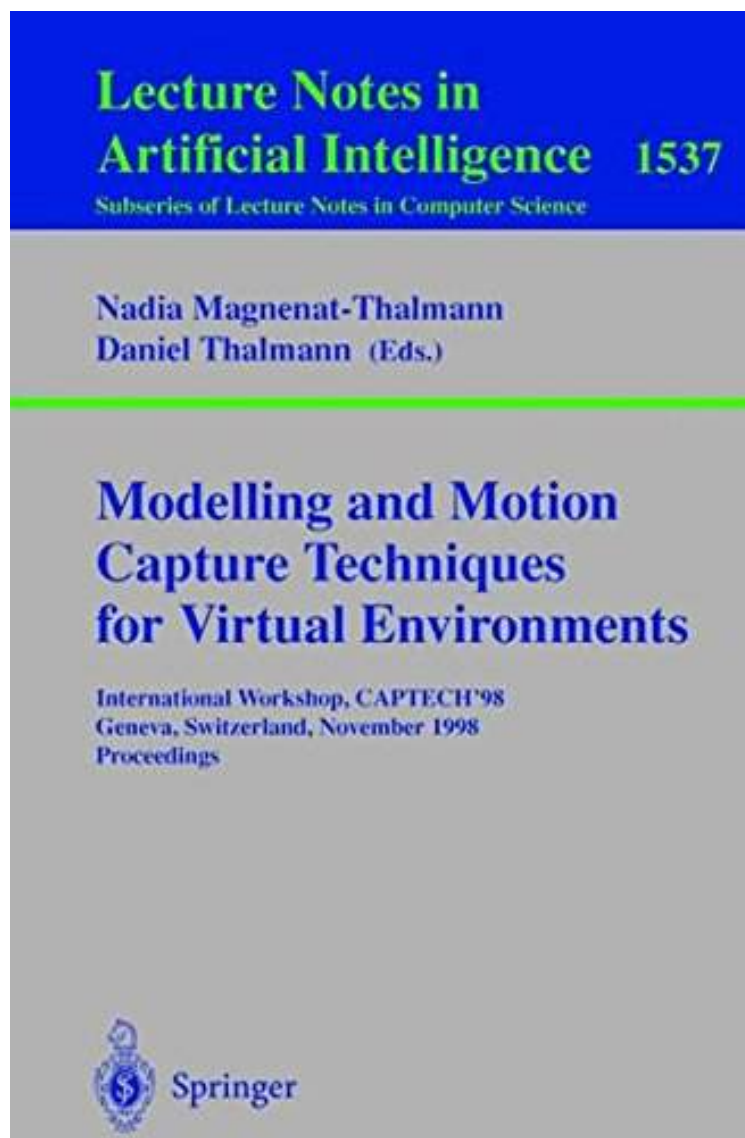


Modelling and Motion Capture Techniques for Virtual Environments: International Workshop, CAPTECH'98, Geneva, Switzerland, November 26-27, 1998, Proceedings (Lecture Notes in Computer Science)

# **Modelling and Motion Capture Techniques for Virtual Environments: International Workshop, CAPTECH'98, Geneva, Switzerland, November 26-27, 1998, Proceedings (Lecture Notes in Computer Science)**

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The CAPTECH 98 workshop took place at the University of Geneva on November 26 ndash 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

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