mastering Unreal Engine](#)

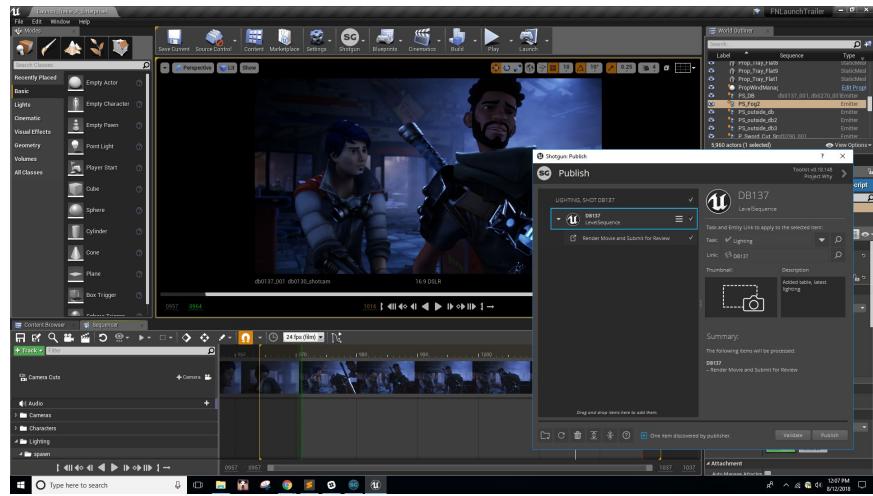
Edition 1st Edition

First Published 2022

Imprint CRC Press

Pages 18

eBook ISBN 9781003214731



What is it? Epic Games [describes](#) Unreal Engine as “the world’s most open and advanced real-time 3D creation tool.” Typically, creating a CGI object requires sculpting the 3D base model and then hours of rendering lighting effects to create the finished 2D image. Unreal Engine allows developers to preview the final image in real-time without waiting hours for rendering. Doing this saves time and money by allowing artists to work faster and more efficiently.

How Do Virtual Influencers Use It? Creating the virtual human is one thing, but making them move and compositing them into various settings is another ball game. Unreal Engine allows artists to place a virtual human in any environment and quickly view the final image. Even VTubers with a simplistic anime design use advanced technology like the Unreal Engine to help them animate their avatars in real-time.

<https://www.virtualhumans.org/article/the-video-game-engines-bringing-virtual-influencers-to-life>

MetaHuman Creator



What is it? Think of [MetaHuman Creator](#) as the world's most advanced character creation tool. Typically, making an ultra-realistic virtual human would require years of experience and training as a 3D artist. With MetaHuman Creator, anyone can build photorealistic virtual humans with stunning detail. MetaHuman Creator drastically reduces the time and money it takes to create a virtual human by streamlining the process through a singular platform.

Back in March, we [interviewed](#) Vlad Mastilović, the Vice President of Digital Humans Technology at Epic Games, to discuss the future capabilities of the MetaHuman Creator. He told us that one thing is for sure: "digital humans will be one of the fundamental building blocks of many technologies in the future."

CHARACTER
CREATOR



NVIDIA
OMNIVERSE

CREATING ANIMATED DIGITAL HUMANS FOR OMNIVERSE

John Martin II, Vice President, Reallusion
Elvis Huang, Head of Innovation, Reallusion

<https://www.nvidia.com/en-us/on-demand/session/gtcspring21-s31882/>

Character Creator Connector for Omniverse

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Search

ALL

APPS

CONNECTORS

3DS MAX CONNECTOR

3DS MAX CONNECTOR DAILY

MAYA CONNECTOR

MAYA CONNECTOR DAILY

REVIT CONNECTOR

CONNECT SAMPLE

UE4 4.24 CONNECTOR

UE4 4.25 CONNECTOR

UE4 4.26 CONNECTOR

ARCHICAD CONNECTOR

RHINO CONNECTOR

CC CONNECTOR

SKETCHUP CONNECTOR

REALLUSION CHARACTER CREATOR | OMNIVERSE

3.41.1-E **INSTALL**



About Omniverse REALLUSION CHARACTER CREATOR

Description

Character Creator Omniverse Connector is a plugin for exporting digital humans and motions from Character Creator 3 to an NVIDIA Omniverse Neucleus Server.

The Character Creator Connector allows users to export character, accessory, motion, and material content to USD and MDL. The file structure is well-organized, which allows users to easily replace files to achieve collaborative works.

Character Creator 3 and Omniverse in combination help a variety of industries such as AEC, M&E, Video Games, to access and deploy characters as task performers, virtual hosts or citizens for simulations and visualizations.

