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	Titolo	19th Computer Graphics International Conference (CGI 2001), Hong Kong
	Pubbl/distr/stampa	[Place of publication not identified], : IEEE Computer Society Press, 2001
	Descrizione fisica	1 online resource
	Disciplina	006.6869
	Soggetti	Computer graphics Computer graphics - Equipment and supplies
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
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	Nota di contenuto	Proceedings. Computer Graphics International 2001 -- Multiple conceptions of character-based interactive installations -- An inverse kinematics method based on muscle dynamics -- 3D animated movie actor training using fuzzy logic -- Towards real time virtual human life simulations -- Principal components of expressive speech animation -- Paint by relaxation -- Affine-invariant sketch-based retrieval of images -- Web-based image retrieval: a hybrid approach -- Water animation with disturbance model -- Animating the escape response of the sea anemone, Stomphia coccinea from the starfish, Dermasterins imbricata modeled using implicit surfaces -- Visual simulation of lightning taking into account cloud growth -- Volumes of expression: artistic modelling and rendering of volume datasets -- Animating Chinese landscape paintings and panorama using multi-perspective modeling -- Creating pen-and-ink illustration using stroke morphing method.
	Sommario/riassunto	From the July 2001 conference come 34 long and 12 short papers looking at such topics of computer graphics as human modeling, image processing and retrieval, natural phenomena modeling, non-photo realistic modeling, 3D graphics, computational geometry, rendering, soft-body modeling, and surface remodeling and rendering. Three invited papers discuss multiple conceptions of character-based interactive installations, modeling and rendering of various natural phenomena consisting of particles, and a new approach to point-