

CharActor® - Avatar Software

Efficient Human Machine Communication with Avatars



CharActor

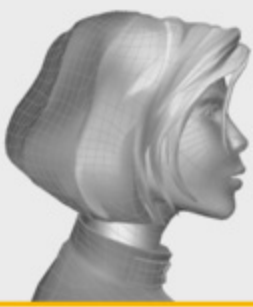
CharActor® is a real time 3D animation software for applications with interactive avatars. With CharActor® digital, interactive assistants can be realized for almost all platforms. These are kiosk systems, interactive shop-windows, digital signage and web applications, mobile devices, radio navigation systems, set top boxes, TV devices and other electronic devices or applications.

Efficient-Easier -
Personal-Emotional

Why Avatars as Human Machine Interface?

Everybody is used to communicate from face to face. The usage of electronic devices becomes more and more complicated. The frequent touch- and voice controlled solutions of digital devices will be completed with an Interactive Digital Assistant – the visual contact which is available 24/7 in the service and humanizes the communication. Digital assistants bring a social connection in the communication between human and machine thus delivering an important added value for the service and usage of applications. They are an important user interface of all future solutions.





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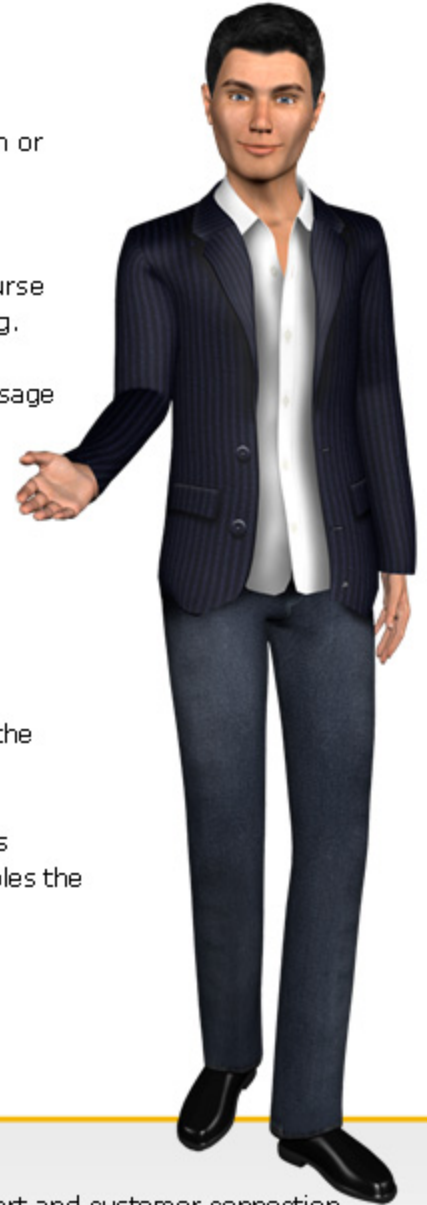


CharActor® - Convincing Functions!

CharActor® contains interfaces for the control of the animations, facial expression and language on a real-time basis. For the integration in own or existing applications the Software Development Kit **CharActor® SDK** is available.

The CharActor® SDK includes the two avatars **Gloria and Mark**. Of course individual customized avatars can be also created based on your briefing.

The **integrated Lip-Synch-Technology** allows the speech output by usage of recorded sound-files, as well as synthetic language generated by the integrated Text-To-Speech-System.



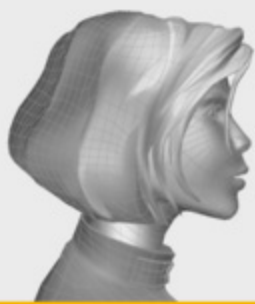
Added Value, Which Pays Off!

Also included is the brand new **Authoring-Tool CharAT**, which allows the comfortable and easy creation of interactive avatar interfaces.

The SDK offers different possibilities to integrate the avatar as simply as possible into your own applications. A special **overlay mode** even enables the placing of the avatar with transparent background on any applications/ backgrounds and even on the desktop.

