Virtual Humans:
Ten Problems Still Not Completely Solved

Daniel Thalmann, Computer Graphics Lab, Swiss Federal Institute of Technology,
Lausanne, Switzerland

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.