

Nadia Magnenat Thalmann

Publications

Refereed Papers in International Journals

1. Sinha, A.K., Thalmann, N.M. & Cai, Y. [Measuring Anthropomorphism of a New Humanoid Hand-Arm System](https://doi.org/10.1007/s12369-023-00999-x). Int J of Soc Robotics 15, 1341–1363 (2023). <https://doi.org/10.1007/s12369-023-00999-x>
2. Zhijie Zhang, Jianmin Zheng, Nadia Magnenat Thalmann, [Context-aware personality estimation and emotion recognition in social interaction](#). The Visual Computer, 2023, pages 1-15.
3. Saba Ghazanfar Ali, Xiangning Wang, Ping Li, Younhyun Jung, Lei Bi, Jinman Kim, Yuting Chen, David Dagan Feng, Nadia Magnenat Thalmann, Jihong Wang, Bin Sheng, [A systematic review: Virtual-reality-based techniques for human exercises and health improvement](#). Front. Public Health, 2023, Volume 11, <https://doi.org/10.3389/fpubh.2023.1143947>
4. Zhijie Zhang, Jianmin Zheng, Nadia Magnenat Thalmann: [Engagement estimation of the elderly from wild multiparty human–robot interaction](#). Computer Animation and Virtual Worlds, 2022
5. Nadia Magnenat Thalmann, Jinman Kim, George Papagiannakis, Daniel Thalmann, Bin Sheng: **Computer graphics for metaverse**. Virtual Reality & Intelligent Hardware, 2022
6. Nidhi Mishra, Manoj Ramanathan, Gauri Tulsulkar, Nadia Magnenat Thalmann: [Uncanny valley for interactive social agents: An experimental study](#). Virtual Reality & Intelligent Hardware, 2022
7. Tianrui Liu, Yiyu Cai, Jianmin Zheng, Nadia Magnenat Thalmann: [BEACon: a boundary embedded attentional convolution network for point cloud instance segmentation](#). The Visual Computer, 2022
8. Yazli, N.C., Baka, E., Magnenat-Thalmann, N., Kaplanidi, D., Partarakis, N., Karuzaki, E., Zidianakis, M., Pattakos, A. and Zabulis, X., 2022. [Modeling craftspeople for cultural heritage: A case study](#). COMPUTER ANIMATION AND VIRTUAL WORLDS.
9. Zabulis, X.; Partarakis, N.; Meghini, C.; Dubois, A.; Manitsaris, S.; Hauser, H.; Magnenat Thalmann, N.; Ringas, C.; Panesse, L.; Cadi, N.; Baka, E.; Beisswenger, C.; Makrygiannis, D.; Glushkova, A.; Padilla, B.E.O.; Kaplanidi, D.; Tasiopoulou, E.; Cuenca, C.; Carre, A.-L.; Nitti, V.; Adami, I.; Zidianakis, E.; Doulgeraki, P.; Karouzaki, E.; Bartalesi, V.; Metilli, D. [A Representation Protocol for Traditional Crafts](https://doi.org/10.3390/heritage5020040). Heritage 2022, 5, 716-741. <https://doi.org/10.3390/heritage5020040>
10. H. Li, X. Jiang, B. Guan, R. Wang and N. M. Thalmann, "[Multistage Spatio-Temporal Networks for Robust Sketch Recognition](#)," in IEEE Transactions on Image Processing, vol. 31, pp. 2683-2694, 2022, doi: 10.1109/TIP.2022.3160240.
11. Kow, F., Sinha, A. K., Ming, Z. J., Songyu, B., Kang, J. T. J., Jeffrey, H. Y. J., ... & Cai, Y. (2022). [MIDAS: Multi-sensorial Immersive Dynamic Autonomous System Improves Motivation of Stroke Affected Patients for Hand Rehabilitation](#). arXiv e-prints, arXiv-2203.
12. Hauser H, Beisswenger C, Partarakis N, Zabulis X, Adami I, Zidianakis E, Patakos A, Patsiouras N, Karuzaki E, Foukarakis M, Tsoli [A. Multimodal Narratives for the Presentation of Silk Heritage in the Museum](#). Heritage. 2022;5(1):461.
13. Carre, A.L., Dubois, A., Partarakis, N., Zabulis, X., Patsiouras, N., Mantinaki, E., Zidianakis, E., Cadi, N., Baka, E., Thalmann, N.M. and Makrygiannis, D., 2022. [Mixed-Reality Demonstration and Training of Glassblowing](#). Heritage, 5(1), pp.103-128.
14. Ringas, C., Tasiopoulou, E., Kaplanidi, D., Partarakis, N., Zabulis, X., Zidianakis, E., Patakos, A., Patsiouras,

- N., Karuzaki, E., Foukarakis, M. and Adami, I., 2022. [Traditional Craft Training and Demonstration in Museums](#). *Heritage*, 5(1), pp.431-459.
15. Tian, L., Zheng, J., Cai, Y., Halil, M., Thalmann, N. M., Thalmann, D., & Li, H. (2021). [Fast 3D Modeling of Prosthetic Robotic Hands Based on a Multi-Layer Deformable Design](#). *International journal of bioprinting*, 8(1), 406. <https://doi.org/10.18063/ijb.v8i1.406>
 16. Karuzaki, E., Partarakis, N., Patsiouras, N., Zidianakis, E., Katzourakis, A., Pattakos, A., Kaplanidi, D., Baka, E., Cadi, N., Magnenat-Thalmann, N. and Ringas, C., 2021. [Realistic Virtual Humans for Cultural Heritage Applications](#). *Heritage*, 4(4), pp.4148-4171.
 17. Z. Bai, N. Yao, N. Mishra, H. Chen, H. Wang, N. Magnenat Thalmann, [Enhancing Emotional Experience by Building Emotional Virtual Characters in VR Volleyball Games](#). *Computer Animation and Virtual Worlds*, Special Issue Paper, DOI: 10.1002/cav.2008, May 31, 2021 (IF: 0.654)
 18. L. Tian, H. Li, Q. Wang, X. Du, J. Tao, J.S Chong, N. Magnenat Thalmann, J. Zheng, [Towards Complex and Continuous Manipulation: A Gesture Based Anthropomorphic Robotic Hand Design](#), *IEEE Robotics and Automation Letters (RA-L)* DOI: 10.1109/LRA.2021.3076960, April 30, 2021 (IF: 3.6)
 19. S. Senecal, N.A. Nidjdam, A. Aristidou, N. Magnenat Thalmann, [Salsa dance learning evaluation and motion analysis in gamified virtual reality environment](#). *Multimedia Tools and Applications* DOI: 10.1007/s11042-020-09192-y, June 2020 (IF 2.31)
 20. Yuyun Cai, Linhao Ge, Jianfei Cai, Nadia Magnenat Thalmann, Junsong Yuan, [3D Hand Pose Estimation using synthetic data and weakly labeled RGB images](#). *IEEE Trans. On Pattern Analysis and Machine Intelligence (PAMI)*, DOI:10.1109/TPAMI.2020.2993627, May, 2020 (IF: 17.730)
 21. M. Ramanathan, W.-Y. Yau, N. Magnenat Thalmann and E. K. Teoh, [Mutually reinforcing motion-pose framework for pose invariant action recognition](#), *International Journal of Biometrics*, Vol. 11, No. 2, DOI: 10.1504/IJBM.2019.099014, March 21, 2019
 22. M. Ramanathan, J. Kochanowicz and Nadia Magnenat Thalmann, [Combining Pose-Invariant Kinematic Features and Object Context Features for RGB-D Action Recognition](#), *International Journal of Machine Learning & Computing*, Singapore, DOI: 10.18178/ijmlc.2019.9.1.763 (online journal)
 23. Y. Cai, Y. Zhang, X. Wu, Y. Chen, B. Tan, B. Yang, T. Liu, J. Zheng and N. Thalmann, [Madam Snake White: A Case Study on Virtual Reality Continuum Applications for Singaporean Culture and Heritage at Haw Par Villa](#). *Presence: Teleoperators and Virtual Environments*, Vol. 26, Issue 4, pp. 378 – 388, DOI: 10.1162/PRES_a_00303, August 14, 2018 (IF:0.750)
 24. N. Jain, A. Wydra, W. Hai, N. Magnenat-Thalmann and D. Thalmann, [Time scaled interactive object driven Multi-party VR](#), *The Visual Computer*, Vol 34, Issue 6-8, pp. 887-897, DOI: 10.1007/s00371-018-1539-1, May 04, 2018 (2nd Best Paper Award of CGI Conference 2018) (IF:1.45)
 25. J. Zhang, J. Zheng and N. Magnenat Thalmann, [MCAEM: Mixed-Correlation-Analysis based Episodic Memory for Companion-User Interactions](#), *The Visual Computer*, Vol 34, Issue 6-8, pp. 1129-1141, DOI: 10.1007/s00371-018-1537-3, May 10, 2018 (IF:1.45) (IF:1.45)
 26. T. Tahir, J. Dauwels, D. Thalmann. N. Magnenat Thalmann, [A User Study of a Humanoid Robot as a Social Mediator for Two-Person Conversations](#), *International of Social Robotics*, DOI: 10.1007/s12369-018-0478-3, April 25, 2018 (IF: 1.80)
 27. L. Tian, N. Magnenat Thalmann, D. Thalmann, J. Zheng, [The Making of a 3D-Printed, Cable-Driven, Single-Model, Lightweight Humanoid Robotic Hand](#), *Frontiers in Robotics and AI*, pp. 65, DOI: 10.3389/frobt.2017.00065, December 04, 2017 (IF:3.310)
 28. M. Becker, N. Magnenat Thalmann, [Muscle Tissue Labeling of Human Lower Limb in Multi Channel mDixon MR Imaging: Concepts and Applications](#), *IEEE/ACM Transactions on Computational Biology and*

