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(54) Title: SKELETAL ANIMATION IN EMBODIED AGENTS



ArmFlexR	●	○	↺	armExtendR	●	○	↻
armAbductR	●	○	↻	armAdductR	●	○	↺
armRotateExternalR	●	○	↺	armRotateInternalR	●	○	↻

FIGURE 1

(57) Abstract: Skeletal Animation is improved using an Actuation System for animating a Virtual Character or Digital Entity including a plurality of Joints associated with a Skeleton of the Virtual Character or Digital Entity and at least one Actuation Unit Descriptor defining a Skeletal Pose with respect to a first Skeletal Pose. The Actuation Unit Descriptors are represented using Rotation Parameters and one or more of the Joints of the Skeleton are driven using corresponding Actuation Unit Descriptors.

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