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Nota di contenuto	Handbook of Virtual Humans; Contents; Preface; List of Contributors; List of Figures; List of Tables; 1 An Overview of Virtual Humans; 1.1 Why Virtual Humans?; 1.2 History of Virtual Humans; 1.2.1 Early Models; 1.2.2 Short Films and Demos; 1.2.3 The Evolution towards Real-Time; 1.3 The Applications of Virtual Humans; 1.3.1 Numerous Applications; 1.3.2 Virtual Presenters for TV and the Web; 1.3.3 Virtual Assistants for Training in Case of Emergency; 1.3.4 Virtual Ancient People in Inhabited Virtual Cultural Heritage; 1.3.5 Virtual Audience for Treatment of Social Phobia 1.3.6 Virtual Mannequins for Clothing1.3.7 Virtual Workers in Industrial Applications; 1.3.8 Virtual Actors in Computer-Generated Movies; 1.3.9 Virtual Characters in Video Games; 1.4 The Challenges in Virtual Humans; 1.4.1 A Good Representation of Faces and Bodies; 1.4.2 A Flexible Motion Control; 1.4.3 A High-Level Behavior; 1.4.4 Emotional

Behavior; 1.4.5 A Realistic Appearance; 1.4.6 Interacting with the Virtual World; 1.4.7 Interacting with the Real World; 1.5 Conclusion; 2 Face Cloning and Face Motion Capture; 2.1 Introduction; 2.2 Feature-Based Facial Modeling
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5.2.1 The Levels of Abstraction of the Musculo-Skeletal System

Sommario/riassunto

Virtual Humans are becoming more and more popular and used in many applications such as the entertainment industry (in both film and games) and medical applications. This comprehensive book covers all areas of this growing industry including face and body motion, body modelling, hair simulation, expressive speech simulation and facial communication, interaction with 3D objects, rendering skin and clothes and the standards for Virtual Humans. Written by a team of current and former researchers at MIRALab, University of Geneva or VRlab, EPFL, this book is the definitive guide to the area.<ul
