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FACSGen is a software developed by the University of Geneva that enables the application of FACS-based (Facial Action Coding System) facial expressions to virtual 3d faces. These expressions can be either static (images) or dynamic (videos). This software is primarily intended for affective science researchers, and allows for the automatic creation of large sets of stimuli for their experiments.

This software results from work performed by Lionel Reveret, Etienne Roesch, Lucas Tamarit, Klaus Scherer, David Sander and Didier Grandjean. University of Geneva (UNIGE) is the exclusive source of distribution of the code and documentation of the FACSGEN software.

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21. This Agreement is governed and constructed in accordance with the laws of Switzerland, excluding conflict of law rules.

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