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Soggetti	Personal computers Education—Data processing User interfaces (Computer systems) Application software Multimedia information systems Computer graphics Personal Computing Computers and Education User Interfaces and Human Computer Interaction Information Systems Applications (incl. Internet) Multimedia Information Systems Computer Graphics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Simulation and rendering for computer animation -- Character modeling and dynamics -- User centered design and modeling -- Computer animation systems and virtual reality based applications.
Sommario/riassunto	This book constitutes the thoroughly refereed post-conference proceedings of the Third International Workshop on Next Generation Computer Animation Techniques, AniNex 2017, held in Bournemouth,

UK, in June 2017. The workshop was held in conjunction with the 11th International Conference on E-Learning and Games, Edutainment 2017. The 17 full papers presented in this volume were carefully reviewed and selected from 27 submissions. The papers are structured according to the four main themes: simulation and rendering for computer animation; character modeling and dynamics; user centered design and modeling; computer animation systems and virtual reality based applications.

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