

Tutorials

General

- [Installing the Toolkit](#)
- [Running the example scenario](#)
- [Creating a basic virtual human with Unity](#)
- [Developing a new module](#)
- [Using the Oculus Rift](#)

Verbal

- [Adding a new line of dialogue](#)
- [Creating a new virtual human with the NPCEditor](#)
- [Creating new speech recognition models for PocketSphinx](#)

Nonverbal

- [Changing Nonverbal Behavior Generation](#)
- [Changing nonverbal behavior realization](#)