CLAIMS

1. A system, comprising:

   an animated character head, comprising:

   a sensor including a motion tracking sensor configured to monitor facial gestures of a performer wearing the animated character head and generate an input based on the facial gestures;

   one or more processors configured to receive the input from the sensor, make an animation selection from a plurality of options displayed on a display based on the input, and provide a first control signal based on the animation selection, wherein:

   the display is positioned within the animated character head; and

   the display is configured to display an indication of the animation selection for visualization by the performer wearing the animated character head.

2. The system of claim 1, wherein the sensor comprises an eye tracking sensor configured to monitor movement of an eye of the performer and to generate the input based on the movement of the eye of the performer.

3. The system of claim 1, wherein the animated character head comprises a memory storing a library of animations including the plurality of options, and the one or more processors are configured to make the animation selection by selecting an animation from the library of animations based on the input.

4. The system of claim 1, wherein the control signal is configured to cause a speaker to output pre-programmed audio corresponding to the animation selection.

5. The system of claim 1, comprising an actuator configured to receive the control signal and cause movement of a component of the animated character head based on the control signal, wherein the one or more processors are configured to receive a status signal indicative of a status of the actuator from a status sensor associated with the actuator and to provide an indication of the status on the display.

6. The system of claim 1, wherein the system comprises a base station control system that is physically separate from the animated character head, and the base station control system comprises an input device that is configured to generate an additional input and to provide the additional input to the one or more processors.

7. The system of claim 6, wherein the one or more processors are configured to receive a confirmation input from the performer to confirm the animation selection, and to provide the control signal after receipt of the confirmation input.

8. The system of claim 1, wherein the animated character head comprises a glasses arrangement, comprising the display.

9. A system, comprising:

   an animated character head, comprising:

   one or more processors configured to:

receive an input;

make an animation selection from a plurality of options displayed on a display based on the input;

provide a control signal based on the animation selection, wherein the input comprises a first signal indicative of eye movement of a performer wearing and operating the animated character head, a second signal indicative of facial gestures of the performer wearing and operating the animated character head, or a combination thereof; and

display to the performer, via the display positioned within the animated character head, an indication of the animation selection, and a visual feedback indicative of an animation executed by the animated character head based on the control signal.

10. The system of claim 9, wherein the animated character head comprises a memory storing a library of animations including the plurality of options, and the one or more processors are configured to make the animation selection by selecting the animation from the library of animations based on the input.

11. The system of claim 9, wherein the animated character head comprises an eye tracking sensor configured to generate the first signal indicative of eye movement of the performer.

12. The system of claim 9, wherein the animated character head comprises a motion tracking sensor configured to generate the second signal indicative of facial gestures of the performer.

13. The system of claim 9, wherein the one or more processors are configured to instruct the display to display a list of available animations for visualization by the performer.

14. A method, comprising:

displaying, using one or more processors, one or more available animation selections on a display within an animated character head;

receiving a selection, using the one or more processors, of a chosen animation of the one or more available animation selections based on an eye movement of a performer operating the animated character head, a facial gesture of the performer operating the animated character head, a vocal command of the performer operating the animated character head, or a combination thereof;

providing, using the one or more processors, a control signal to execute the chosen animation with the animated character head; and

displaying to the performer, using the one or more processors, and via the display within the animated character head, an indication of the selection of the chosen animation and a visual feedback indicative of execution of the chosen animation by the animated character head based on the control signal.

15. The method of claim 14, wherein providing the control signal to execute the chosen animation comprises providing the control signal to one or more actuators that are configured to physically adjust a feature of the animated character head.

16. The method of claim 15, comprising receiving a status signal indicative of a status of an actuator of the one or more actuators from a status sensor associated with the actuator, and instructing the display to display an indication of the status of the actuator using the one or more processors.

17. The method of claim 14, wherein providing the control signal to execute the chosen animation comprises providing the control signal to one or more speakers of the animated character head to provide an audible output.

18. The method of claim 14, comprising selecting an additional chosen animation of the one or more available animation selections using the one or more processors, wherein the chosen animation is selected based on the eye movement of the performer and the additional chosen animation is selected based on the vocal command of the performer.

19. The method of claim 14, wherein the one or more available animation selections are established by a handler at a base station control system that is physically separate from the animated character head.