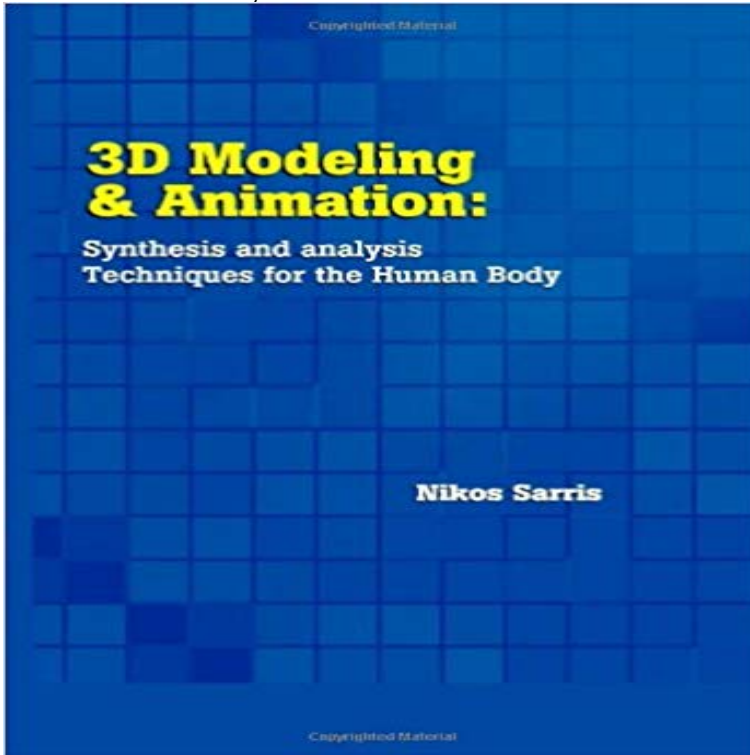


# 3D Modeling and Animation: Synthesis and Analysis Techniques for the Human Body



This work aims to cover the areas of modelling and animating 3D synthetic human models at a level that is useful to students, researchers, software developers and content generators. It provides particular emphasis on facial and gesture characteristics.

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