The confluence of virtual reality and artificial life, an emerging discipline that spans the computational and biological sciences, has yielded synthetic worlds inhabited by realistic, artificial flora and fauna. Artificial animals are complex synthetic organisms that have functional, biomechanical bodies, perceptual sensors, and brains with locomotion, perception, behavior, learning, and cognition centers.

Artificial humans and lower animals are of interest not just because they are self-animating graphical characters poised to dramatically advance the state of the art of production animation and interactive game technologies. More broadly, these biomimetic autonomous agents in their realistic virtual worlds also foster deeper insights into active perception and perception-guided learning in living systems.

Furthermore, they engender novel applications in visual sensor networks and surveillance.

2:00pm, October 4, 2007
Harris Engineering Center, Room 101
http://www.eecs.ucf.edu/~vision

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