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Lecture Notes in Computer Science 6758. Journal Subline. Berlin: Springer (ISBN 978-3-642-22638-0/pbk). xi, 266 p. (2011).

Publisher's description: The 6th volume in this series represents a selection of 7 contributions from DMDCM 2011, the 5th International Conference on Digital Media and Digital Content Management, held in Chongqing, China, in December 2011, as well as 18 contributions from CASA 2011, the 24th International Conference on Computer Animation and Social Agents, held in Chengdu, China, in May 2011. The topics covered are: pen-based interface, urban heat island simulation, BR-based on-line expo, physically-based tree animation, 3D face texture stitching, chessboard corner extraction, textured-based tracking, motion control, motion capture and retargeting, path planning, physics based animation, image based animation, behavioral animation, artificial life, deformation, facial animation, multi-resolution and multi-scale models, knowledge-based animation, motion synthesis; social agents and avatars, emotion and personality, virtual humans, autonomous actors, AI based animation, social and conversational agents, inter-agent communication, social behavior, gesture generation, crowd simulation; animation compression and transmission, semantics and ontologies for virtual humans and virtual environments, animation analysis and structuring, anthropometric virtual human models, acquisition and reconstruction of animation data, level of details, semantic representation of motion and animation, medical simulation, cultural heritage, interaction for virtual humans, augmented reality and virtual reality, computer games and online virtual worlds. Some article of this book will reviewed individually in MathEduc.

Classification: A60 R20 U50 U70

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