

Variables	Settings	Feasibility	Explanation
Gender	Male, Female	High	Have two existing models, one male one female
Gaze - Regular	Low trust (look away often), High trust (have a lot of eye-contact)	High	This is implemented via scripts in Unity and can be done better with the Realistic Eye Movement asset. Mona Lisa effect works on the 4k-screen which means it'll look like eye-contact as long as the characters are looking into the camera.
Gaze - Mimicking	Follow user's gaze, not follow user's gaze	Low	Requires technology like Kinect to know where the user is looking and scripting to create a realistic following of the gaze of the user
Pupil Size	Small, Big, Normal	Medium	The current models do not support pupil size. Possible to switch models or manipulate existing model.
Blinking	Quick, Slow, Normal	Low/Medium	The current models do not support eye-lids but using the Realistic Eye Movement asset, blinking should be able to be done fairly easily if the model is changed or updated manually in 3ds. Requires time looking into how to do this.
Facial Expressions	Smiling, Frowning	High	Several blendshapes are supported for the models
Facial Features	High cheekbones, Nose size, Eye-color	High	Several blendshapes are supported for the models
Body Language	Crossing arms, Nodding, Shaking the head	Medium	Using mocap data, this can be done but requires work to get animations working and rigging it after the model skeleton
Body Direction	Facing the user, Facing away from the user	High	Can be done directly in Unity using Mecanim humanoid system
Body Appearance	Weight	High	Blendshape exists for the current models
Idling Behaviour	Different idling animations, Speed	High	Mocap data can be used as idling behaviours, there exists a lot of idling behaviours for characters. Speed is easily changed.
Visibility	Only face, Face + upperbody, Full body	High	Easily done in Unity.
Realism	Different types of models	Medium	The models are rigged and created differently. Using different models can cause problems such as that the same factors cannot be manipulated easily (one model can have certain blendshapes while the other have none).
Medium	Computer screen, VR, AR, 4k-screen	Medium	Can be executed but requires some work to set up.
Outfit	Clothes, Hairstyles	High	These already exist but not to a great variety.
Familiarity	First time seeing the character, Interacted with it before	High	Can be done easily
Number of chars	One character, Several characters	Medium	Will cause a bigger work-load and will make the project and the study's scope much larger
Environment	Different environments	Medium	There exists free assets to be used as different environments but setting them up can take some time