
Editorial

In this issue, there are three extended papers selected from the Conference 'Pacific Graphics'99' held in South Korea. You will find the editorial presentation for these on the next page.

The two other papers, following the special issue papers, are regular papers.

The first one, by Sylvain Brandel, Dominique Bechmann and Yves Bertrand from The University Louis-Pasteur in Strasbourg, France, presents a new operation for animation. This operation, called "thickening" provides facilities for building surfaces and volumes from 3-D and 4-D graphs. Several examples are shown.

In the second paper, Neeharika Adabala and Swami Manohar, from the Indian Institute of Science in Bangalore, represent gaseous volumes using particle systems. They apply Vortex Element Methods to model the dynamics. The method is simple but provides good results.

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Special Issue of 'Pacific Graphics '99' in *The Journal of Visualization and Computer Animation*

Pacific Graphics '99, the seventh international conference on Computer Graphics and its Applications, was held October 5-7, 1999, in Seoul, Korea. Following on the success of the six previous conferences held in Korea (1993, 1995, 1997), China (1994), Taiwan (1996), and Singapore (1998), we received 81 submissions from 11 different countries all over the world and, after peer review, selected 30 papers for publication in the conference proceedings published by the IEEE Computer Society. The three papers in this special issue represent the best results among the 30 selected papers in the area of computer animation and visualization.

The first paper, by Choi and Ko, presents an efficient on-line algorithm that can retarget in real-time a captured motion to a character with different anthropometry. When applied to the original character motion, this method can also enhance the motion capture data by reducing the discrepancy between joint angles and end-effector positions.

The next paper, by Noma et al., proposes an AI-based approach that translates human motion from video image sequence to computer animation in real time. The authors combine techniques from computer vision and computer animation and develop an inference-based system that can deal with various general situations by automatically generating certain missing information.

The last paper, by Bruderlin, is about a part of the special effects introduced in "Stuart Little", a motion picture recently released by Sony Pictures Imageworks. The author describes methods for generating wet and broken-up hair/fur effects. Modeling techniques for clumping and breaking hairs play an important role here.

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