- Bioinformatics, Vol.14, No2, pp.290-299, DOI: 10.1109/TCBB.2015.2459679, July 22, 2017 (IF:2.428)
29. W. Gu, G. Seet, N. Magnenat Thalmann, [Perception-Link Behavior Model: Supporting a Novel Operator Interface for a Customizable Anthropomorphic Telepresence Robot](#), Robotics, Vol. 6, Issue 3, pp. 16, DOI: 10.3390/robotics6030016, July 20, 2017 (open access journal)
 30. S. Stüvel, N. Magnenat-Thalmann, D. Thalmann, F. van der Stappen, A. Egges, [Torso Crowds](#), IEEE Transactions on Visualization and Computer Graphics, (IP:1.4), Vol. 23, Issue. 7, pp. 1823-1837, DOI: 10.1109/TVCG.2016.2545670, July 2017 (IF:3.780)
 31. J. Hou, L.P. Chau, N. Magnenat Thalmann and Y. He, [Sparse Low-Rank Matrix Approximation for Data Compression](#), IEEE Transactions on Circuits and Systems for Video Technology, (IF: 2.254), Vol. 27, Issue. 5, pp. 1043-1054, DOI: 10.1109/TCSVT.2015.2513698, May 2017 (IF:2.254)
 32. Y. Tisserand, L. Cuel, N. Magnenat Thalmann, [Automatic 3D garment positioning based on surface metric](#), Computer Animation & Virtual Worlds, Wiley, 2017, Vol.28, No3-4 DOI: 10.1002/cav.1770 (IF 0.548)
 33. H. Xu, S. Guo, J. Yao and N. Magnenat Thalmann, [Approximating Interior Bounded Box of 3D Character Mesh Model based on Its Skeleton and Symmetry](#), International Journal of Intelligent Computing and Cybernetics (IJICC) (IF: 2.254), Vol. 10, Issue. 3, DOI: 10.1108/IJICC-01-2017-0003, pp. 332-347, March 2017 (IF: 2.254)
 34. S. Guo, H. Xu, N. Magnenat Thalmann, J. Yao, [Customization and fabrication of the appearance for humanoid robot](#), the Visual Computer, (IP: 1.09), Vol 33 (1), pp. 63-74, DOI: 10.1007/s00371-016-1329-6, 2017 (IF 1.45)
 35. J. Ren, X. Jiang, J. Yuan and N. Magnenat Thalmann, [Sound-Event Classification Using Robust Texture Features for Robot Hearing](#), IEEE Transactions on Multimedia (TMM), Vol. PP, Issue 99, Pp.1-1, DOI: 10.1109/TMM.2016.2618218, October 2016 (IF: 5.452)
 36. W. Zhang, J. Zheng, N. Magnenat Thalmann, [Real-time Subspace Integration for Example-based Elastic Material](#), Computer Graphics Forum, Vol. 34, No. 2, DOI: 10.1111/cgf.12569, 2015 (IF:2.84)
 37. H. Zhu, J. Cai, J. Zheng, N. Magnenat Thalmann, [Multiple Human Identification and Cosegmentation: A Human-Oriented CRF Approach With Poselets](#), IEEE Transactions on Multimedia, Vol.18, No8, pp1516-1529, DOI: 10.1109/TMM.2016.2571629, August 2016 (IF:5.452)
 38. L. Assassi and N. Magnenat Thalmann, [Assessment of cartilage contact pressure and loading in the hip joint during split posture](#), International journal of computer assisted radiology and surgery (IJCARS) (IF: 1.827), Vol. 11, Issue. 5, pp.745-756, DOI 10.1007/s11548-015-1303-1, May 2016 (IF: 2.148)
 39. S. Senecal, L. Cuel, A. Aristidou and N. Magnenat Thalmann, [Continuous body emotion recognition system during theater performances](#), Computer Animation and Virtual Worlds (IF: 0.548), Vol. 27, Issue. 3-4, pp.311-320, DOI: 10.1002/cav.1714, May 2016 (IF: 0.548)
 40. M. Pitikakis, A. Chincisan, N. Magnenat Thalmann, L. Cesario, P. Parascandolo, L. Vosilla and G. Viano, [Automatic measurement and visualization of focal femoral cartilage thickness in stress-based regions of interest using three-dimensional knee models](#), International journal of computer assisted radiology and surgery, Vol. 11, Issue. 5, pp.721-732, DOI: 10.1007/s11548-015-1257-3, May 2016 (IF:2.148)
 41. J. Hou, L.-P. Chau, N. Magnenat Thalmann and Y. He, [Low-latency Compression of Mocap Data using Learned Spatial Decorrelation Transform](#), Computer Aided Geometric Design (CAGD), DOI: 10.1016/j.cagd.2016.02.002, February 2016 (IF: 1.639)
 42. Z. Zhang, A. Beck and N. Magnenat Thalmann, [Human-Like Behavior Generation Based on Head-Arms Model for Tracking External Targets and Body Parts](#), IEEE Transactions on Cybernetics, vol. 45, Issue. 8, DOI: 10.1109/TCYB.2014.2351416, August 2015 (IF:3.469)

