Virtual Humans for Virtual Reality and Augmented Reality

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Abstract

The tutorial will explain the techniques for integrating virtual humans into virtual and real environments. It will first present the concept of avatars and autonomous virtual actors and the main techniques to create and animate them (body and face). It will present the concepts of behavioral animation, crowd simulation, intercommunication between virtual humans, and interaction between real humans and autonomous virtual humans. The tutorial will also address the advanced topics of real-time cloth animation with application in fashion design.

Finally, the tutorial will present the use of the Virtual Human technology in Virtual Heritage, Social Phobia, Training, and Health Emergency.