
Preface

It is with great pleasure that we present these Proceedings of the 2000 IEEE Computer Animation Conference. The location of this conference which has been held for many years in Switzerland by Professors Nadia Magnenat-Thalmann of the University of Geneva and Daniel Thalmann of EPFL, is now alternating between Switzerland and the USA. The conference is taking place this year at the University of Pennsylvania, USA. With this conference we are attempting to foster dialogue and debate through invited talks, panels and contributed papers on many aspects of computer animation.

The topics of the accepted papers span the areas of virtual agents, human and facial animation, physics-based animation, motion capture and animation systems. The above topics clearly demonstrate a growing interest in this area. We expect that in the years to come this interest will continue to grow and new theories and methods will be developed which will allow the efficient solution of difficult open problems in computer animation.

The call for papers generated better than expected interest and we received over 45 papers from all over the world. The papers accepted for presentation at the Conference went through a thorough reviewing process. Each paper was reviewed by at least two members of the program committee. Based on the reviewers recommendations, 24 papers were accepted for inclusion in the proceedings. These papers, in conjunction with the two invited talks should spark discussions on most open research problems in computer animation.

We would like to thank N.I. Badler, and D. Thalmann, the Conference Chairs, and the Program Committee for their hard work. We would also like to thank the IEEE Computer Society for sponsoring this conference. Special thanks go to Ms. Karen Carter, the Local Arrangements and Registration Chair and Drs. Monica Costa and Igor Pandzic, the Public Relations Chairs, for all their hard work.

Welcome to the IEEE Computer Animation Conference 2000 and to Philadelphia. We hope this will be an exciting meeting.