

Proceedings of the 30th International Conference on Computer Animation and Social Agents

May 22-24, 2017
Seoul, South Korea

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Proceedings of the 30th International
Conference on Computer Animation and
Social Agents, Seoul, South Korea
May 22-24, 2017

CASA 2017

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Dongman Lee, KAIST, Korea

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Sung-Hee Lee, KAIST, Korea
Huamin Wang, Ohio State University, US
Mubbsir Kapadia, Rutgers University, US

Hosted by KAIST School of Computing and Graduate School of
Culture Technology, and sponsored by the Computer Graphics
Society (CGS) and BK21 Plus Postgraduate Organization for
Content Science

In cooperation with ACM SIGGRAPH.

These Proceedings contain 13 full papers and 8 short papers selected from the Computer Animation and Social Agents 2017 (CASA 2017) Conference. This conference was founded by the Computer Graphics Society in 1988 in Geneva and is the oldest Conference on Computer Animation in the world. The most recent conferences were held in 2015 in Singapore, in 2016 in Geneva, and in 2017 it takes place in Seoul, South Korea.

The conference starts the first day with two tutorials and one workshop followed by two days of presentations of the technical papers. Addressing this year's conference are two invited speakers: Prof. Jehee Lee from Seoul National University in South Korea and Prof. Jonathan Gratch from University of Southern California in USA. At the closing session, the Best Paper Award will be announced.

The technical papers are presented in 12 sessions:

- Character Animation I
- Virtual Reality
- Crowd
- Modeling
- Cloth and Solid
- Fluid
- Rendering and Image Processing
- Natural Phenomena
- Artificial Life
- Virtual Agent
- Character Animation II
- Motion Recognition

We would like to thank the authors for having submitted a paper to CASA 2017 as well as the Program Committee members and all the people who have contributed to the success of CASA 2017 in Seoul.

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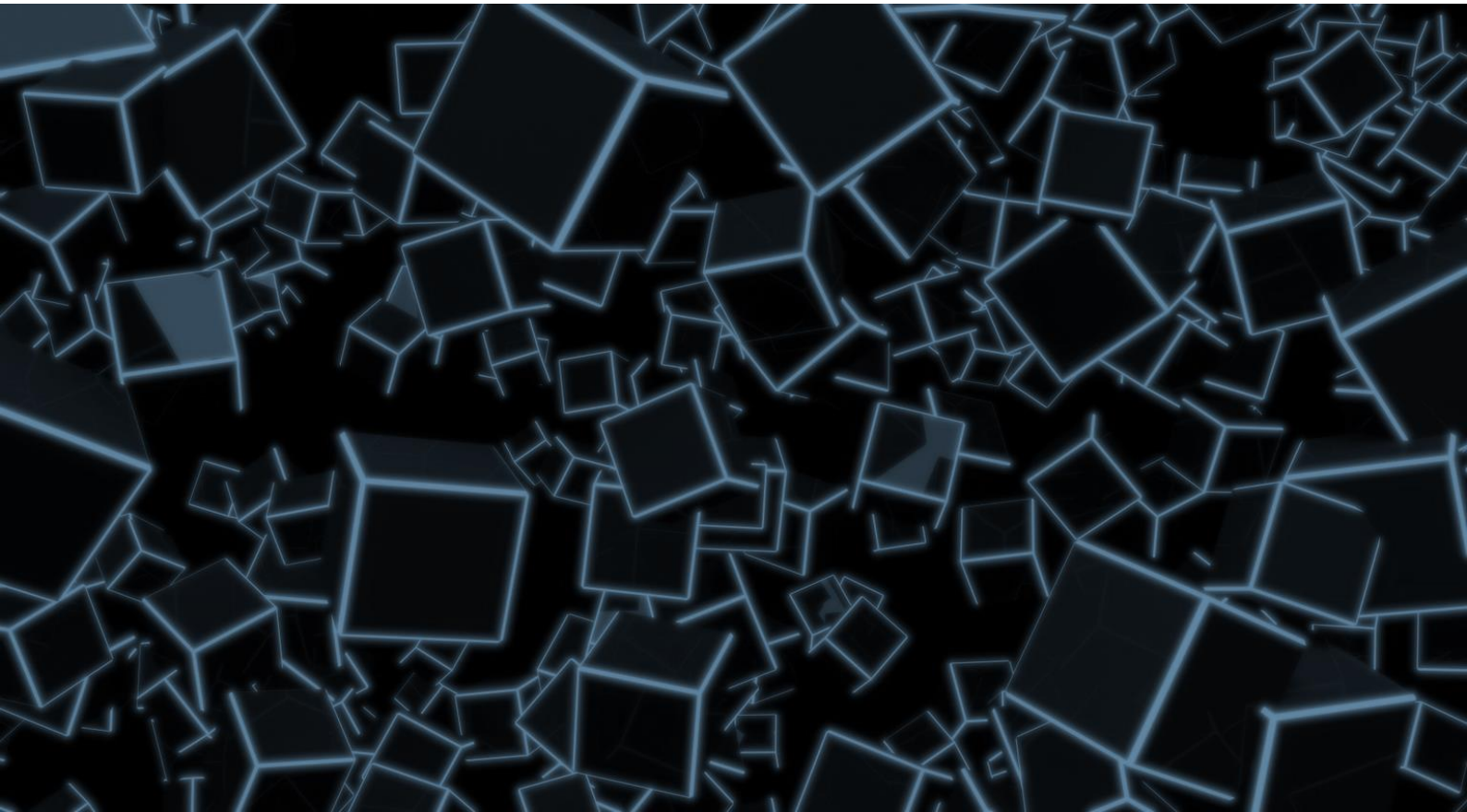
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