

Installing SARA Frapper Deploy

1. Get SARA Frapper

Download the 'SARA Frapper' (SARA_Frapper.exe) from our website:

<http://research.animationsinstitut.de/projects/sara/tools/>

Note: SARA Frapper works only with Windows 7,8, 10 (64-bits).

2. Get Microsoft Visual C++ 2010 SP1 Redistributable Package (x64)

It installs runtime components of Visual C++ Libraries required to run 64-bit applications developed with Visual C++ 2010 SP1 on a computer that does not have Visual C++ 2010 SP1 installed.

If you have Visual C++ 2010 (or Microsoft Visual Studio 2010) you can skip this step.

3. Running SARA Frapper

Once Frapper has been installed, it will show on the "Start" menu all the options to run Frapper and the different scenes corresponding to the DECT Test.

- **01. Frapper:** executes Frapper. No scene is open.
- **02. Test Scene:** executes Frapper and opens a test scene with animation nodes, the 3D character Nikita and the stylization (NPR) nodes.
- **03. NPR-DECT:** executes Frapper and opens the scene with the nodes and logic corresponding to the NPR-DECT (with non-photorealistic rendering nodes for abstraction and stylization). To know more about this check:
http://research.animationsinstitut.de/fileadmin/public_docs/rnd/Projects/SARA/Running_Dect.pdf
- **04. i-DECT:** executes Frapper and opens the scene with the nodes and logic corresponding to the i-DECT (interactive head and gaze movement of the characters to assess eye contact). To know more about this check:
http://research.animationsinstitut.de/fileadmin/public_docs/rnd/Projects/SARA/Running_Dect.pdf
- **05. Nikita:** executes Frapper with the correct shading for the 3D character Nikita (young woman).
- **06. Sara:** executes Frapper with the correct shading for the 3D character Sara (elderly woman).
- **07. Gunnar:** executes Frapper with the correct shading for the 3D character Gunnar (young man).
- **08. Hank:** executes Frapper with the correct shading for the 3D character Hank (elderly man).

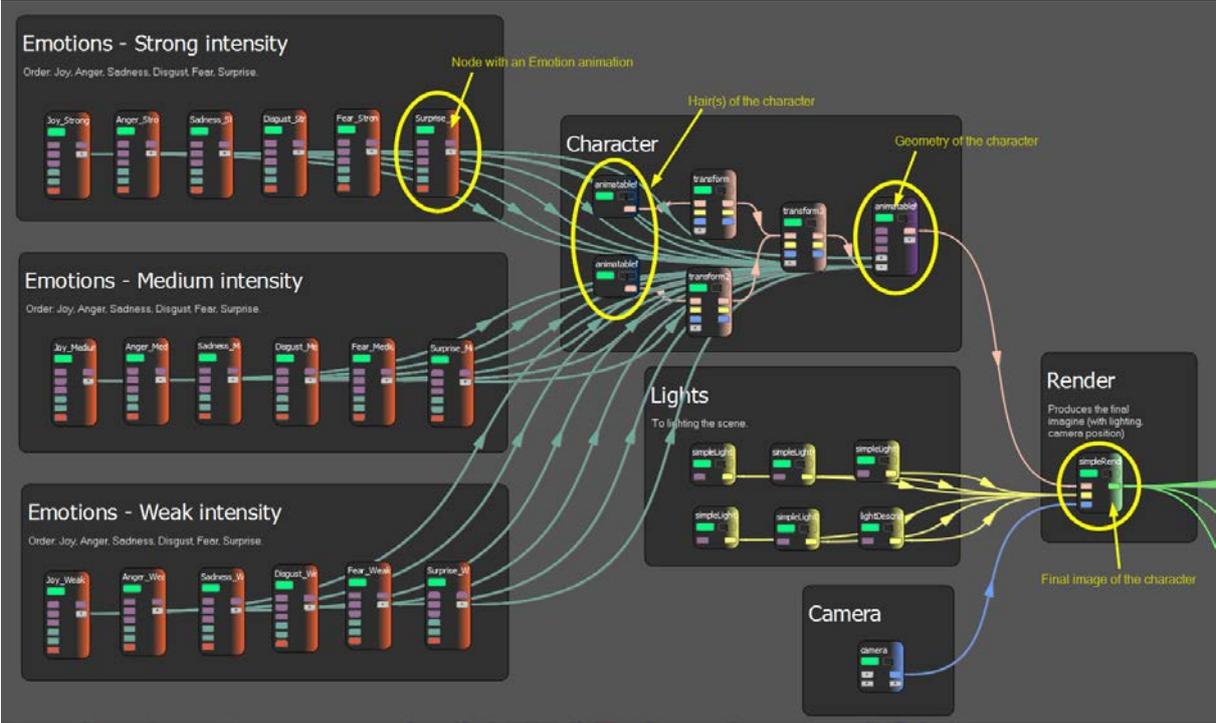
4. Animations

To test individually the animations open the **02. Test Scene**. It can be run from the *Start* menu.

