

# 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

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