



**Computer Animation and Simulation '97:  
Proceedings of the Eurographics Workshop in  
Budapest, Hungary, September 2-3, 1997**

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The contributions to this book address the problem of synthesizing the realistic movement and behaviour of human-like characters, simulated animals, fluids, and other dynamic phenomena. The animation techniques are driven by the goals of efficiency, as required by real-time interactive animations, and quality, as demanded by animations used in feature films. This series of workshops provides a high-quality international forum for the exchange of new ideas related to the themes of character animation, simulation of dynamic natural phenomena, motion capture and analysis, physically-based modeling, behavioral animation, and visualization.

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