43. A. Chincisan, K. Tecante, M. Becker, N. Magnenat Thalmann, C. Hurschler, H.F. Choi, [A Computational Approach to Calculate Personalized Pennation Angle based on MRI: Effect on Motion Analysis](#), Journal of Computer Assisted Radiology and Surgery, DOI: 10.1007/s11548-015-1251-9, DOI: 10.1007/s11548-015-1251-9, July 2015 (IF: 1.66)
44. M. Becker, N. Nijdam and N. Magnenat Thalmann, [Coupling Strategies for Multi-resolution Deformable Meshes: Expanding the Pyramid Approach beyond its One-way Nature](#), Journal of Computer Assisted Radiology and Surgery, DOI: 10.1007/s11548-015-1241-y, June 2015 (IF: 1.66)
45. J. Zhang, J. Zheng and N. Magnenat Thalmann, [PCMD: Personality-characterized Mood Dynamics Model Toward Personalized Virtual Characters](#), Computer Animation and Virtual Worlds (IF: 0.463), vol.26, Issue 3-4, pp. 237-245, DOI: 10.1002/cav.1660, April 29, 2015 (IF:0.548)
46. Z.P. Bian, J. Hou, L.-P. Chau, and N. Magnenat Thalmann, [Facial Position and Expression Based Human Computer Interface for Persons with Tetraplegia](#), IEEE Transactions on Information Technology in Biomedicine (IEEE T-ITB), DOI: 10.1109/JBHI.2015.2412125, March 2015 (IF: 2.072)
47. J. Hou, L.-P. Chau, N. Magnenat Thalmann and Y. He, [Human Motion Capture Data Tailored Transform Coding](#), IEEE Transactions on Visualization and Computer Graphics (IEEE T-VCG), 25(1): 51-62, DOI: 10.1109/TVCG.2015.2403328, February 2015 (IF: 1.919)
48. X. Shao, Z. Zhou, N. Magnenat Thalmann, W. Wu, [Stable and Fast Fluid–solid Coupling for Incompressible SPH](#), Computer Graphics Forum, vol. 34, no. 1, pp. 191-204, DOI: 10.1111/cgf.12467, February 2015 (IF: 1.595),
49. J. Hou, L.-P. Chau, N. Magnenat Thalmann, Y. He, [Compressing 3-D Human Motions via Keyframe- Based Geometry Videos](#), IEEE Transactions on Circuits and Systems for Video Technology (TCSVT), Vol 25, Issue 1, Pp 51-62, DOI:10.1109/TCSVT.2014.2329376, January 2015 (IF: 2.259)
50. H. Fang, J. Zhang, M. Sensoy and N. Magnenat Thalmann, [Reputation Mechanism for E-commerce in Virtual Reality Environments](#), Electronic Commerce Research and Applications, vol. 13, Issue 6, pp. 409- 422, DOI: 10.1016/j.elerap.2014.08.002, December 2014 (IF: 1.304)
51. Y. Zhang, J. Zheng, N. Magnenat Thalmann, [Example-guided Anthropometric Human Body Modeling](#), The Visual Computer, DOI: 10.1007/s00371-014-1043-1, October 2014 (IF: 1.073)
52. Z. Zhang, A. Beck, and N. Magnenat Thalmann, [Human-like Behavior Generation based on Head-arms Model for Robot Tracking External Targets and Body Parts](#), IEEE Transaction on Cybernetics, vol. 10, no. 2, DOI: 10.1109/TCYB.2014.2351416, September 2014 (IF: 3.236)
53. S. Stüvel, N. Magnenat Thalmann, D. Thalmann, A. Egges, F. van der Stappen, [Hierarchical Structures for Collision Checking between Virtual Characters](#), Computer Animation and Virtual Worlds Journal, Volume 25, Issue 3-4, Pp. 331–340, DOI: 10.1002/cav.1592, August 2014 (IF 0.548)
54. Z. Yumak, J. Ren, N. Magnenat Thalmann, and J. Yuan, [Modelling Multi-party Interactions among Virtual Characters, Robots and Humans](#), MIT Presence: Tele-operators and Virtual Environments (Presence), vol. 23, no. 2, DOI: 10.1162/PRES_a_00179, August 2014 (IF: 0.912)
55. S. Tárrega, A.B. Fagundo, S. Jiménez-Murcia, R. Granero, C. Giner-Bartolomé, L. Forcano, I. Sánchez, J.J. Santamaría, M. Ben-Moussa, N. Magnenat Thalmann, D. Konstantas, M. Lucas, J. Nielsen, R.G. Bults, T. Lam, T. Kostoulas, N. Fakotakis, N. Riesco, I. Wolz, J. Comín-Colet, V. Cardi, J. Treasure, J.A. Fernández- Formoso, J.M. Menchón and F. Fernández-Aranda, [Explicit and Implicit Emotional Expression in BulimiaNervosa in the Acute State and after Recovery](#), PLoS ONE, vol. 9, no. 7, pp. 1-7, DOI:10.1371/journal.pone.0101639 , July 2014 (IF: 3.53)
56. H. F. Choi, A. Chincisan, M. Becker and N. Magnenat Thalmann, [Multimodal Composition of the Digital](#)

