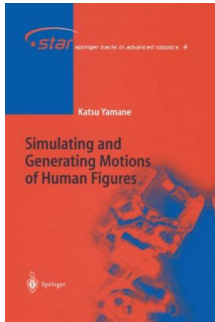


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Springer-Verlag Berlin and Heidelberg GmbH & Co. K. Paperback. Book Condition: New. Paperback. 159 pages. Dimensions: 9.2in. x 6.1in. x 0.4in. This book focuses on two issues related to human figures: realtime dynamics computation and interactive motion generation. In spite of the growing interest in human figures as both physical robots and virtual characters, standard algorithms and tools for their kinematics and dynamics computation have not been investigated very much. Simulating and Generating Motions of Human Figures presents original algorithms to...

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