



Simulating and Generating Motions of Human Figures

By Katsu Yamane

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 simulate, analyze, generate and control motions of human figures, all focusing on realtime and interactive computation. The book provides both practical methods for contactcollision simulation essential for the simulation of humanoid robots and virtual characters and a general framework for online, interactive motion generation of human figures based on the dynamics simulation algorithms. This item ships from multiple locations. Your book may arrive from Roseburg,OR, La Vergne,TN. Paperback.



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