

LinkMotionTalk

Semantic Sentiment Analysis System

What is LinkMotionTalk ?

LinkMotionTalk is an **innovative game-model expression-driven system** that offers customizable and user-friendly programs for semantic sentiment analysis system. The system utilize the power of Claude's 100K large language model of contextual semantic search to provide an advanced solution for game dialogue production and scripting. Additionally, the technology can be extended to TRPG players and virtual hosts through LiveMotionTalk, thereby offering a seamless and immersive experience for users. Overall, the project aims to revolutionize the challenges surrounding game dialogue production and bring a new level of sophistication to the gaming industry.



Game Creation Plugin

It is possible to create dialogues and expressions for people to create content easily.



Interactive Chatbot

Responses and expressions based on the user's responses are more infectious than ordinary text bots.



Film Scriptwriting

Analyze the semantic emotions in the script to make it easier for the actor or director to understand the script.

In practice we will encounter problems...

01

Animation Creation Difficulties

The process of creating character expressions is a time-intensive undertaking that often requires a significant investment of resources, and the end result is not always satisfactory.

02

Weak character performance

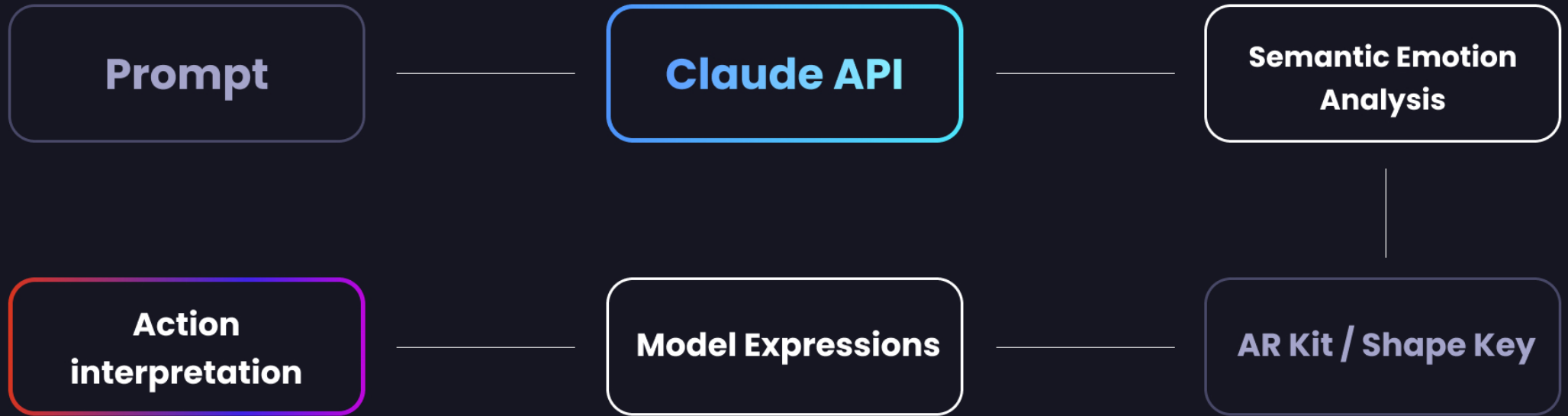
Because the process is tedious and will add extra fees, some companies will give up making expressions, resulting in less expressive game characters.

03

Expensive equipment

Some small studios can not afford the price of motion capture equipment, therefore they give up providing expression production

Technology **vision**



3D Model

On the game engine we can implement the micro-expressions of 3D models by means of ShapeKey.

ShapeKey animation



Shape Key

Brow Raise

Brow Drop

Eye Blink

Eye Wide

Eye Squint

Mouth Smile

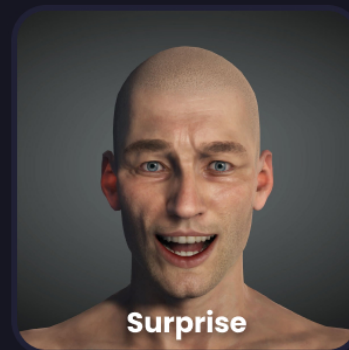
Mouth Blow

Mouth Open

Semantic Sentiment Analysis

[SAD]

"I really had a bad day."

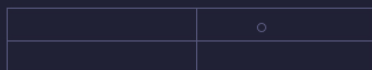


Live 2D

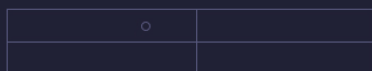
The expression can be changed according to Live2D's BlendShape.

Live2D Blend Shape

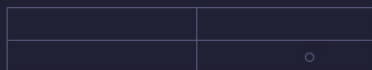
Eye



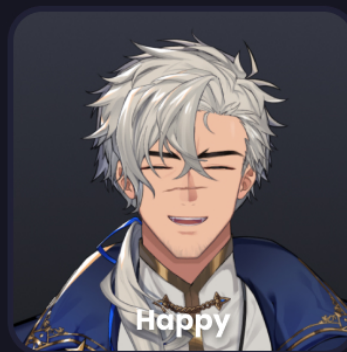
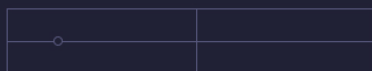
Mouth



Brow



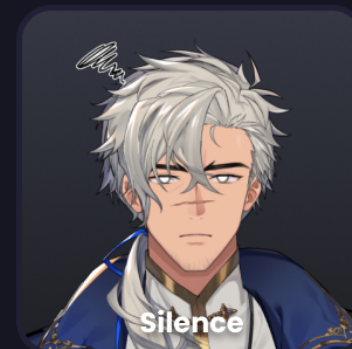
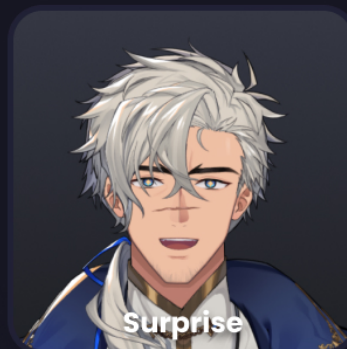
Face



Semantic Sentiment Analysis

[Disgusting]

He frowned at the pineapple pizza.



Multi-differential Expressions Gallery

Using semantic analysis can replace pictures with different expressions or even actions, providing a good platform for visual novel writers or TRPG players.



Target User



Commercialization

**Commercial
services**

Subscription

Advertising

Future Vision

Our future development goals

Access to the game engine

It can provide game creators with easier and faster dialogue creation, including dialogue between characters and NPCs, and between NPCs and NPCs.

Micro-expression control

Micro-expression control will be achieved later through more accurate and detailed semantic emotion analysis to achieve the effect of film/CG level motion capture.

Body movements

In the future, it will also be possible to control body movements for 3D models through motion analysis to make the characters more vivid and lively.

Voice synthesis

Use SoVITS with Claude to create character dialogues with voice, and export dialogue text and voice files

Thank You !

Thank you for watching and if you have any questions please contact our team leader.



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