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Nota di contenuto	Why to create personalities for synthetic actors -- Dressing virtual humans -- Autonomous virtual actors based on virtual sensors -- Towards personalities for animated agents with reactive and planning behaviors -- IMPROV: A system for real-time animation of behavior-based interactive synthetic actors -- Multi-level control for animated autonomous agents: Do the right thing... Oh, not that... -- Tools for an interactive virtual cinema -- Acting in character -- Some requirements and approaches for natural language in a believable agent -- Personality parameters and programs -- What sort of control system is able to have a personality? -- Personalities for synthetic actors: Current issues and some perspectives -- Personalities for synthetic actors: A bibliography.
Sommario/riassunto	Progress in computer animation has gained such a speed that, before long, computer-generated human faces and figures on screen will be

indistinguishable from those of real humans. The potential both for scripted films and real-time interaction with users is enormous. However, in order to cope with this potential, these faces and figures must be guided by autonomous personality agents. This carefully arranged volume presents the state of the art in research and development in making synthetic actors more autonomous. The papers describe the different approaches and solutions developed by computer animation specialists, computer scientists, experts in AI, psychologists and philosophers, from leading laboratories world-wide. Finally, a bibliography comprising more than 200 entries enable further study.