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intrduction natural video-based human motion capture human motion capture using color markers two-camera-based human motion capture video-based facial animation techniques intelligent techinques for processing and managenment of motion data intelligent motion data reusing techniques intelligent techinques for character animation

Yueting Zhuang received his PhD degree from the Department of Computer Science at Zhejiang University (1998). From 1997 to 1998, he studied as a visiting scholar at the Department of Computer Science and Beckman Institute, University of Illinois at Urbana-Champaign. Now he is the professor and vice dean of the College of Computer Science, Zhejiang University. He has published more than 100 papers in international renowned journals and conferences, topics including computer animation, graphics, multimedia analysis and retrieval. And he has been the PIs of several NSF China projects, 863-high tech projects, National 7th-5 and 8th-5 projects. As one of the key members, he was awarded the second prize by State Science & Technology Commission of China in year 1993, 2004 respectively and first prize by Chinese Academy of Sciences in October, 1992.

1. Introduction.- 2. Fundamental Issues.- 3. Architecture of Video based Animation System.- 4. Human Animation Technology based on Natural Video.- 5. Human Animation Technology based on Monocular Video and Tighten Clothes.- 6. Human Animation Technology based on Multiple Cameras.- 7. Human Motion Database.- 8. Intelligent Processing of Motion Data and Animation Production.- 9. Summary and Future Direction.

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