- [Patient: a Strategy for the Knee Articulation](#), The Visual Computer, vol. 30, no. 6-8, pp. 739-749, DOI: 10.1007/s00371-014-0983-9, June 2014 (I.479)
57. M. Elgendi, F. Picon, N. Magnenat Thalmann and D. Abbott, [Arm Movement Speed Assessment via a Kinect Camera: A Preliminary Study in Healthy Subjects](#), BioMedical Engineering OnLine 2014 , DOI:10.1186/1475-925X-13-88, June 27, 2014 (IF: 1.746)
58. Z.P. Bian, J. Hou, L.P. Chau, and N. Magnenat Thalmann, [Fall Detection Based on Body Part Tracking Using a Depth Camera](#), IEEE Journal of Biomedical and Health Informatics, DOI: 10.1109/JBHI.2014.2319372, April 2014 (IF: 2.072)
59. J. Hou, L.-P. Chau, N. Magnenat Thalmann and Y. He, [Scalable and Compact Representation for Motion Capture Data Using Tensor Decomposition](#), IEEE Signal Processing Letters, vol. 21, no. 3, DOI: 10.1109/LSP.2014.2299284, March 2014 (IF: 1.639)
60. J. Hou, L.-P. Chau, M. Zhang, N. Magnenat Thalmann and Y. He, [A Highly Efficient Compression Framework for Time-Varying 3D Facial Expressions](#), IEEE Transactions on Circuits and Systems for Video Technology (TCSVT), DOI: 10.1109/TCSVT.2014.2313890, February 2014 (IF: 2.259)
61. A. B. Fagundo, J.J. Santamaría, L. Forcano, C. Giner-Bartolomé, S. Jiménez-Murcia, I. Sánchez, R. Granero, M. Ben-Moussa, N. Magnenat Thalmann, D. Konstantas, T. Lam, M. Lucas, J. Nielsen, R.G. A. Bults, S. Tarrega, J.M.Menchón, R.D.L. Torre, V. Cardí, J. Treasure and F. Fernández-Aranda, , [Video Game Therapy for Emotional Regulation and Impulsivity Control in a Series of Treated Cases with Bulimia Nervosa](#), Wiley Online Library, European Eating Disorders Review, vol. 21, Issue 6, pp. 493–499, DOI: 10.1002/erv.2259, November 2013 (IF: 2.252)
62. H. Zhu, J. Zheng, J. Cai, and N. Magnenat Thalmann, [Object-level Image Segmentation Using Low Level Cues](#), IEEE Transactions on Image Processing (TIP), DOI: 10.1109/TIP.2013.2268973, October 2013 (IF: 3.111)
63. M. B. Moussa, N. Magnenat Thalmann, [Towards Socially Responsible Agents: Integrating, Attachment and Learning in Emotional Decision-making](#), Computer Animation and Virtual Worlds, vol. 24, Issue 3-4, pp. 327–334, DOI: 10.1002/cav.1515, August 2013 (IF 0.548)
64. F.C. Kolo, C. Charbonnier, C.W. Pfirrmann, S.R. Duc, A. Lubbeke, V. B Duthon, N. Magnenat Thalmann, P. Hoffmeyer, J. Menetrey, C.D. Becker, [Extreme Hip Motion in Professional Ballet Dancers: Dynamic and Morphological Evaluation Based on Magnetic Resonance Imaging](#), Skeletal radiology, vol. 42, Issue 5, pp. 689-698, DOI: 10.1007/s00256-012-1544-9, May 2013 (IF: 1.743)
65. G.D. Liu, S. Choudhary, J.Z. Zhang and N. Magnenat Thalmann, [Let's Keep in Touch Online: A Facebook Aware Virtual Human Interface](#), The Visual Computer, DOI: 10.1007/s00371-013-0846-9, May 2013 (IF: 1.475)
66. Y.Y. Cai, N.K.H Chia, D. Thalmann, N.K.N Kee, J. Zheng and N. Magnenat Thalmann, [Design and Development of a Virtual Dolphinarium for Children With Autism](#), IEEE transactions on neural systems and rehabilitation engineering: a publication of the IEEE Engineering in Medicine and Biology Society, vol. 21, no. 2, pp. 208 – 217, DOI: 10.1109/TNSRE.2013.2240700, March 2013 (IF: 2.821)
67. J. Hou, L.P. Chau, Y. He, M. Zhang and N. Magnenat Thalmann, [Rate-distortion Model Based Bit Allocation for 3-D Facial Compression Using Geometry Video](#), IEEE Transactions on Circuits and Systems for Video Technology, No. 99, DOI: 10.1109/TCSVT.2013.2248971, February 25, 2013 (IF: 2.259)
68. Z. Yasseen, A. H. Nasri, W. Boukaram, P. Volino, N. Magnenat Thalmann, [Sketch-based Garment Design with Quad Meshes](#), Computer-Aided Design, vol. 45, Issue 2, pp. 562-567, DOI: 10.1016/j.cad.2012.10.041, February 2013 (IF: 1.515)
69. V.B. Duthon, C. Charbonnier, F.C. Kolo, N. Magnenat Thalmann, C.D. Becker, C. Bouvet, E. Coppens, P. Hoffmeyer and J. Menetrey, , [Correlation of Clinical and Magnetic Resonance Imaging Findings in Hips of Elite Female Ballet Dancers](#), Arthroscopy - The Journal of Arthroscopic and Related Surgery, DOI:10.1016,

18 January 2013 (IF: 3.191)

70. L. Claes, S. Jiménez-Murcia, J.J. Santamaría, M.B. Moussa, I. Sánchez, L. Forcano, N. Magnenat Thalmann, D. Konstantas, M. L. Overby, J. Nielsen, R.G.A. Bults, R. Granero, T. Lam, E. Kalapanidas, J. Treasure and F. Fernández-Aranda, [The Facial and Subjective Emotional Reaction in Response to a Video Game Designed to Train Emotional Regulation \(Playmancer\)](#), *European Eating Disorders Review*, DOI: 10.1002/erv.2212, vol. 20, Issue 6, pp. 484-489, November 2012 (IF: 2.252)
71. Brian F. Allen, N. Magnenat Thalmann and D. Thalmann, [Politeness Improves Interactivity in Dense Crowds](#), *Computer Animation and Virtual Worlds*, Published Online, DOI: 10.1002/cav.1472, June 29, 2012 (IF: 0.548)
72. Z. Kasap and N. Magnenat Thalmann, [Building Long-term Relationships with Virtual and Robotic Characters: The Role of Remembering](#), *The Visual Computer*, vol. 28, no. 1, pp. 87-97, DOI: 10.1007/s00371-011-0630-7, January 2012 (IF: 1.475)
73. Y. J. Chen, N. Magnenat Thalmann and Brian F. Allen, [Physical Simulation of Wet Clothing for Virtual Human](#), *The Visual Computer*, vol. 28, pp. 765-774, DOI: 10.1007/s00371-012-0687-y, April, 2012 (IF: 1.475)
74. P. Chiang, J.M. Zheng, K.H. Mak, N. Magnenat Thalmann, and Y.Y. Cai, [Progressive Surface Reconstruction for Heart Mapping Procedure](#), *Computer-aided Design*, Elsevier, vol. 44, issue 4, pp. 289–299, DOI: 10.1016/j.cad.2011.11.004, April 2012 (IF: 1.515)
75. Y.B. Wang, R. Dubey, N. Magnenat Thalmann and D. Thalmann, [An Immersive Multi-agent System for Interactive Applications](#), *The Visual Computer*, vol. 29, pp. 323-332, Springer, DOI: 10.1007/s00371-012-0735-7, 20 June 2012 (IF: 1.450)
76. E.Arbabi, J.Schmid, R.Boulic, D.Thalmann, N. Magnenat Thalmann, [Sensitivity of Hip Tissues Contact Evaluation to the Methods used for Estimating the Hip Joint Center of Rotation](#), *Journal of Medical & Biological Engineering & Computing*, DOI: 10.1007/s11517-012-0873-0, June 2012 (IF: 1.5)
77. M. Kasap and N. Magnenat Thalmann, [Skeleton-Aware Size Variations in Digital Mannequins](#), *The Visual Computer*, Springer, vol.27, no.4, pp.263-274, DOI: 10.1007/s00371-011-0547-1, April 2011 (IF: 1.450)
78. C. Charbonnier, F.C. Kolo, V.B. Duthon, N. Magnenat Thalmann, C.D. Becker, P. Hoffmeyer, and J. Menetrey, [Assessment of Congruence and Impingement of the Hip Joint in Professional Ballet Dancers- A Motion Capture Study](#), *American Journal of Sports Medicine*, vol. 39, pp.557-566, DOI: 10.1177/0363546510386002, March, 2011 (IF: 4.699)
79. J. Schmid, J. Kim and N. Magnenat Thalmann, [Robust Statistical Shape Models for MRI Bone Segmentation in Presence of Small Field of View](#), *Medical Image Analysis*, Elsevier, vol. 15, pp. 155-168, DOI: 10.1016/j.media.2010.09.001, February 2011 (IF: 3.681)
80. J. Schmid, J.A. Iglesias Guitián, E. Gobbetti, and N. Magnenat Thalmann, [A GPU Framework for Parallel Segmentation of Volumetric Images Using Discrete Deformable Models](#), *The Visual Computer*, Springer, vol. 27, no. 2, pp. 85 – 95, DOI: 10.1007/s00371-010-0532-0, February 2011 (IF: 1.450)
81. F. Chung, J. Schmid, N. Magnenat Thalmann, and H. Delingette, [Comparison of Statistical Models Performance in Case of Segmentation Using a Small Amount of Training Datasets](#), *The Visual Computer*, Springer, vol. 27, no. 2, pp. 141 – 151, DOI: 10.1007/s00371-010-0536-9, February 2011 (IF: 1.450)
82. M. Lim, B. Kevelham, N. Nijdam and N. Magnenat Thalmann, [Rapid Development of Distributed Applications Using High-level Communication Support](#), *Journal of Network and Computer Applications*, Elsevier, vol. 34, Issue 1, pp. 172-182, DOI: 10.1016/j.jnca.2010.08.003, January 2011 (IF: 1.772)
83. C. Charbonnier, N. Magnenat Thalmann, C.D. Becker, P. Hoffmeyer and J. Menetrey, [An Integrated Platform for Hip Joint Osteoarthritis Analysis: Design, Implementation and Results](#), *International Journal of Computer Assisted Radiology and Surgery* (IF: 1.659), Springer-Verlag, vol. 5, no. 4, pp. 351- 358, July 2010