The figure below illustrates the organization of the AnimationClip nodes, which contain the animations corresponding to the 6 basic emotions with 3 different intensities.

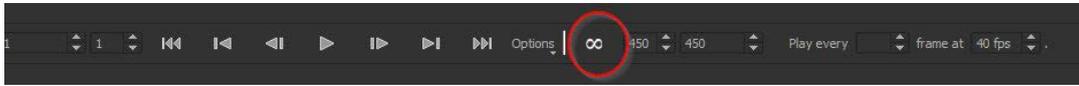
The first row of nodes corresponds to emotions with strong intensity. The left-most node is Joy, followed by Anger, Sadness, Disgust, Fear and Surprise.

The second row contains the exact configuration of emotions but with medium intensity. The third row is similar to the other two, but with emotions with weak intensity.



4.2 Playing the Animation

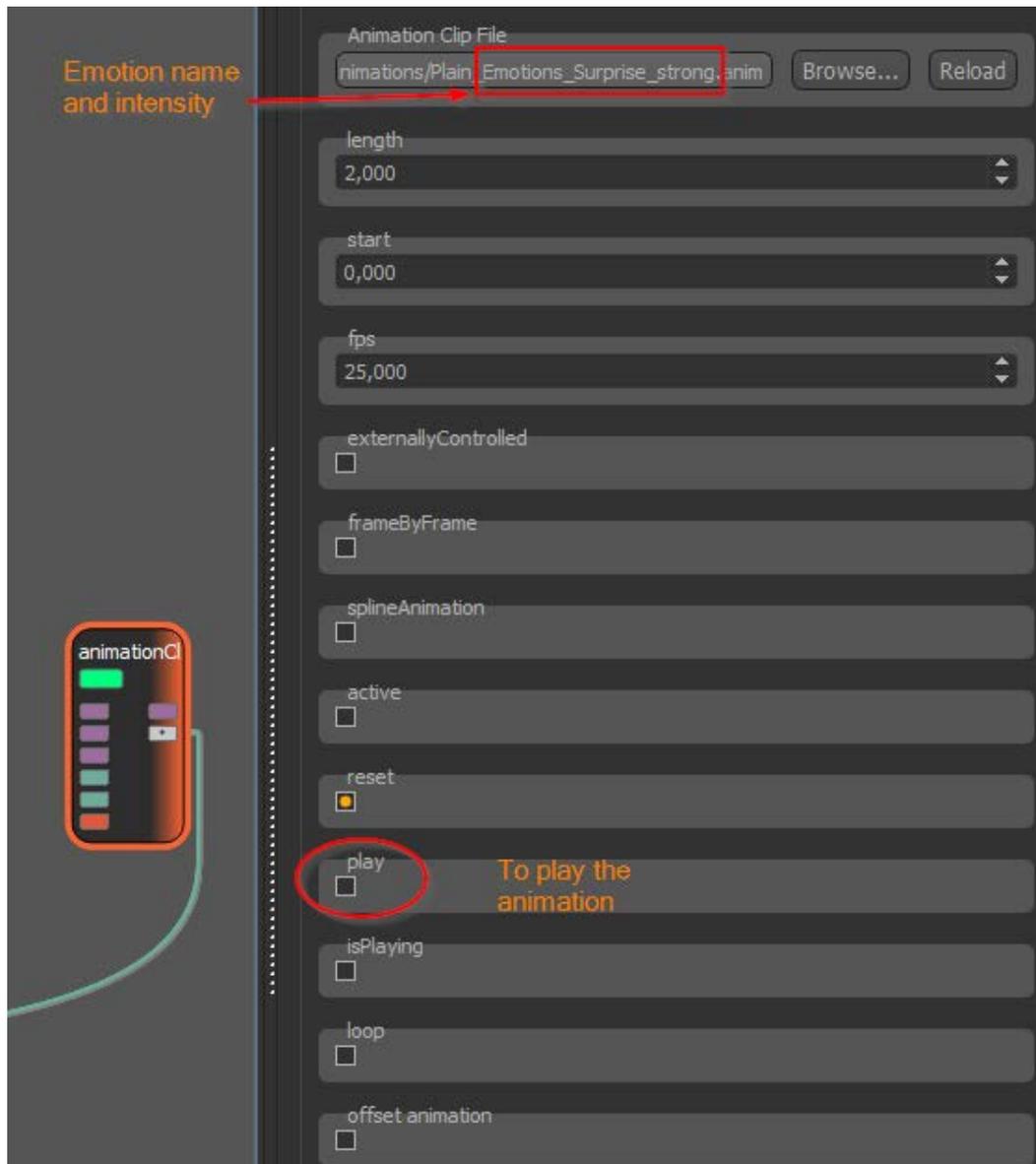
- To visualize the animations, the “Real Time” mode needs to be activated by pressing it in the panel (see image below).



