

The Uncanny Valley

IN GAMES & ANIMATION



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AN A K PETERS BOOK

Angela
TINWELL

The Uncanny Valley In Games And Animation

Sylvie Bissonnette



The Uncanny Valley In Games And Animation:

The Uncanny Valley in Games and Animation Angela Tinwell, 2014-12-10 Advances in technology have enabled animators and video game designers to design increasingly realistic human like characters in animation and games Although it was intended that this increased realism would allow viewers to appreciate the emotional state of characters research has shown that audiences often have a negative reaction as the human likeness of a character increases This phenomenon known as the Uncanny Valley has become a benchmark for measuring if a character is believably realistic and authentically human like This book is an essential guide on how to overcome the Uncanny Valley phenomenon when designing human like characters in digital applications In this book the author provides a synopsis of literature about the Uncanny Valley phenomenon and explains how it was introduced into contemporary thought She then presents her theories on its possible psychological causes based on a series of empirical studies The book focuses on how aspects of facial expression and speech can be manipulated to overcome the Uncanny Valley in character design The Uncanny Valley in Games and Animation presents a novel theory that goes beyond previous research in that the cause of the Uncanny Valley is based on a perceived lack of empathy in a character This book makes an original scholarly contribution to our current understanding of the Uncanny Valley phenomenon and fills a gap in the literature by assessing the biological and social roots of the Uncanny Valley and its implications for computer graphics animation

An exploration of the Uncanny Valley and its consequences Andrea Attwenger, 2018-01-08 Seminar paper from the year 2016 in the subject Computer Science Internet New Technologies grade 1 0 LMU Munich Institut f r Informatik course Hauptseminar Medieninformatik language English abstract Humans usually favor the company of beings similar to them and it is therefore natural to assume that with increasing human likeness robots and artificial characters become more likeable and accepted However this is only true up to a point where the dynamic is reversed and synthetic characters appear uncanny Thus increased realism does not necessarily lead to an increase in acceptance This phenomenon is called the Uncanny Valley and was first proposed by Masahiro Mori in 1970 It has recently sparked more interest due to advancements in robot development and computer animation and therefore a potential relevance in the robot movie and video game industries as well as for scientific computer simulations The theory of the Uncanny Valley is not undisputed which is why this paper aims to present both evidence in favor and arguments against its existence or interpretation Furthermore the phenomenon shall be examined in more detail investigating its backgrounds possible explanations influencing factors and its consequences on android design Among the issues to be further investigated that were found in the discussion are alternative stimuli the empirical measurement of the

uncanny response a universal categorization system and the usefulness of the Uncanny Valley as a design guide There are indications that the relationship between human likeness and likeability may not be as clear as proposed by Mori but more dimensional with additional factors to consider **Passages** ,2010 *Game Informer Magazine* ,2008 **Game Developer** ,2008 The Impact of the Uncanny Valley on the Perception of Animated 3D Human Like Characters Willem C. Bouwer,2012 The uncanny valley theory holds that when 3D animation human characters look and act almost like real humans it causes repulsion in cinema audiences The valley is a dip in positivity that is how well disposed audiences respond to 3D character s lifelikeness as indicated on a graph In this research project the impact of the uncanny valley phenomenon on animated 3D virtual characters was studied The research question was how the uncanny valley affects the perceptions of audiences observing the combined emotional and expressive locomotion of animated human like characters For this study four short films with different versions of human characters were shown to test audiences after which a measuring instrument in the form of a questionnaire was completed by participants Descriptive statistics indicating the impact on audiences perspective level of immersion and emotional bonding to the different styled characters were used This study showed that when animating 3D CG characters the design of the character does have an impact on audiences perceptible level of immersion and emotional bonding with CG characters as audiences are more sensitive to any imperfections in applied animation to realistic CG characters than in the styled characters An implication of this study is that animation film makers and students of animation would be made more aware of the uncanny valley in different styles of animation and how to avoid it Approaching Facial Difference Patricia Skinner,Emily Cock,2018-05-03 What is a face and how does it relate to personhood Approaching Facial Difference Past and Present offers an interdisciplinary exploration of the many ways in which faces have been represented in the past and present focusing on the issue of facial difference and disfigurement read in the light of shifting ideas of beauty and ugliness Faces are central to all human social interactions yet their study has been much overlooked by disability scholars and historians of medicine alike By examining the main linguistic visual and material approaches to the face from antiquity to contemporary times contributors place facial diversity at the heart of our historical and cultural narratives This cutting edge collection of essays will be an invaluable resource for humanities scholars working across history literature and visual culture as well as modern practitioners in education and psychology *Game Face* ,2007 AI Game Programming Wisdom 3 Steve Rabin,2006 This all new volume is filled with over 60 new ready to use expert techniques ideas and solutions for game developers *Virtual Character Design for Games and Interactive Media* Robin James Stuart Sloan,2015-05-07 While the earliest character representations in video games were rudimentary in terms of their presentation and performance the virtual characters that appear in games today can be extremely complex and lifelike These are characters that have the potential to make a powerful and emotional connection with gamers As virtual characters become more Schoolgirl Milky Crisis Jonathan Clements,2009 Includes reviews cultural commentary insights into classic

