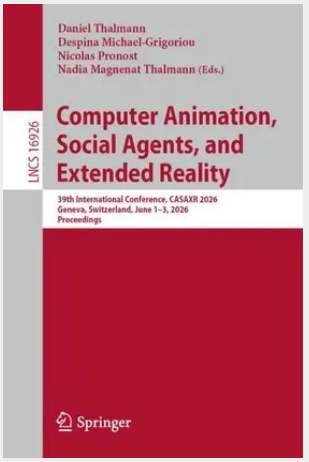
Thalmann / Michael-Grigoriou / Pronost

Computer Animation, Social Agents, and Extended Reality

39th International Conference, CASAXR 2026, Geneva, Switzerland, June 1–3, 2026, Proceedings

This book constitutes the refereed proceedings of the 39th International Conference on Computer Animation, Social Agents, and Extended Reality, CASAXR 2026, held in Geneva, Switzerland, during June 1–3, 2026. The 24 full papers presented in this book were carefully selected and reviewed from 84 submissions. These papers have been organized in the following topical sections: Computer animation and motion technologies Socially intelligent virtual humans and agents Virtual, Augmented, and Mixed Reality systems Immersive interaction and storytelling Artificial Intelligence for animation and XR environments Diffusion models for motion synthesis Large Language Models (LLMs) for XR and animation Generative AI for animation and virtual worlds Applications, user studies, and evaluation methods

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