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Sommario/riassunto	During past decades, high-performance computer graphics have found application in an exciting and expanding range of new domains. Among the most dramatic developments has been the incorporation of real-time interactive manipulation and display for human figures. Though actively pursued by several research groups, the problem of providing a synthetic or surrogate human for engineers and designers already familiar with computer-aided design techniques was most comprehensively solved by Norman Badler's computer graphics laboratory at the University of Pennsylvania. The breadth of that effort as well as the details of its methodology and software environment are presented in this volume. The text is intended for human factors

engineers interested in understanding how a computer-graphics surrogate human can augment their analyses of designed environments.