Tags

Character Creation, Character Animation, Game Character, Content Creation, Connector

Learn more

[RELEASE NOTES](#) [DOCUMENTATION](#) [TUTORIALS](#) [FORUMS](#)

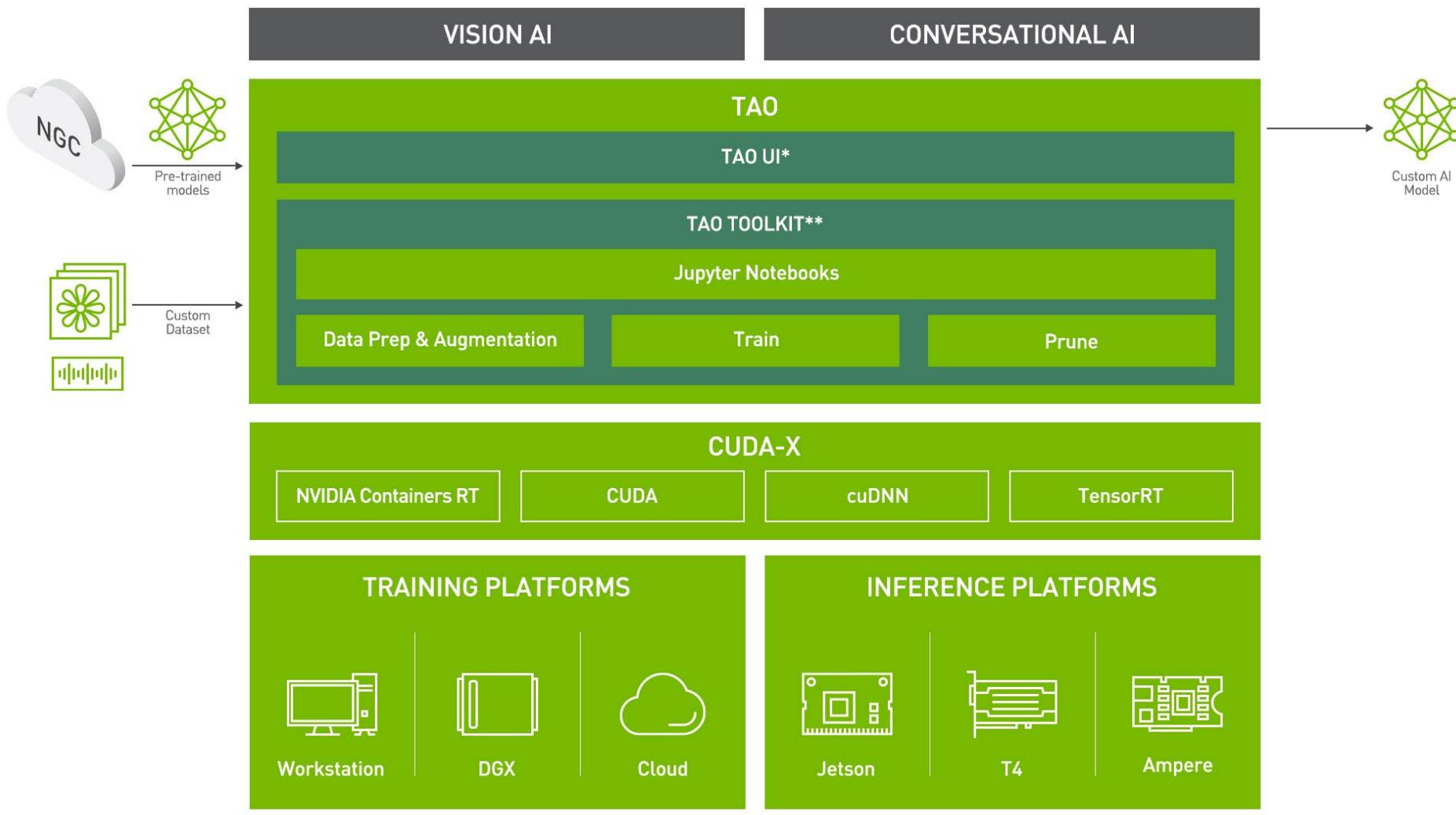
Developer
Reallusion

Version
3.41.1-e

Platforms



<https://developer.nvidia.com/blog/an-era-of-digital-humans-pushing-the-envelope-of-photorealistic-digital-character-creation/>



<https://developer.nvidia.com/blog/fast-track-your-production-ai-with-pre-trained-models-and-tao-toolkit-3-0/>

Digital Humans Teaching Kit Syllabus

Digital Humans Teaching Kit Syllabus

This page is the syllabus for the NVIDIA Deep Learning Institute (DLI) Digital Humans Teaching Kit outlining each module's organization in the downloaded Teaching Kit .zip file. It shows the content for every module including Lecture Videos where available, as well as links to the suggested online DLI course for each module and related resources where applicable.

