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	Nota di contenuto	Realistic and efficient wrinkle simulation using an anatomy-based face model with adaptive refinement," -- Image-driven re-targeting and relighting of facial expressions," -- Real-time geometric motion blur for a deforming polygonal mesh," -- Synthesizing speech animation by learning compact speech co-articulation models," -- Real-time geometric motion blur for a deforming polygonal mesh," -- Video-based nonphotorealistic and expressive illustration of motion," -- Markerless monocular motion capture using image features and physical constraints," -- On-line adapted transition between locomotion and jump," -- A collision resolution algorithm for clump-free fast moving cloth," -- Toward gesture-based behavior authoring," -- JEcoSys - a framework for interactive plants simulation," -- Visual simulation of chemical gardens," -- Total least squares fitting of point sets in m-D," -- CSG operations on point models with implicit connectivity," -- Chaotic attractors with symmetries of the triangle groups," -- Analyzing pre-fetching in large-scale visual simulation," -- Constrained strip generation and management for efficient interactive 3D rendering," -- Surface reconstruction using oriented charges," -- Rational Bezier patch differentiation using the rational forward difference operator," -- Front spreading on 3D surfaces," -- Sketchy hairstyles. -- Creating colored pencil style images by drawing strokes based on boundaries of regions," -- Multiple illuminated paper textures for drawing strokes," -- Spatial partitioning of geometry images using locality masks," -- Importance-driven texture encoding

based on samples,"Ying -- Generating an /spl omega/-tile set for texture synthesis," -- Scene independent real-time indirect illumination," -- Fast and exact direct illumination," -- Rendering anti-aliased line segments," -- Simulation of large crowds in emergency situations including gaseous phenomena," -- A motivational model of action selection for virtual humans," -- Ontology-based crowd simulation for normal life situations," -- A fast rendering method for a scene with participating media of anisotropic scattering property," -- A system for real-time watercolour rendering," -- A new 3D display using a dynamically reconfigurable display matrix surface," -- Light propagation for mixed polygonal and volumetric data,".