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Central, Singapore 680218 (SG). **ANNAPOORNA, Nayak, Pangal** [IN/SG]; Block 234, #07-05 Choa Chu Kang Central, Singapore 680234 (SG).

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(74) Agents: **JACOB, Sheena, R.** et al.; Alban Tay Mahtani & De Silva, Raffles City Post Office, P.O. Box 0643, Singapore 911722 (SG).

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(71) Applicant (*for all designated States except US*): **KENT RIDGE DIGITAL LABS** [SG/SG]; 21 Heng Mui Keng Terrace, Singapore 119613 (SG).

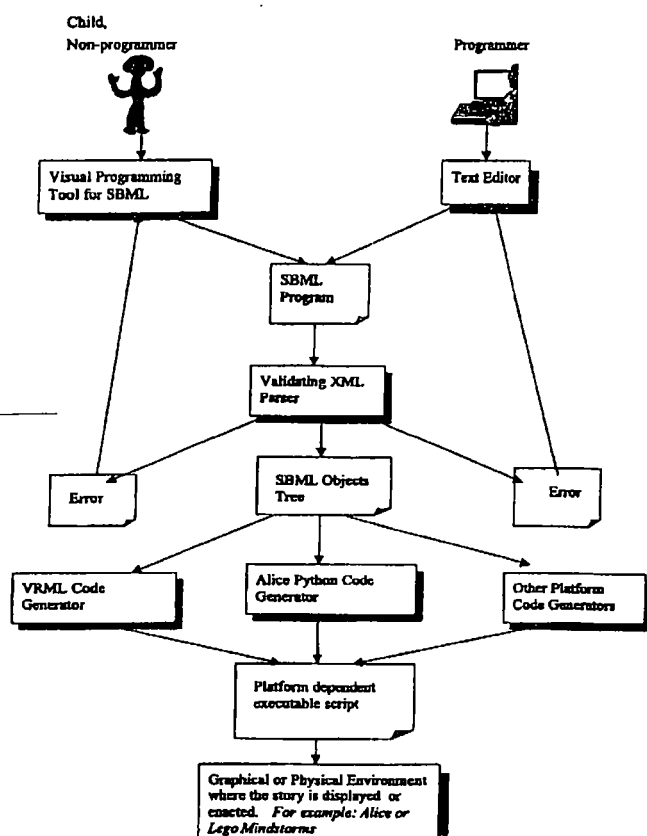
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(72) Inventors; and

(75) Inventors/Applicants (*for US only*): **SITIRAM, Ranganatha** [IN/SG]; Block 218, #02-250 Choa Chu Kang

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(54) Title: A SYSTEM, METHOD AND LANGUAGE FOR PROGRAMMING BEHAVIOUR IN SYNTHETIC CREATURES



(57) Abstract: The invention consists of a mark-up language to program behaviour of *Synthetic Creatures*. It can also be used for creating digital stories in graphical environments, virtual worlds, interactive toy systems, and robots. It is further designed specify spatial and temporal unfolding of life-like behaviour in synthetic creatures, while imitating the behaviours, actions and expressions of humans and other living creatures.



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