Preface

Computer Animation is a dynamic area that changes every year. Realtime animation has become an important issue for multimedia applications and Virtual Reality. Virtual and autonomous actors are also a new challenge for interactive TV and multimedia. This year, these hot topics are important parts of the program as well as more traditional aspects like curves, trajectories, animation systems and tools. There are also new applications in scientific visualization and medical Computer Graphics.

All these various topics will be presented in this eighth Computer Animation Conference, held in Geneva, Switzerland, April 19-21, 1995 in conjunction with the DIGIMEDIA Conference.

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