soul machines
Astonishing Digital People

Interested in collaborating with the leaders in Artificial General Intelligence (AGI) Research? Be a part of our Early Access Research Platform.

Learn more at
soulmachines.com/research

Inventor Bio

Dr. Mark Sagar,
Co-founder & CEO

- Ph.D from University of Auckland
- Post-Doctoral Fellow at M.I.T.
- Worked at Weta & Sony Pictures
- 2 Academy Awards
- Fellow at Royal Society of NZ
- Director of the Laboratory of Animate Technologies at Auckland Bioengineering Institute

What people are saying

"Soul Machines digital people are amazing tools for conducting HRI research"
- Prof Liz Broadbent, University of Auckland

"Consciously, I know I'm interacting with a cleverly written piece of software designed to mimic human behavior, but I find myself responding as I would to another human."
- Aaron Gell, Medium

Our research started with a baby

Over seven years ago, Soul Machines pioneered research into progressing human-machine collaboration by taking a radically different approach. By combining models of physiology, cognition and emotion with advanced lifelike CGI, we set out to create a new form of biologically inspired AI [1]. BabyX was our first developmental prototype designed as both a stand-alone research project and as an expandable base to feed into commercial computer agents. She enables us to explore human cooperation with machines and the foundations for creating a digital consciousness. BabyX was designed for research and 'she' allows Soul Machines to not only explore the models of human behavior but also to create autonomous digital beings. BabyX provides a foundation from which we learn, experiment and continue to develop the world's first end-to-end solution for dynamically creating, teaching, managing and deploying Digital People.

What we do

Soul Machines is the leader in astonishing AI whose Human OS Platform, featuring Autonomous Animation, makes it possible to deliver the goodness of human and machine collaboration. Our Human OS Platform features Autonomous Animation, a proprietary technology that allows our Digital People to be fully autonomous and authentic in their responses. This is what makes our Digital People experience unique in our industry - they can see, understand, and relate to you, autonomously in real time, and in 12 languages. Our team has spent years researching and developing our Digital People this way to transform impersonal interactions into engaging and meaningful connections at scale.

As pioneers at the forefront of Artificial General Intelligence (AGI) research, our team of researchers have successfully recreated a Digital Brain that replicates the way we handle everyday interactions. By combining models of physiology, cognition and emotion with Autonomous Animation, we set out to create a new form of biologically inspired AI. The Digital Brain's neural network models are driven by deep research into neuroscience, psychology and cognitive science - and the only explainable way to autonomously animate digital characters. We take the best types of human conversations - engaging, warm, emotional connections - and combine this with revolutionary AGI technology to create the most incredibly lifelike and dynamically interactive experiences.

[1] Sagar, M., Seymour, M., & Henderson, A. (2016). Creating connection with autonomous facial animation. *Communications of the ACM*, *59*(12), 82-91.

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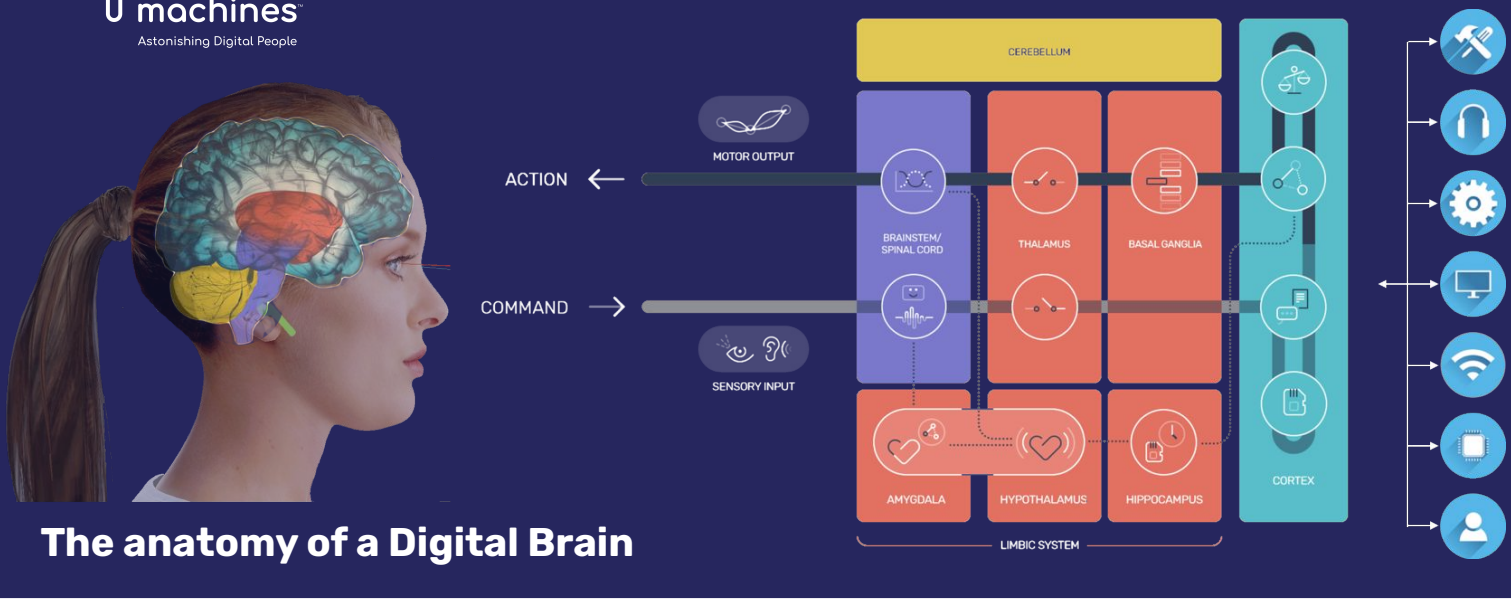

The anatomy of a Digital Brain

Soul Machines is offering a special opportunity to gain early access to our research platform. We encourage all ideas and investigators to apply for an exclusive opportunity to leverage new tools to conduct new research and enhance your projects.

Interested in being a part of our early access?

Learn more at soulmachines.com/research

Our Digital People cater to a wide range of industries, including financial services, healthcare, mental health, education, retail, and more. Your research could directly impact how humans and machines collaborate to build the future of work in these industries and beyond.
Some examples of our Digital People include:

Florence is a Digital Health Worker that we developed in partnership with the World Health Organization to help smokers quit tobacco.
Interact with Florence [here](#)

Bella is a digital helper that provides helpful information to the public about COVID-19, including its effects on mental health and well-being.
Interact with Bella [here](#)

Ruth is a digital baking coach for Nestle TOLLHOUSE that guides new bakers to perfect their recipes with step-by-step instructions and and expert guidance.
Interact with Ruth [here](#)