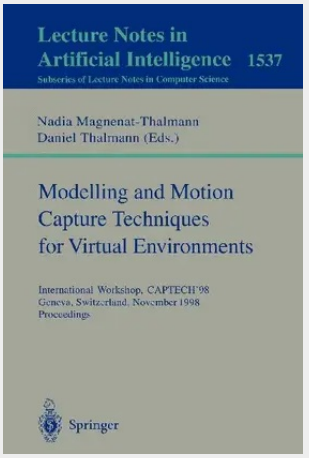
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Modelling and Motion Capture Techniques for Virtual Environments

International Workshop, CAPTECH'98, Geneva, Switzerland, November 26-27, 1998, Proceedings

The CAPTECH'98 workshop took place at the University of Geneva on November 26–27, 1998, sponsored by FIP Working Group 5.10 (Computer Graphics and Virtual Worlds) and the Suisse Romande regional doctoral seminar in computer science. The subject of the conference was ongoing research in data capture and interpretation. The goals of capturing real world data in order to perceive, understand, and interpret them and then reacting to them in a suitable way are currently important research problems. These data can be very diverse: sounds, emotions, shapes, motions, forces, muscles, actions, etc. Once captured, they have to be treated either to make the invisible visible, or to understand a particular phenomenon so as to formulate an appropriate reaction, or to integrate various information in a new multimedia format. The conference included six sessions of presented papers and three panel discussions. Invited speakers treating various aspects of the topic were: Professor R. Earnshaw from Bradford University, Professor T. L. Kunii from Hosei University, and Professor P. Robert from EPFL. Professor K. Bauknecht, of the University of Zürich, President of IFIP, offered the welcoming address. Mr. E. Badique, project officer for the EU in Brussels, discussed recent results of the EU ACTS research program. Finally, the Geneva Computer Animation '98 Film Festival highlighted the evening of November 26.

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