Computer Animation and Simulation '96 : Proceedings of the Eurographics Workshop in Poitiers, France, August 31-September 1, 1996 /

Boulic, R. (
Ronan)

Springer Vienna,
1996

Electronic books

Monografía

The 14 papers in this volume vividly demonstrate the current state of research in real-time animation. Half of the papers are dedicated to algorithm allowing the real-time animation of complex articulated structure in particular (humans, legged robots, plants) and of dynamic scenes in general. The proposed approaches cover from motion capture to motion reusability which are essential issues for high-end applications as 3D games, virtual reality, etc. Other topics treated are motion management for fast design of realistic movements, 2D and 3D deformations, and various optimization techniques for simulation (adaptive mass-spring refinement, huge particule systems)

Título: Computer Animation and Simulation '96 Proceedings of the Eurographics Workshop in Poitiers, France, August 31-September 1, 1996 edited by Ronan Boulic, Gerard Hégron

Editorial: Vienna Springer Vienna 1996

Descripción física: 1 online resource (x, 225 pages 152 illustrations in color.).

Mención de serie: Eurographics 0946-2767

Contenido: 1. Adaptive Optimization Techniques -- Incremental Update of the Visibility Map as Seen by a Moving Viewpoint in Two Dimensions -- Adaptive Sampling of Very Large Particle Systems Using an Incremental Self- Organizing Feature Map: an Application in Molecular Dynamic -- Adaptive Refinement for Mass/Spring Simulations -- 2. Animation of Deformable Objects -- A Fire Model for 2-D Computer Animation -- Smoothed Particles: a New Paradigm for Animating Highly Deformable Bodies -- 3. Human Motion Capture and Simulation -- A Real Time Anatomical Converter for Human Motion Capture -- A High Level Control Mechanism for Human

Locomotion Based on Parametric Frame Space Interpolation -- Simulating Human Movements Using Optimal Control -- A Biomechanical Musculoskeletal Model of Human Upper Limb for Dynamic Simulation -- 4. Plant Development -- Interactive Modelling and Animation of Branching Botanical Structures -- An Efficient Estimation of Light in Simulation of Plant Development -- 5. Motion Control and Motion Management -- A Planning Algorithm for Dynamic Motions -- Plausible Motion Simulation for Computer Animation -- Motion Synthesis by Example -- Appendix: Colour Illustrations

Copyright/Depósito Legal: 840302865 858941939 934996948 936318018 968481865 1016401077

ISBN: 9783709174869 electronic bk.) 3709174864 electronic bk.) 9783211828854 3211828850

Materia: Computer science Computer simulation Computer graphics Computer vision Computer graphics Computer science Computer simulation Computer vision

Autores: Hégron, Gerard

Enlace a formato físico adicional: Print version 9783211828854

Punto acceso adicional serie-Título: Eurographics (Series)