Module 1: Introduction to the Digital Humans Teaching Kit

Lecture Slides

- 1.1 - Modules Overview
- 1.2 - Course Synopsis
- 1.3 - Quick Start Guide
- 1.4 - Getting Started: Omniverse Launcher
- 1.5 - Getting Started: Omniverse Nucleus Installation

Lecture Videos

Labs (Available in a future release of the Teaching Kit)

Assessment

- 1.4 - Getting Started: Omniverse Launcher
- 1.5 - Getting Started: Omniverse Nucleus Installation

Resources - Learn More

- Installation Guide
- User Guide
- IT Managed User Guide
- Custom Protocol Commands
- HTTP API
- Using a Proxy Server
- Linux Troubleshooting

Module 2: Develop Tools for your Digital Humans Pipeline

Lecture Slides

<https://developer.nvidia.com/digital-humans-teaching-kit-syllabus>

Media release: UneeQ launches first digital human SDK for enterprises to build Apple Vision Pro and AR/VR customer experiences

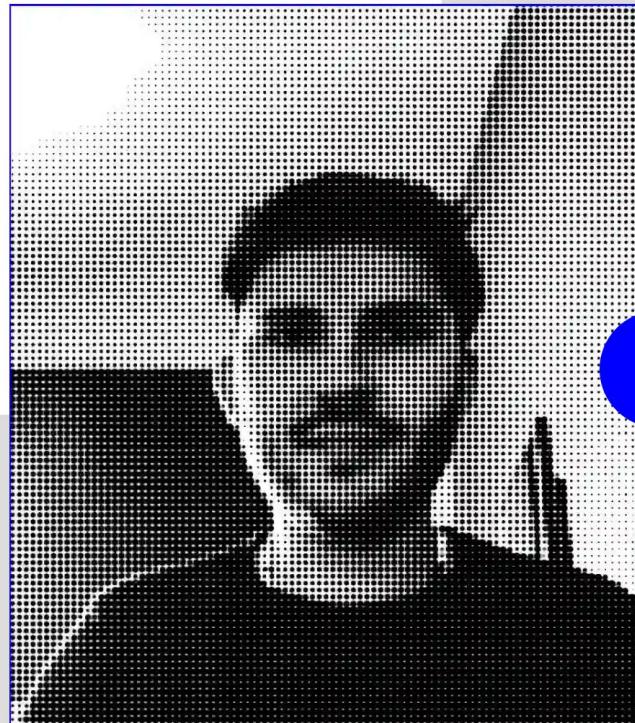
We're thrilled to announce the launch of our groundbreaking SDK for AR and VR experiences.



<https://www.digitalhumans.com/blog/uneeq-first-digital-human-sdk-ar-vr-experiences>

Translate video & audio

With AI. Fast. Fun.



English

Hey there! Here is a quick demo of Rask AI tool for video localization



Spanish

Aqui hay una demostracion rapida de la herramienta Rask AI para la localizacion de videos



German

Hier ist eine kurze Demo des Rask AI-Tool fur die Video Lokalisierung



French

Voici une demonstration rapide de l'outil Rask AI pour la localisation de videos



Hindi

सुनिए, यहां वीडियो स्थानीयकरण के लिए Rask AI टूल का त्वरित डेमो दिया गया है।

one-stop-shop for video
localization (120+ languages)

<https://www.rask.ai/>

Prompt engineering
DIY {do it yourself}

PROMPT

Een prompt is een natuurlijke taal instructie gericht aan een **conversationele AI-agent** met als doel om de werking ervan te verbeteren of te verfijnen.

Prompt Recept Structuur

Een prompt is opgebouwd uit de volgende elementen:

Instructie(s)

Context

Invoergegevens

Uitvoer-indicator

Classificeer de onderstaande tekst als neutraal, negatief of positief

Text: Ik vond het eten wel zozo.

Sentiment:

I posted a directive prompt to BARD

Explain to a non-native coding bachelor student how Unreal Engine could be used to build a "digital influencer" for a novel game.

Provide a table with all the necessary components and steps to be able to eventually launch the "digital human" using Unreal-Engine to develop it.

