Avatar Mirrors: an inquiry into presence in facial motion capture animated avatars.

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Abstract
This study explores factors responsible for a higher sense of presence in a Computer Generated (CG) avatar animated using real time facial motion capture technology. The intent of this research is to maximise presence in the user and to minimise feelings of uncanniness.

Keywords
Avatar; Facial motion capture; CG; Presence; Embodiment; Facial Action Coding System

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