



Symposium on Computer Animation 2007: San Diego, California, USA

Michael Gleicher, Daniel Thalmann (Eds.): Proceedings of the 2007 ACM SIGGRAPH/Eurographics Symposium on Computer Animation, SCA 2007, San Diego, California, USA, August 2-4, 2007. Eurographics Association 2007, ISBN 978-1-59593-624-4 [BibTeX](#)

Fast fluids

- Matthias Müller, Simon Schirm, Stephan Duthaler:
Screen space meshes. 9-15
[Electronic Edition \(ACM DL\)](#) [BibTeX](#)
- Mohit Gupta, Srinivasa G. Narasimhan:
Legendre fluids: a unified framework for analytic reduced space modeling and rendering of participating media. 17-25
[Electronic Edition \(ACM DL\)](#) [BibTeX](#)
- Theodore Kim, Mark Carlson:
A simple boiling module. 27-34
[Electronic Edition \(ACM DL\)](#) [BibTeX](#)

Motion editing

- Anna Majkowska, Petros Faloutsos:
Flipping with physics: motion editing for acrobatics. 35-44
[Electronic Edition \(ACM DL\)](#) [BibTeX](#)
- Eugene Hsu, Marco da Silva, Jovan Popovic:
Guided time warping for motion editing. 45-52
[Electronic Edition \(ACM DL\)](#) [BibTeX](#)
- Kevin Wampler, Daichi Sasaki, Li Zhang, Zoran Popovic:
Dynamic, expressive speech animation from a single mesh. 53-62
[Electronic Edition \(ACM DL\)](#) [BibTeX](#)

Deformable objects

- Eftychios Sifakis, Kevin G. Der, Ronald Fedkiw:
Arbitrary cutting of deformable tetrahedralized objects. 73-80
[Electronic Edition \(ACM DL\)](#) [BibTeX](#)
- Eftychios Sifakis, Tamar Shinar, Geoffrey Irving, Ronald Fedkiw:
Hybrid simulation of deformable solids. 81-90
[Electronic Edition \(ACM DL\)](#) [BibTeX](#)
- Akash Garg, Eitan Grinspun, Max Wardetzky, Denis Zorin:
Cubic shells. 91-98
[Electronic Edition \(ACM DL\)](#) [BibTeX](#)

Behavior modeling

- Nuria Pelechano, Jan M. Allbeck, Norman I. Badler:
Controlling individual agents in high-density crowd simulation. 99-108
Electronic Edition (ACM DL) BibTeX
- Kang Hoon Lee, Myung Geol Choi, Qyoun Hong, Jehee Lee:
Group behavior from video: a data-driven approach to crowd simulation. 109-118
Electronic Edition (ACM DL) BibTeX
- Qinxin Yu, Demetri Terzopoulos:
A decision network framework for the behavioral animation of virtual humans. 119-128
Electronic Edition (ACM DL) BibTeX

Articulation

- Alexis Angelidis, Karan Singh:
Kinodynamic skinning using volume-preserving deformations. 129-140
Electronic Edition (ACM DL) BibTeX
- Sven Forstmann, Jun Ohya, Artus Krohn-Grimberghe, Ryan McDougall:
Deformation styles for spline-based skeletal animation. 141-150
Electronic Edition (ACM DL) BibTeX
- Grégoire Aujay, Franck Hétroy, Francis Lazarus, Christine Depraz:
Harmonic skeleton for realistic character animation. 151-160
Electronic Edition (ACM DL) BibTeX
- Manfred Lau, Jinxiang Chai, Ying-Qing Xu, Heung-Yeung Shum:
Face poser: interactive modeling of 3D facial expressions using model priors. 161-170
Electronic Edition (ACM DL) BibTeX

Real-time simulation

- Jernej Barbic, Doug L. James:
Time-critical distributed contact for 6-DoF haptic rendering of adaptively sampled reduced deformable models. 171-180
Electronic Edition (ACM DL) BibTeX
- Miguel A. Otaduy, Daniel Germann, Stephane Redon, Markus H. Gross:
Adaptive deformations with fast tight bounds. 181-190
Electronic Edition (ACM DL) BibTeX
- Nils Thürey, Filip Sadlo, Simon Schirm, M. Müller-Fischer, Markus H. Gross:
Real-time simulations of bubbles and foam within a shallow water framework. 191-198
Electronic Edition (ACM DL) BibTeX

Fluids

- Byungkwon Kang, Yoojin Jang, Insung Ihm:
Animation of chemically reactive fluids using a hybrid simulation method. 199-208
Electronic Edition (ACM DL) BibTeX
- Markus Becker, Matthias Teschner:
Weakly compressible SPH for free surface flows. 209-217
Electronic Edition (ACM DL) BibTeX
- Nuttapong Chentanez, Bryan E. Feldman, François Labelle, James F. O'Brien, Jonathan Richard Shewchuk:
Liquid simulation on lattice-based tetrahedral meshes. 219-228
Electronic Edition (ACM DL) BibTeX
- Huamin Wang, Gavin Miller, Greg Turk:

Solving general shallow wave equations on surfaces. 229-238

[Electronic Edition](#) ([ACM DL](#)) [BibTeX](#)

Motion control

- [Brian Allen](#), [Derek Chu](#), [Ari Shapiro](#), [Petros Faloutsos](#):
On the beat!: timing and tension for dynamic characters. 239-247
[Electronic Edition](#) ([ACM DL](#)) [BibTeX](#)
- [Yeuhi Abe](#), [Marco da Silva](#), [Jovan Popovic](#):
Multiobjective control with frictional contacts. 249-258
[Electronic Edition](#) ([ACM DL](#)) [BibTeX](#)

Motion analysis

- [Rachel McDonnell](#), [Fiona Newell](#), [Carol O'Sullivan](#):
Smooth movers: perceptually guided human motion simulation. 259-269
[Electronic Edition](#) ([ACM DL](#)) [BibTeX](#)
- [Christian Theobalt](#), [Christian Rössl](#), [Edilson de Aguiar](#), [Hans-Peter Seidel](#):
Animation collage. 271-280
[Electronic Edition](#) ([ACM DL](#)) [BibTeX](#)

DBLP: [[Home](#) | Search: [Author](#), [Title](#) | [Conferences](#) | [Journals](#)]
Copyright © Mon Sep 24 20:41:39 2007 by [Michael Ley](#) (ley@uni-trier.de)