I posted a directive prompt to BARD/ChatGPT

Explain to a non-native coding bachelor student how Unreal Engine could be used to build a "digital influencer" for a novel game.

Provide a table with all the necessary components and steps to be able to eventually launch de "digital human" using Unreal-Engine to develop it.



≡ Bard Experiment

For a non-native coding bachelor student:

Unreal Engine is a powerful game engine that can be used to create a variety of different types of games and experiences, including digital influencers. Digital influencers are computer-generated characters that are designed to look and act like real people. They can be used to promote products, brands, or even their own ideas.

To build a digital influencer in Unreal Engine, you will need to:

Create a 3D character. This can be done using a variety of different 3D modeling software packages. Once you have created your character, you will need to export it to a format that is compatible with Unreal Engine.

Import your character into Unreal Engine. Once your character is imported into Unreal Engine, you will need to create a skeleton and rig it to your character. This will allow you to animate your character.

Create animations for your character.

You can use a variety of different methods to create animations for your character, including motion capture, procedural animation, and hand-keyframing.

Create a personality for your character.

What are your character's interests? What do they like and dislike? How do they interact with the world around them?

Once you have a good understanding of your character's personality, you can start to write scripts for them.

Create content for your digital influencer.

This could include videos, blog posts, social media posts, or even live streams. The content that you create should be tailored to your target audience and should reflect your character's personality.

Component	Step
3D character	Create a 3D character using a variety of different 3D modeling software packages. Export the character to a format that is compatible with Unreal Engine.
Import into Unreal Engine	Import the 3D character into Unreal Engine. Create a skeleton and rig it to the character.
Animations	Create animations for the character using a variety of different methods, including motion capture, procedural animation, and hand-keyframing.
Personality	Develop a personality for the character. What are their interests? What do they like and dislike? How do they interact with the world around them?
Content	Create content for the digital influencer, such as videos, blog posts, social media posts, or live streams. Tailor the content to your target audience and reflect the character's personality.
Launch	Launch the digital influencer on social media platforms and other online platforms. Promote the digital influencer to your target audience.

Additional notes:

It is important to note that building a digital influencer is a complex process that requires a variety of skills, including 3D modelling, animation, and storytelling.

It is also important to have a good understanding of Unreal Engine.

If you are a non-native coding bachelor student, it is important to start by learning the basics of Unreal Engine.

There are a variety of tutorials and resources available online.

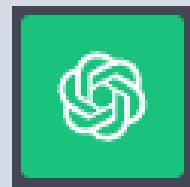
Once you have a good understanding of Unreal Engine, you can start to learn more about the specific skills that are required to build a digital influencer.

There are also a variety of tutorials and resources available online for these skills.

It is also important to find a community of people who are working on similar projects.

There are a number of online forums and communities where you can connect with other people who are building digital influencers.

Component	Description
Concept and Design	Define the character's appearance, personality, and role in the game.
Character Modeling	Create a 3D model of the digital influencer using software like Blender or Maya.
Rigging and Animation	Add a skeleton (rig) to the model and create animations for movements and expressions.
Voice and Audio	Record or obtain voice lines and sound effects for the character.
AI and Behavior	Implement behavior logic using Unreal Engine's Blueprint or C++ scripting.
User Interaction	Develop interactions, like dialog systems, decision-making, and emotional responses.
Real-time Rendering	Use Unreal Engine's graphics capabilities for realistic rendering.
Speech Synthesis	If required, use text-to-speech technology for real-time speech synthesis.
Game Integration	Integrate the character into the game world and storyline.
Testing and Iteration	Test and refine the character's performance and interactions.
Performance Optimization	Ensure the character runs smoothly in the game without lag.
Marketing and Promotion	Create marketing materials for your digital influencer character.
Launch and Distribution	Release the game with the digital influencer to your target audience.





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overtref jezelf

Who AM I ?

