

Virtual Humans: Ten Problems Still Not Completely Solved

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During the 1980s, the academic establishment paid only scant attention to research on the animation of virtual humans. Today, however, almost every graphics journal, popular magazine, or newspaper devotes some space to Virtual Humans and their applications. But, there are still a lot of problems to generate believable Virtual Humans. The purpose of this paper is to identify ten main problems to solve to create and animate believable Virtual Humans.