84. S. Han, N. Nijdam, J. Schmid, J. Kim, and N. Magnenat Thalmann, [Collaborative Telemedicine for Interactive Multiuser Segmentation of Volumetric Medical Images](#), *The Visual Computer* (IF: 1.073), Springer, vol. 26, no. 6, pp. 639 – 648, June 2010
85. A.E. Foni, G. Papagiannakis and N. Magnenat Thalmann, [A Taxonomy of Visualization Strategies for Cultural Heritage Applications](#), *Journal on Computing and Cultural Heritage* (IF: 1.111), vol. 3 Issue 1, Article No. 1 , June 2010
86. J. Schmid, J. Kim and N. Magnenat Thalmann, [Extreme Leg Motion Analysis of Professional Ballet Dancers via MRI Segmentation of Multiple Leg Postures](#), *International Journal of Computer Assisted Radiology and Surgery* (IF: 1.659), Springer, vol. 6, no.1, pp.45-57, May 2010
87. B. Gilles and N. Magnenat Thalmann, [Musculoskeletal MRI Segmentation Using Multi-resolution Simplex Meshes with Medial Representations](#), *Medical Image Analysis* (IF: 3.681), Elsevier, vol.14, pp. 291-302, June 2010
88. U. Bonanni, P. Knoch and N. Magnenat Thalmann, [Interaction Metaphors for Modeling Hair using Haptic Interfaces](#), *International Journal of CAD/CAM* (IF: 1.667), Society of CAD/CAM Engineers, vol. 9, no.1, pp. 93-102, 2009
89. C. Charbonnier, F. Kolo-Christophe, S.R. Duc, C.W.A. Pfirrmann, J. Menetrey, V.B. Duthon, N. Magnenat Thalmann, C. Becker and P. Hoffmeyer, [Extreme Motion as a Potential Initiator of Hip Osteoarthritis](#), *Swiss Med Wkly* (IF: 1.877), Suppl. 173, 139(23-24):18S, 2009
90. P. Volino, N. Magnenat Thalmann and F. Faure, [A Simple Approach to Nonlinear Tensile Stiffness for Accurate Cloth Simulation](#), *ACM Transactions on Graphics* (IF: 3.725), ACM, vol. 28, 4, pp. 105-116, August 2009
91. B. Gilles, F. Kolo-Christophe, N. Magnenat Thalmann, C. Becker, S. Duc, J. Menetrey and P. Hoffmeyer, [MRI-based Assessment of Hip Joint Translations](#), *Journal of Biomechanics* (IF: 2.496), vol. 42, no.9, pp.1201-1205, June 19, 2009
92. M. Kasap, P. Chaudhuri and N. Magnenat Thalmann, [Fast EMG-Data Driven Skin Deformation](#), *Computer Animation and Virtual Worlds Journal* (IF: 0.422), John Wiley and Sons, vol. 20, no. 2-3, pp. 153-161, June 2009
93. Z. Kasap, M. Ben Moussa, P. Chaudhuri and N. Magnenat Thalmann, [Making Them Remember— Emotional Virtual Characters with Memory](#), *IEEE Computer Graphics and Applications* (IF: 1.116), vol. 29, no. 2, pp. 20-29, March 2009
94. C. Charbonnier, L. Assassi, P. Volino and N. Magnenat Thalmann, [Motion Study of the Hip Joint in Extreme Postures](#), *The Visual Computer Journal* (IF: 1.073), Springer-Verlag, vol. 25, no. 9, pp. 873- 882, March 2009
95. X. Righetti, S. Cardin, D. Thalmann and N. Magnenat Thalmann, [WAPA: A Wearable Framework for Aerobatic Pilot Aid, Modelling the Physiological Human](#), 3DPH 2009, pp. 150-158, DOI: 10.1007/978-3- 642-10470-1_13, LNCS,2009
96. L. Assassi, C. Charbonnier, J. Schmid, P. Volino and N. Magnenat Thalmann, [From MRI to Anatomical Simulation of the Hip Joint](#), *Computer Animation and Virtual Worlds Journal* (IF: 0.422), Special Issue on Physiological Human, John Wiley and Sons, vol. 20, 1, pp. 53-66, January 2009
97. U. Bonanni, M. Montagnol and N. Magnenat Thalmann, [Multilayered Visuo-haptic Hair Simulation](#), *The Visual Computer* (IF: 1.073), Springer Berlin / Heidelberg, vol. 24, no. 10, pp. 901-910, October 2008
98. E. Lyard and N. Magnenat Thalmann, [Motion Adaptation Based on Character Shape](#), *Computer Animation and Virtual Worlds* (IF: 0.422), John Wiley and Sons Ltd, vol. 19, no. 3-4, pp. 189-198, September 2008