manga and anime titles interviews and profiles of Japan's top creators and insider stories from the anime trade *The Uncanny Valley* Ameya Lonkar, 2016 Ever since its introduction in 1970 by the roboticist Dr Mori the uncanny valley has become an integral part of facial animation While most of the work on the uncanny valley is focused on finding a way to surpass the uncanny valley and how certain things could be designed to increase or decrease the uncanniness of an animation this paper investigates how removing certain blendshapes from the facial animation changes our perception about the eeriness of that animation The goal is to identify the necessary blendshapes which bring about a significant change the perceived uncanniness of the animation For achieving this participants undergo visual tests which entails observing short animated clips expressing different emotions and recording the human likeness and uncanniness as perceived by the observers The results validate some of the existing theories about the uncanny valley and also identify the necessary blendshapes for every emotion The results show that removing the blendshapes not only affects the eeriness but also the perceived human likeness and may change our perception of the emotion expressed in the animation Abstract *An Assessment of the Application of the Robotics Theory of the Uncanny Valley (Bukimi No Tani) by Masahiro Mori to the Study of Realistic Human Facial Animation in Computer-generated 3D Characters* Desmond Allan, 2015 **Proceedings APGV**, 2008 *Affect and Embodied Meaning in Animation* Sylvie Bissonnette, 2019-03-11 This book combines insights from the humanities and modern neuroscience to explore the contribution of affect and embodiment on meaning making in case studies from animation video games and virtual worlds As we interact more and more with animated characters and avatars in everyday media consumption it has become vital to investigate the ways that animated environments influence our perception of the liberal humanist subject This book is the first to apply recent research on the application of the embodied mind thesis to our understanding of embodied engagement with nonhumans and cyborgs in animated media analyzing works by mile Cohl Hayao Miyazaki Tim Burton Norman McLaren the Quay Brothers Pixar and many others Drawing on the breakthroughs of modern brain science to argue that animated media broadens the viewer's perceptual reach this title offers a welcome contribution to the growing literature at the intersection of cognitive studies and film studies with a perspective on animation that is new and original *Affect and Embodied Meaning in Animation* will be essential reading for researchers of Animation Studies Film and Media Theory Posthumanism Video Games and Digital Culture and will provide a key insight into animation for both undergraduate and graduate students Because of the increasing importance of visual effect cinema and video games the book will also be of keen interest within Film Studies and Media Studies as well as to general readers interested in scholarship in animated media **Beyond Fun** Drew Davidson, 2008 This book focuses on strategies for applying games simulations and interactive experiences in learning contexts A facet of this project is the interactive and collaborative method in which it was created Instead of separated individual articles the authors and editors have orchestrated the articles together reading and writing as a whole so that the concepts across the articles resonate with each

other It is our intention that this text will serve as the basis of many more discussions across conference panels online forums and interactive media that in turn will engender more special collaborative issues and texts AI for Games and Animation
John David Funge,1999-07-22 John Funge introduces a new approach to creating autonomous characters Cognitive modeling provides computer animated characters with logic reasoning and planning skills Individual chapters in the book provide concrete examples of advanced character animation automated cinematography and a real time computer game Source code animations images and other resources are available at the book s website listed below *VideoHound's Golden Movie Retriever* Jim Craddock,2004 Reviews movies that are available on DVD or tape Each entry includes title alternate title one to four bone rating year released MPAA rating brief review length format country of origin cast technical personnel awards and made for television cable video designations **Motion in Games** Marcelo Kallmann,Kostas Bekris,2012-11-10 This book constitutes the refereed proceedings of the 5th International Workshop on Motion in Games held in Rennes France in November 2012 The 23 revised full papers presented together with 9 posters and 5 extended abstracts were carefully reviewed and selected from numerous submissions The papers are organized in topical sections on planning interaction physics perception behavior virtual humans locomotion and motion capture

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