When the Realtime mode is activated it will look like “>>” (see image below):



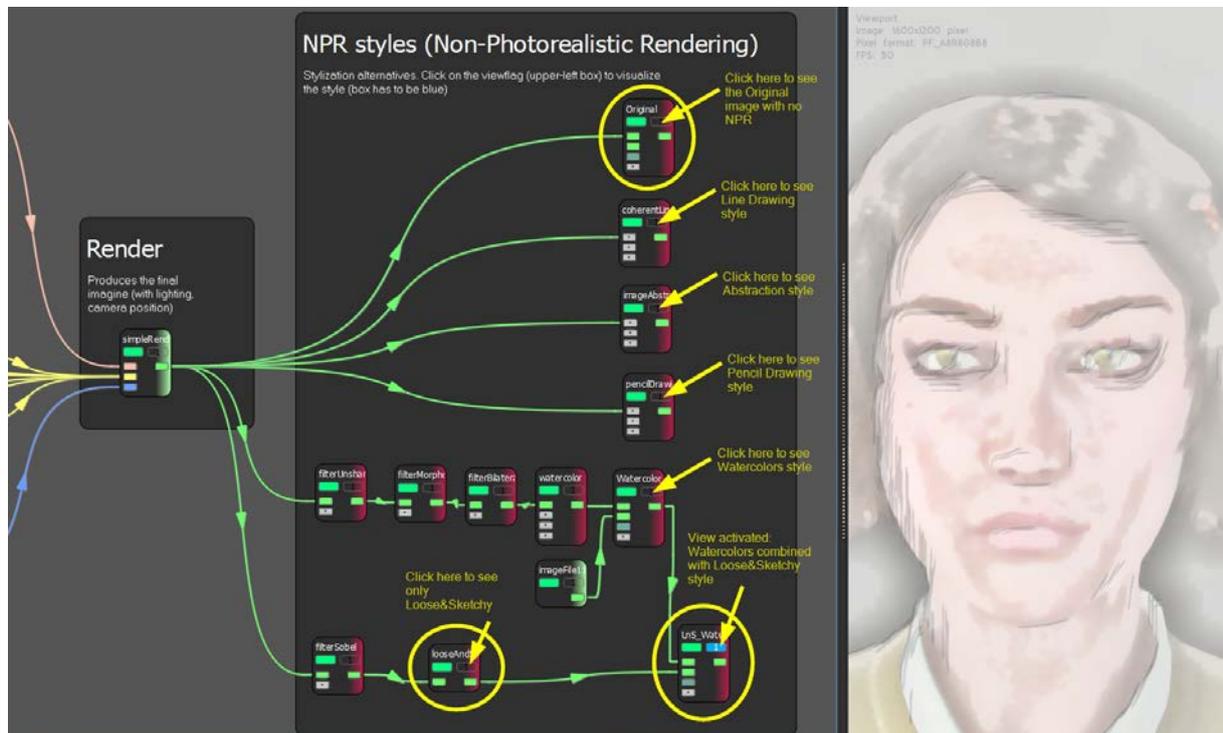
- To play the animations, check the box “Play” that appears in the panel that is open when the AnimationClip is selected (see image below)



4.3 Non-Photorealistic Rendering (NPR) nodes

1. Non-Photorealistic Rendering (NPR)

The section of the scene corresponding to the NPR nodes is depicted in the image below.



In order to play the animations in NPR mode, the “View flag” in the last node must be activated (the small box inside the node is blue, as seen in the image above).

IMPORTANT: To speed the performance, close any web browser (IE, Firefox, Chrome) in use.