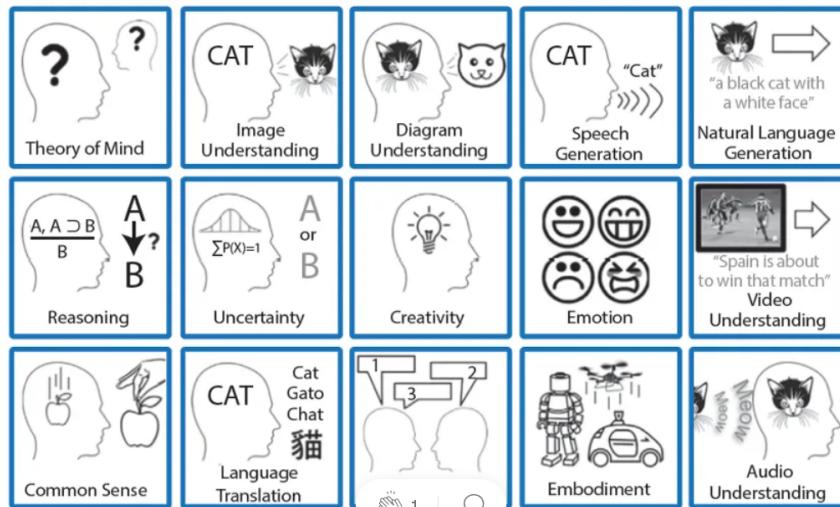


Serengeti Plains. By [Kristin Moger](#)

The World-Wide-Web AI-Safari

Artificial Intelligence: a Human Centred View

AI aims to **mimic & automatise** tasks which otherwise require human perception, cognition and/or motor skills – e.g. pattern recognition, learning, logical reasoning & planning, decision making, problem solving, designing, creativity, likelihood estimation, language acquisition, multi-sensory interfacing, actuated body movement control, locomotion & manipulation, sentiment analysis, and generalisation (see refs [1]...[3]).



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PhD

About

Publications (48)

Network

Projects (8)

Contact

About

48

Publications

83,070

Reads ⓘ

685

Citations

Introduction

Binnen het Creating-010 onderzoeksthema Design in the 21st Century onderzoeken we de valorisatie van Machinaal Lerende (ML) Neurale-Netwerk (NN) algoritmen. De uitkomsten ervan moeten het ontwerp van Human-Centred (HC) data-producten mogelijk maken binnen toepassingsdomeinen zoals Smart & Social City, Zorg-Tech, Smart Logistics & Maritime Innovation. <https://robfvdw.medium.com>

Skills and Expertise

- (Brain)
- (Animal Behavior)
- (Neural Networks)
- (Ethology)
- (Biophysics)
- (Data Science)
- (Data Visualization)
- (Behavioral Analysis)
- (Behavioral Neuroscience)
- (Machine Learning)

Publications

Publications (48)

Designing Neural Networks Through Sensory Ecology "Biology to the rescue of AI"
Produced by Living-Lab: AiRA, Hub voor Data & Responsible AI, Hogeschool Rotterdam
Lunch-Lezing Creating-010 FEB 2022

atietechnologie (CMI) > Robert Frans van der Willigen

Current institution

Hogeschool Rotterdam

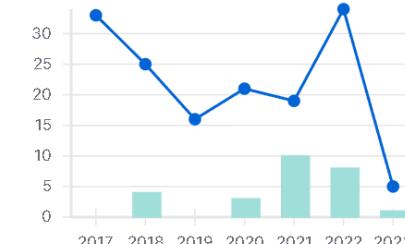


Instituut voor Communicatie, ...

Current position
Data Scientist

Citations since 2017

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Highlights

PRO

Organizations



Repositories 15 Projects Packages

Psignifit-MEX Public

Mex files for Matlab 2010b on Win64 / Mac OS X 10.6.7

1 star

1,619 contributions in the last year



Learn how we count contributions

2023

2022

2021

Contribution activity

March 2023

Created 391 commits in 3 repositories

HR-ChatGPT/ChatGPT-UITGELEGD 381 commits

HR-ChatGPT/chatgpt.uitgelegd 8 commits

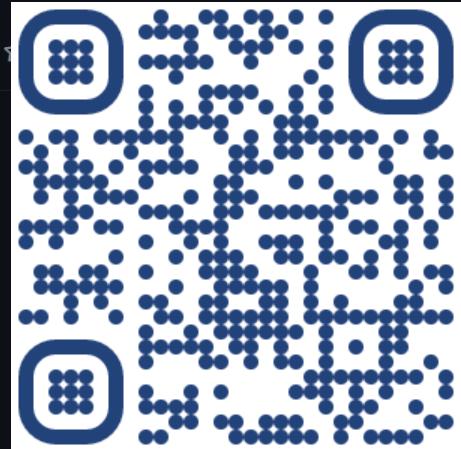
HR-Data-Supported-Healthcare/Corpora-that-Support-Clinical-Reasoning 2 commits

Joined the Hogeschool Rotterdam organization



Hogeschool Rotterdam

De wildgroei aan gezondheidsdossiers heeft een overvloed aan klinisch tekst opgeleverd die vaak onbenut blijft. AI in de vorm van NLP kan uitkomst bieden.



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