99. N. Magnenat Thalmann, A. Peternier, X. Righetti, M. Lim, G. Papagiannakis, T. Fragopoulos, K. Lambropoulou, P. Barsocchi and D. Thalmann, [A Virtual 3D Mobile Guide in the INTERMEDIA Project](#), The Visual Computer (IF: 1.073), Springer, vol. 24, no. 7-9, pp. 827-836, July 2008
100. P. Chaudhuri, G. Papagiannakis and N. Magnenat Thalmann, [Self Adaptive Animation based on User Perspective](#), The Visual Computer (IF: 1.073), Springer, vol. 24, 7-9, pp. 525-533, July 2008
101. G. Papagiannakis and N. Magnenat Thalmann, [Mobile Augmented Heritage: Enabling Human Life in ancient Pompeii](#), International Journal of Architectural Computing (IJAC) (IF: 1.144), Multi-Science Publishing, vol. 5, no.2, pp. 395-415, April 2007
102. N. Magnenat Thalmann and B. Gilles, [Towards an Individualised Physiological Model of the Musculoskeletal System](#), Ercim News, special issue, pp. 25-26, April 2007
103. M. Gutiérrez, D. Thalmann, F. Vexo, L. Moccozet, N. Magnenat Thalmann, M. Mortara and M. Spagnuolo, [An Ontology of Virtual Humans: Incorporating Semantics into Human Shapes](#), The Visual Computer, vol. 23, no. 3, pp. 207-218, February 2007 (IF:1.415)
104. P. Volino, P. Davy, U. Bonanni, C. Luible, N. Magnenat Thalmann, M. Mäkinen and H. Meinander, [From Measured Physical Parameters to the Haptic Feeling of Fabric](#), The Visual Computer ,Springer Verlag, vol. 23, no. 2, pp. 133–142, January 2007 (IF: 415)
105. Garcia-Rojas, F. Vexo, D. Thalmann, A. Raouzaiou, K. Karpouzis, S. Kollias, L. Moccozet and N. Magnenat Thalmann, [Emotional Face Expression Profiles Supported by Virtual Human Ontology](#), Computer Animation and Virtual Worlds Journal, John Wiley and Sons, vol. 17, nos. 3-4, pp. 259-269, July2006 (IF:0548)
106. N. Magnenat Thalmann and U. Bonanni, [Haptics in Virtual Reality and Multimedia](#), IEEE Multimedia(IF: 1.767), IEEE publisher, vol. 13, No. 3, pp. 6-11, July 2006
107. P. Volino and N. Magnenat Thalmann, [Resolving Surface Collisions through Intersection Contour Minimization](#), ACM Transactions on Graphics (IF: 3.725), ACM Press, vol. 25, no. 3, pp. 1154 – 1159, July 2006
108. D. Protopsaltou, T. Schultz and N. Magnenat Thalmann, [Taking the Fourth Party Further? Considering a Shared Virtual Workspace for Arbitration](#), Information & Communications Technology Law, Taylor and Francis Group, vol. 15, no. 2, pp.157-173, June 2006
109. N. Magnenat Thalmann, M. Montagnol, R. Gupta, and P. Volino, [Interactive Virtual Hair-Dressing Room](#), CAD Conference 2006, International Journal on Computer-Aided Design & Applications (IF: 1.26), no. 5, pp. 535-546, June 2006
110. N. Magnenat Thalmann and A. Egges, [Interactive Virtual Humans in Real-Time Virtual Environments](#), International Journal of Virtual Reality (IF: 0.729), vol. 5, no. 2, pp. 15-24, 2006
111. H. Kim, C. Joslin, T. Di Giacomo, S. Garchery and N. Magnenat Thalmann, [Device-based Decision- making for Adaptation of Three-Dimensional Content](#), The Visual Computer (IF: 1.073), Springer Verlag, vol. 22, No. 5, pp. 332-345, May 2006
112. P. Volino and N. Magnenat Thalmann, [Real-Time Animation of Complex Hairstyles](#), IEEE Transactions of Visualization and Computer Graphics (IF: 1.919), IEEE publisher, vol. 12, no. 2 (ISSN: 1077-2626), pp. 131-142, March-April 2006
113. N. Magnenat Thalmann and D. Thalmann, [Autonomous Virtual Characters: Realistic Inhabitants of Artificial Worlds](#), ACM Computing Reviews (IF: 0.904), ACM Press, on-line vol. 28, no. 1, pp. 161-163, February 2006
114. N. Magnenat Thalmann, [Virtual Humans: Their Past, Their Present and Their Future](#), Journal of the Robotics Society of Japan (IF: 0.737), vol. 24, no. 5, pp. 597-599, 2006

115. Gilles, R. Perrin, N. Magnenat Thalmann and J-P. Vallée, [Bones Motion Analysis from Dynamic MRI: Acquisition and Tracking](#), Academic Radiology (IF: 2.077), Elsevier, vol. 12, no. 10, pp. 2385-2392, October 2005
116. S. Oh, H. Kim, N. Magnenat Thalmann and K. Wohn, [Generating Unified Model for Dressed Virtual Humans](#), The Visual Computer (IF: 1.415), Springer Verlag, vol. 21, no.8, pp. 522-531, October 2005
117. N. Magnenat Thalmann and P. Volino, [From Early Draping to Haute Couture Models: 20 years of Research](#), The Visual Computer (IF: 1.415), Springer Verlag, vol. 21, no. 8, pp. 506-519, October 2005
118. P. Volino and N. Magnenat Thalmann, [Implicit Midpoint Integration and Adaptive Damping for Efficient Cloth Simulation](#), Computer Animation and Virtual Worlds Journal (IF: 0.548), John Wiley and Sons, vol. 16, nos. 3-4, pp. 163-175, October 2005
119. N. Magnenat Thalmann and D. Thalmann, [Virtual Humans: Thirty Years Of Research, What Next?](#), The Visual Computer (IF: 1.415), vol. 21, no. 12, pp. 1-19, December 2005
120. M. Teschner, S. Kimmerle, B. Heidelberger, G. Zachmann, L. Raghupathi, A. Fuhrmann, M.-P. Cani, F. Faure, N. Magnenat Thalmann, W. Strasser and P. Volino, [Collision Detection for Deformable Objects](#), Computer Graphics Forum (IF: 1.595), Blackwell publishing, vol. 24, no. 1, pp. 61-81, March 2005
121. P. Volino, F. Cordier and N. Magnenat Thalmann, [From Early Virtual Garment Simulation to Interactive Fashion Design](#), Computer-Aided Design Journal (CAD journal) (IF: 1.515), Elsevier, vol. 37, pp. 593-608, March 2005
122. G. Papagiannakis, S. Schertenleib, B. O’Kennedy, M. Arévalo-Poizat, N. Magnenat Thalmann, A. Stoddart and D. Thalmann, [Mixing Virtual and Real Scenes in the Site of Ancient Pompeii](#), Computer Animation and Virtual Worlds Journal (IF: 0.422), John Wiley and Sons, vol. 16, no. 1, pp. 11-24, February 2005
123. F. Cordier and N. Magnenat Thalmann, [A Data-Driven Approach for Real-Time, Clothes Simulation](#), Computer Graphics Forum (IF: 1.595), vol. 24, no. 2, pp. 173-183, 2005
124. P. Volino and N. Magnenat Thalmann [Accurate Garment Prototyping and Simulation](#), Computer-Aided Design & Applications, Taylor & Francis, vol. 2, no. 5, pp. 645-654, 2005
125. Manganas, M. Tsiknakis, E. Leisch, M. Ponder, T. Molet, B. Herbelin, N. Magnenat Thalmann and D. Thalmann, [JUST in Time Health Emergency Interventions: An Innovative Approach to Training the Citizen for Emergency Situations using Virtual Reality Techniques and Advanced IT Tools \(The VRTool\)](#), Journal on Information Technology in Healthcare, vol. 2, no. 6, pp. 399-412, 2004
126. N. Magnenat Thalmann, H. Seo and F. Cordier, [Automatic Modeling of Virtual Humans and Body Clothing](#), Journal of Computer Science and Technology (IF: 0.642), Chinese Academy of Sciences, Beijing, China, vol. 19, no. 5, pp. 575-584, December 2004
127. Egges, S. Kshirsagar and N. Magnenat Thalmann, [Generic Personality and Emotion Simulation for Conversational Agents](#), Journal of Visualization and Computer Animation, vol. 15, no. 1, pp. 1-13, 2004
128. T. Di Giacomo, C. Joslin, S. Garchery, H. Kim and N. Magnenat Thalmann, [Adaptation of Virtual Human Animation and Representation for MPEG](#), Computer & Graphics (IF: 0.503), Elsevier, vol. 28, no. 4, pp.65-74, August 2004
129. L. Yahia-Cherif, B. Gilles, T. Molet and N. Magnenat Thalmann, [Motion Capture and Visualization of the Hip Joint with Dynamic MRI and Optical Systems](#), Journal of Visualization and Computer Animation, vol.15, no. 3-4, pp. 377-385, July 2004
130. L. Vacchetti, V. Lepetit, M. Ponder, G. Papagiannakis, P. Fua, D. Thalmann and N. Magnenat Thalmann, [Stable Real-time AR Framework for Training and Planning in Industrial Environments](#), Virtual Reality and Augmented

