

STEP – a scripting language for Embodied Agents*

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Abstract

In this paper we propose a scripting language, called STEP, for embodied agents, in particular for their communicative acts like gestures and postures. Based on the formal semantics of dynamic logics, STEP has a solid semantic foundation, in spite of a rich number of variants of the compositional operators and interaction facilities on the worlds. STEP has been implemented in the distributed logic programming language DLP, a tool for the implementation of 3D web agents. In this paper, we also discuss principles of scripting language design for embodied agents and several aspects of the application of STEP.

Keywords: embodied agents, virtual environments, VRML, avatars, humanoids, H-anim, STEP

*<http://www.cs.vu.nl/eliens/research/media/title-step.html>