Emotional Face

This activity is adapted from
.

Imagine you get to engineer a robot and you want to make it more human-like by giving it emotions. As it turns out, complicated expressions like emotions can be programmed using simple rules. Consider the following facial expressions:
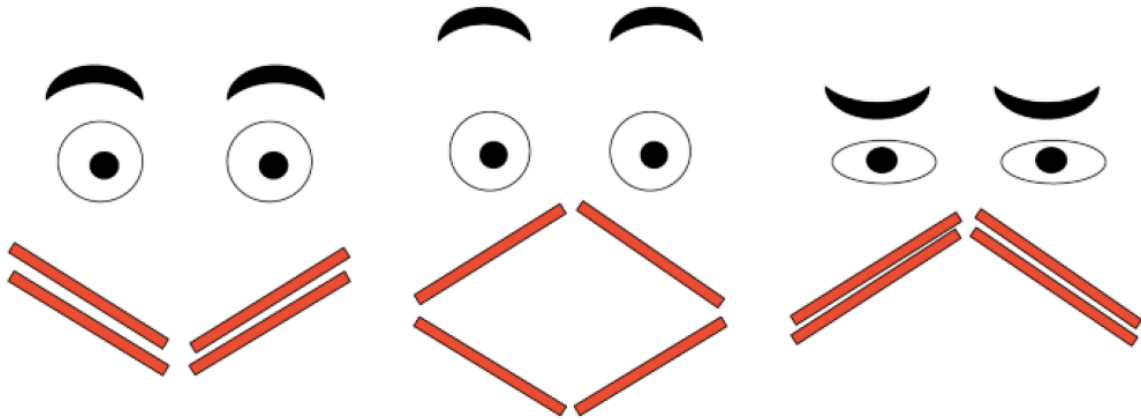
What kind of expressions are these faces showing? What changes are made to each part of the face for each different expression?

In this activity, you will learn the inner-workings of a part of the computer program that controls these expressions.