- Reality Applications in Manufacturing, Springer Verlag, ISBN: 1-85233-796-6, pp. 129-146, May 2004
131. Joslin, T. Di Giacomo and N. Magnenat Thalmann, [Collaborative Virtual Environments, From Birth to Standardization](#), IEEE Communications Magazine (IF: 2.359), Special Issue on Networked Virtual Environments, IEEE publisher, vol. 42, no. 4, pp. 65-74, April 2004
 132. H. Seo and N. Magnenat Thalmann, [An Example-Based Approach to Human Body Manipulation](#), Graphical Models (IF: 1.293), Academic Press, vol. 66, no. 1, pp. 1-23, January 2004
 133. S. Kshirsagar, S. Garchery, G. Sannier and N. Magnenat-Thalmann, [Synthetic Faces: Analysis and Applications](#), International Journal of Imaging Systems and Technology, Special Issue: Facial Image Processing, Analysis, and Synthesis, vol. 13, no. 1, pp. 65–73, DOI: 10.1002/ima.10043, 2003
 134. G. de Leo, M. Ponder, T. Molet, M. Fato, D. Thalmann, N. Magnenat Thalmann, F. Bermano and F. Beltrame, [A Virtual Reality System for the Training of Volunteers Involved in Health Emergency Situations](#), Cyberpsychology and Behaviour, vol. 6, no. 3, pp. 267-274, 2003
 135. S. Kshirsagar and N. Magnenat Thalmann, [Visyllable Based Speech Animation](#), Computer GraphicsForum, Blackwell Publishing, vol. 22, no. 3, pp. 632-640, September 2003
 136. Joslin, I. Pandzic and N. Magnenat Thalmann, [Trends in Networked Collaborative Virtual Environments](#), Journal of Computer Communications, Elsevier, vol. 26, no. 5, pp. 430-437, 2003
 137. N. Adabala and N. Magnenat Thalmann, [A Procedural Thread Texture Model](#), The Journal of Graphics Tools, A. K. Peters Ltd, vol. 8, no. 3, pp. 33-40, April 2003
 138. F. Cordier, Hyewon Seo and N. Magnenat Thalmann, [Made-to-measure Technologies for an Online Clothing Store](#), IEEE Computer Graphics & Applications, vol. 23, no.1 pp. 38-48, DOI:10.1109/MCG.2003.1159612, Jan/Feb 2003
 139. R.W.H. Lau, F. Li, T.L. Kunii, B. Guo, B. Zhang, N. Magnenat Thalmann and M. Gutierrez, [Emerging Web Graphics Standards and Technologies](#), IEEE Computer Graphics and Applications, IEEE publisher, pp.66-75, January 2003
 140. G. Fei, N. Magnenat Thalmann, K. Cai and E. Wu, [Detail Calibration for Out-of-core Model Simplification Through Interlaced Sampling](#), ACM SIGGRAPH 2002, pp. 166-166, DOI: 10.1145/1242073.1242179, 2002
 141. T. Goto, W.S. Lee and N. Magnenat Thalmann, [Facial Feature Extraction for Quick 3D Face Modeling](#), Elsevier, Signal Processing: Image Communication, vol. 17, no. 3, pp. 243–259, March 2002
 142. W.S. Lee, T. Goto and N. Magnenat Thalmann, [Cloning, Morphing, then Tracking Real Emotions](#), Interactive Lectures and Performances – Citeseer, 2002
 143. N. Magnenat Thalmann, P. Kalra, J. Leveque, [A Computational Skin Model: Fold and Wrinkle Formation](#), IEEE Transactions on Information Technology in Biomedicine, IEEE publisher, vol. 6, no. 4, pp.317-323, December 2002
 144. F. Cordier and N. Magnenat Thalmann, [Real-time Animation of Dressed Virtual Humans](#), Computer Graphics Forum, Vol. 21, No. 3, pp. 327-336, September 2002
 145. Pandzic, C. Babski, T. Capin, W. Lee, N. Magnenat Thalmann, S. Raupp-Musse, L. Moccozet and H. Seo, [Simulating Virtual Humans in Networked Virtual Environments](#), Presence: Teleoperators and Virtual Environments, MIT Press, vol. 10, no. 6, pp. 632-646, December 2001
 146. S. Hadap and N. Magnenat Thalmann, [Modeling Dynamic Hair as a Continuum](#), Comput. Graph. Forum, vol. 20, no. 3, pp. 329-338, September 2001
 147. T. Goto, S. Kshirsagar and N. Magnenat Thalmann, [Automatic Face Cloning and Animation](#), IEEE Signal Processing

