Bachelor-/Master-Thesis

Real-Time Animated Avatars in VR

In an DFG-funded interdisciplinary project, we are investigating how the similarity of non-verbal facial cues (e.g., movements or headwear) affects social interaction. We use VR techniques to create experiments, e.g., a video conference with real-time animated avatars.

Your Tasks
- Implementation of an avatar-based video conference in Unity including video recording, online face tracking, and real-time animation
- Preparation and testing of the online experiment
- Work with recent machine-learning tracking techniques

Requirements
- Good programming skills (e.g., Python, C#)
- First experiences with VR (Unity) and Computer Vision (OpenCV)
- At least basic knowledge in machine learning
- High motivation, creativity, and reliability

Our Offer
- Insight in current research topics and scientific collaborative work
- Stimulating environment in an interdisciplinary team
- Close cooperation with the Zuse Institute Berlin (M. Grewe, S. Zachow)

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