

Dr. Andrew Marriot has the following projects

1. Virtual Human Markup Language. See [www.vhml.org](http://www.vhml.org)
2. Smile mail. See [www.vhml.org/Smilemail/](http://www.vhml.org/Smilemail/)
3. Adaptive User Interfaces. See [www.aui.computing.edu.au/projects/](http://www.aui.computing.edu.au/projects/)
4. Software Based Mentoring. See [www.mentor.computing.edu.au/](http://www.mentor.computing.edu.au/)

A/P Ling Li has the following projects.

### 1. Emotional based social interaction of NPCs in Role Play Games (RPGs)



Project task: Build emotion model and emotionally-based behavioural model implemented on NPCs or virtual agents in RPGs or virtual simulations. A game engine will be employed for implementation.

Project outcome:

- Emotion and social interactions should be experienced not only by human players but also the NPCs.
- Improve the sense of reality in game development as well as in virtual simulations.

### 2. Stereo projection in the palm of your hand

- Co-supervised with Dr. Andrew Squelch, iVEC

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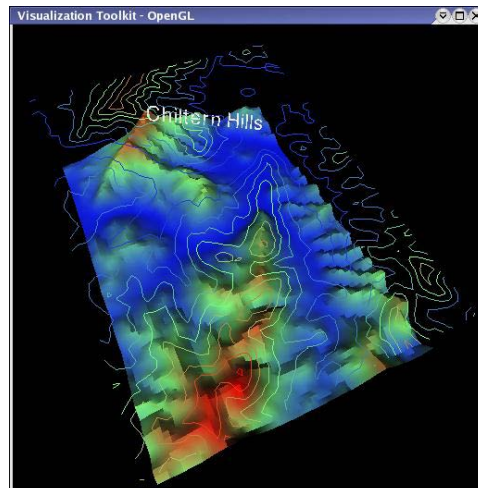
(Image taken from: [www.fisheraudiovisual.co.uk](http://www.fisheraudiovisual.co.uk))

Project task: Create a hand-held, portable stereo projection system.

Project outcome: Pair of micro mini LED projectors, fitted with polarising filters, are mounted together and connected to a stereo graphics computer and used to display stereo images on a non-depolarising silver screen.

### 3. Scientific visualisation controlled by Wii remote

- Co-supervised with Dr. Andrew Squelch, iVEC



(images taken from [www.slipperybrick.com](http://www.slipperybrick.com) & [www.kato.mvc.mcc.ac.uk](http://www.kato.mvc.mcc.ac.uk))

Project task: Control and navigate objects in open source visualisation environments with Wii remote and/or Intersense Cube 3 (IC3) motion tracker.

Project outcome: Functionality added to Visualization Tool Kit (VTK), Open Scene Graph (OSG) or similar visualisation or virtual reality software to accept Wii remote and IC3 motion tracker data as navigation/manipulation input devices.

A/P Wanquan Liu has projects in face recognition, objective detection and multimedia signal processing. You are welcome to contact him for any honour project.