Norman I. Badler is a Professor of Computer and Information Science at the University of Pennsylvania and has been on that faculty since 1974. Active in computer graphics since 1968 with more than 200 technical papers, his research focuses on human figure modeling, manipulation, and animation control in real-time 3-D graphics. His current research interests include animation via simulation, embodied agent software, human-computer interfaces, and computational connections between language and action. Badler received the BA degree in Creative Studies Mathematics from the University of California at Santa Barbara in 1970, the MSc in Mathematics in 1971, and the Ph.D. in Computer Science in 1975, both from the University of Toronto. He is Co-Editor of the Elsevier Journal *Graphical Models*. He was the Cecilia Fitler Moore Department Chair of Computer and Information Science from 1990-94. He directs the Center for Human Modeling and Simulation. Among the Center's achievements are the human modeling software system *Jack* that was the basis for a spin-off company in 1996; the software is now marketed by UGS. He is the Director of the Digital Media Design undergraduate degree program in Computer Science at Penn. During 2001-2005 he was also the Associate Dean of the School of Engineering and Applied Science.