One Solution – A Lot Of Benefits:

- Quicker and more efficient usage of systems
- Optimization of the use of electronic devices (Digital instructions)
- Simplification of the communication
- Reduction of the break-off rate
- High service comfort and customer connection
- Easy integration and usage by self service components
- High saving potential by cost reduction



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CharActor® SDK - Specifications

Use the possibility to integrate avatars into your applications and offer to your customers an added value. With the software development kit "CharActor® SDK" you use the leading software solution for an interactive avatar-based human machine interface. Test it now!

2 Avatars (Gloria / Mark)

for integration into customized applications

Interfaces

- C/C++ Interface and/or
- Network Interface (Sockets) and/or
- JavaScript Interface for Browser Applications
- Comfortable XML Interface in all variants

Supported Render-Engines:

- Software Renderer
- Direct 3D Renderer
- OpenGL Hardware Renderer
- Open GL CG Hardware Renderer
- OpenGL ES Software / Hardware Renderer
- Special Overlay Rendering for all renderers except Open GL ES

Audio (Speech) Support

Automatic lip-synchronization for TTS and sound files

a) TTS:

- Interface for Nuance Text-To-Speech (TTS) Systems (RealSpeak and Vocalizer)
- 1 TTS language included, 2 voices (male+female)

b) Sound Records

- Alternatively or additional usage of recorded sound files

Animation:

- Automatic animation based on „idle“ and „speak“ states
- Motion blending for addition of any special motions (point, explain, emotions, ...)
- Big motion library included
- Viseme Blending for automatic lip-synchronization
- Facial Blending for adding emotions, mimics and automatic combination with visemes

Requirements:

- Operating Systems:
Windows 95 / 98 / ME / NT / 2000 / XP / Vista / Windows 7
Windows Mobile (CE) 6.0, 6.5
- Hardware:
Mobile / Embedded min. ARM926EJ (400 Mhz);
PC min. Pentium II (233 Mhz)
- Recommended additional Hardware:
Floating Point Processor (Mobile, Embedded),
3D graphics hardware, sound support (MP3, WAV)

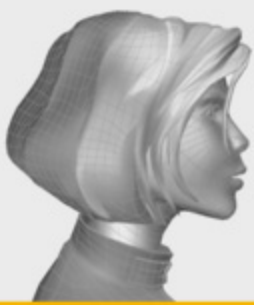
**NEW: Inclusive
CharAT – Authoring-Tool**
Charamel's Authoring-Tool CharAT (Pre-Beta-Rel.) is an easy to handle software to produce complex avatar interfaces. These interfaces can be integrated in your applications or products by using the CharActor® Real-Time Player.

A Convincing Technology



Specification

Specification



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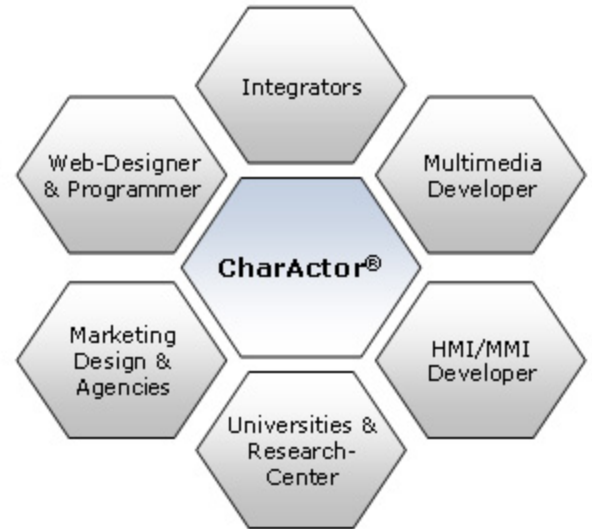
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Who benefits from CharActor®?

CharActor® is a development environment to implement avatars as social interface between language, dialogues and electronic devices or any other application. It is addressed to a huge number of target groups for the production and use of an avatar-based multimodal user interfaces.

Do you belong to one of the CharActor® target groups or would you like to implement an avatar solution? Convince yourself of the product quality and flexibility.



Become Our Partner!



You are interested in realizing avatar solutions?

Already realize today the next era of interactive and more efficient communication solutions!

We support you, with high-quality software products.

Please get in contact with us!



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