

Nadia Magnenat Thalmann

Books Published/Edited

1. Bin Sheng, Lei Bi, Jinman Kim, Nadia Magnenat-Thalmann, Daniel Thalmann, **Advances in Computer Graphics**, 40th Computer Graphics International Conference, CGI 2023, Shanghai, China, August 28 – September 1, 2023, Proceedings, Part IV
2. N. Magnenat Thalmann, J.J. Zhang, M. Ramanathan, D. Thalmann, **Intelligent Scene Modeling and Human-Computer Interaction (Human-Computer Interaction Series)**, Springer 1st ed., 296 p., Hardcover, ISBN 978-3030710019, 2022
3. Nadia Magnenat-Thalmann, Victoria Interrante, et al, **Advances in Computer Graphics: 38th Computer Graphics International Conference, CGI 2021, Virtual Event, September 6–10, 2021, Proceedings (Lecture Notes in Computer Science)**, Oct 11, 2021
4. N. Magnenat-Thalmann, C. Stephanidis, E. Wu, D. Thalmann, B. Sheng, J. Kim, G. Papagiannakias, M. Gavrilova, **Advances in Computer Graphics: 37th Computer Graphics International Conference, CGI 2020, Geneva, Switzerland, October 20-23, 2020 Proceedings**, Vol. 12221, Springer 1st ed., 566p., ISBN 978-3030618636, 2020
5. F.Tian, X. Yang, D. Thalmann, W. Xu, J.J. Zhang, N. Magnenat-Thalmann, J. Chang, **Computer Animation and Social Agents, 33rd International Conference on Computer Animation and Social Agents, CASA 2020, Bournemouth, UK, October 13-15, 2020 Proceedings**, Vol. 1300, Springer 1sted., 216 p., ISBN 978-3030634254, 2020
6. M. Gavrilova, C.J. Tan, J. Chang, N. Magnenat-Thalmann, **Transactions on Computational Science XXXVII: Special Issue on Computer Graphics**, Vol. 12230, Springer, 171 p., ISBN 978-3662619827, 2020
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11. J.K. Burgoon, N. Magnenat Thalmann, M. Pantic, A. Vinciarelli, **Social SignalProcessing**, Cambridge University Press, 440 p., Hardcover, ISBN-10: 1107161266, ISBN-13: 978-1107161269, 2017
12. M. Ioannides, N. Magnenat Thalmann, G. Papagiannakis, **Mixed Reality and Gamification for Cultural Heritage**, Springer, 1st Edition., 2017, 309 illus., 279 incolor., Hardcover, ISBN: 978-3-319-49606-1, 2017
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