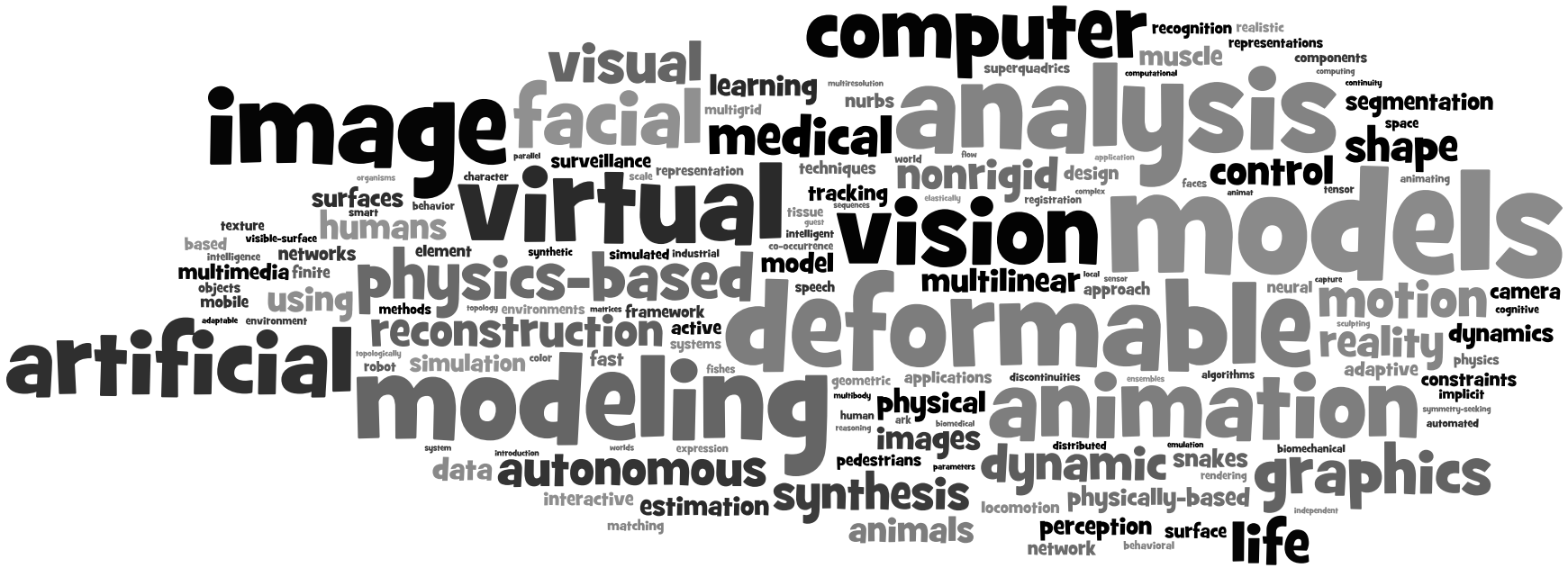
computer
recognition
realistic
representations
muscle
components
computing
continuity
superquadrics
computational
visual
learning
multiresolution
nurbs
image
facial
multigrid
medical
analysis
segmentation
space
shape
parallel
surveillance
scale
representation
techniques
world
flow
application
nonrigid
design
control
faces
animating
tensor
animat
complex
registration
elastically
sequences
tracking
tissue
guest
intelligent
co-occurrence
models
virtual
vision
surfaces
behavior
smart
organisms
character
texture
visible-surface
based
intelligence
networks
humans
element
synthetic
simulated
industrial
model
multimedia
finite
objects
mobile
using
physics-based
speech
multilinear
local
sensor
approach
neural
capture
motion
camera
cognitive
adaptable
environment
methods
topology
environments
matrices
framework
reconstruction
active
systems
deformable
sculpting
reality
dynamics
artificial
topologically
robot
simulation
color
fast
fishes
physics
adaptive
geometric
applications
discontinuities
ensembles
algorithms
constraints
implicit
multibody
physical
human
ark
biomedical
reasoning
animation
symmetry-seeking
automated
modeling
images
distributed
emulation
biomechanical
system
introduction
worlds
expression
pedestrians
parameters
dynamic
snakes
rendering
graphics
data
autonomous
synthesis
interactive
estimation
locomotion
physically-based
independent
matching
animals
perception
surface
life
network
behavioral