- Magazine, IEEE publisher, vol. 18, no. 3, pp. 17-25, May 2001
148. N. Magnenat Thalmann, [Living both in the Real and the Virtual Worlds](#), European Review - Interdisciplinary Journal of the Academia Europaea, Cambridge University Press, vol. 9, no. 2, pp. 213-225, May 2001
 149. S. Kshirsagar, C. Joslin, W. Lee and N. Magnenat Thalmann, [Personalized Face and Speech Communication over the Internet](#), IEEE Signal Processing Magazine, IEEE publisher, vol. 18, no. 3, pp. 17-25, May 2001
 150. F. Cordier, W.S. Lee, H. Seo and Nadia Magnenat Thalmann, [From 2D Photos of Yourself to Virtual try-on Dress on the Web](#), pp. 31-46, DOI: 10.1007/978-1-4471-0353-0_3, Springer, 2001
 151. F. Cordier, P. Volino and N. Magnenat Thalmann, [Integrating Deformations Between Bodies and Clothes](#), Journal of Visualization and Computer Animation, vol. 12, no. 1, pp. 45-53, 2001
 152. Joslin, T. Molet, N. Magnenat Thalmann, J. Esmerado, D. Thalmann, I. Palmer, N. Chilton and R. Earnshaw, [Sharing Attractions on the Net with VPARK](#), IEEE Computer Graphics and Applications, IEEE publisher, pp. 61-71, January 2001
 153. N. Magnenat Thalmann, P. Volino and L. Moccozet, [Designing and Simulating Clothes](#), International Journal of Image and Graphics (IJIG), World Scientific, vol. 1, no. 1, pp. 1-17, January 2001
 154. W. Lee, J. Gu and N. Magnenat Thalmann, [Generating Animatable 3D Virtual Humans from Photographs](#), Comput. Graph. Forum, vol. 19, no. 3, pp. 1-10, August 2000
 155. N. Magnenat Thalmann and F. Cordier, [Construction of a Human Topological Model from Medical Data](#), IEEE transactions on information technology in Biomedicine Journal, IEEE publisher, vol. 4, no. 2, p. 137, June 2000
 156. W. Lee and N. Magnenat Thalmann, [Fast Head Modeling for Animation](#), Journal of Image and Vision Computing, Elsevier, vol. 18, no. 4, pp. 355-364, March 2000
 157. G. Sannier, S. Balcisoy, N. Magnenat Thalmann and D. Thalmann, [VHD: A System for Directing Real- Time Virtual Actors](#), The Visual Computer Journal, Springer Verlag, vol. 15, nos. 7/8, pp. 320-329, November 1999
 158. Y. Wu, P. Kalra, L. Moccozet and N. Magnenat Thalmann, [Simulating Wrinkles and Skin Aging](#), The Visual Computer Journal, Springer Verlag, vol. 15, no. 4, pp. 183-198, July 1999
 159. T. Molet, A. Aubel, T. Çapin, S. Carion, E. Lee, N. Magnenat Thalmann, H. Noser, I.S. Pandzic, G. Sannier and D. Thalmann, [Anyone for Tennis?](#) Presence: teleoperators and virtual environments, MIT Press, vol. 8, no. 2, pp. 140-156, April 1999
 160. V. Normand, C. Babski, S. Benford, A. Bullock, S. Carion, N. Farcet, E. Frecon, J. Harvey, N. Kuijpers, N. Magnenat Thalmann, S. Raupp-Musse, T. Rodden, M. Slater, G. Smith, A. Steed, D. Thalmann, J. Tromp,
 161. M. Usoh, G. Van Liempd and N. Kladias et al, [The COVEN Project: Exploring Applicative, Technical and Usage Dimensions of Collaborative Virtual Environments](#), Presence: teleoperators and virtual environments, MIT Press, vol. 8, no. 2, pp. 218-236, April 1999
 162. Guye-Vuillieme, T.K. Capin, I.S. Pandzic, N. Magnenat Thalmann and D. Thalmann, [Non-verbal Communication Interface for Collaborative Virtual Environments](#), The Virtual Reality Journal, Springer Verlag, vol. 4, no. 1, pp. 49-59, March 1999
 163. N. Magnenat Thalmann, P. Kalra and M. Escher, [Face to Virtual Face](#), Proceedings of the IEEE, Special Issue on Multimedia Signal Processing, IEEE publisher, vol. 86, no. 5, pp. 870-883, May 1998
 164. M. Cavazza, R. Earnshaw, N. Magnenat Thalmann, L. Moccozet, G. Sannier, A. Aubel and D. Thalmann, [Virtual Humans: A Survey on Motion Control](#), IEEE Computer Graphics and Applications, vol. 18, no. 5, pp. 24-31, 1998

165. P. Kalra, N. Magnenat Thalmann, L. Moccozet, G. Sannier, A. Aubel and D. Thalmann, [Real-time Animation of Realistic Virtual Humans](#), IEEE Computer Graphics and Applications, IEEE publisher, Vol.18, No. 5, pp. 42-55, 1998
166. N. Magnenat Thalmann and D. Thalmann, [The Virtual Humans Story](#), IEEE Annals of the History of Computing, vol. 20, no.2, pp. 50-51, 1998
167. R. Earnshaw, N. Magnenat Thalmann, D. Terzopoulos and D. Thalmann, [Computer Animation for Virtual Humans](#), IEEE Computer Graphics and Applications (IF: 1.41), vol. 18, no. 5, pp. 20-23, DOI:10.1109/MCG.1998.708557, 1998
168. D. Thalmann, C. Babski, T. Capin, N. Magnenat Thalmann and I.S. Pandzic, [Sharing VLNET Worlds on the WEB](#), Computer Networks and ISDN Systems, Elsevier, vol. 29, no.14, pp. 1601-1610, October 1997
169. N. Magnenat Thalmann and D. Thalmann, [Animating Virtual Actors in Real Environments](#), ACM Multimedia Systems, Springer Verlag, vol. 5, no. 2, pp. 113-125, 1997
170. J. Fasel, P. Gingsins, P. Kalra, N. Magnenat Thalmann, C. Baur, J. Cuttat, M. Muster and P. Gailloud, [The Liver of the Visible Man](#), Clinical Anatomy Journal, John Wiley and Sons, vol. 10, Issue 6, pp. 389-393, 1997
171. N. Magnenat Thalmann, I Pandzic and J-C. Moussaly, [The Making of the Xian Terra-Cotta Soldiers](#), Digital Creativity Journal, Taylor and Francis Group, vol. 8, no. 2, pp. 66-67, July 1997
172. T.K. Capin, I.S. Pandzic, H. Noser, N. Magnenat Thalmann and D. Thalmann, [Virtual Human Representation and Communication in the VLNET Networked Virtual Environments](#), IEEE Computer Graphics and Applications, Special Issue on Multimedia Highways, IEEE publisher, vol.17, no. 2, pp. 42- 53, 1997
173. I.S. Pandzic, T. Capin, N. Magnenat Thalmann and D. Thalmann, [Virtual Life Network: A Body-Centered Networked Virtual Environment](#), Presence, MIT, vol. 6, no. 6, pp. 676-686,1997
174. P. Volino, N. Magnenat Thalmann, S. Jianhua and D. Thalmann, [An Evolving System for Simulating Clothes on Virtual Actors](#), IEEE Computer Graphics and Applications, vol.16, no. 5, pp. 42-51, 1996
175. N. Magnenat Thalmann and D. Thalmann, [Computer Animation](#), ACM Computing Surveys, ACM Press, vol. 28, no. 1, pp. 161-163, 1996
176. N. Magnenat Thalmann, P. Kalra and I.S. Pandzic, [Direct Face To Face Communication Between Real And Virtual Humans](#), International Journal of Information Technology, World Enformatika Society, vol. 1, no. 2, pp. 145-157, 1995
177. Y. Wu, N. Magnenat Thalmann and D. Thalmann, [A dynamic wrinkle model in facial animation and skinageing](#), Journal of Visualization and Computer Animation, John Wiley, vol.6, no. 4, pp.195-205, 1995
178. R. Boulic, T. Capin, Z. Huang, L. Moccozet, T. Molet, P. Kalra, B. Lintermann, N. Magnenat Thalmann, I.S.Pandzic, K. Saar, A. Schmitt, J. Shen and D. Thalmann, [The HUMANOID Environment for Interactive Animation of Multiple Deformable Human Characters](#), Computer Graphics Forum (Proceeding of Eurographics '95), Blackwell publishing, vol. 14, issue 3, pp. 337-348, August 1995
179. N. Magnenat Thalmann and D. Thalmann, [Digital Actors for Interactive Television](#), face IEEE, Special Issue on Digital Television, IEEE Publisher, Part 2, pp. 1022-1031, July 1995
180. N. Magnenat Thalmann and D. Thalmann, [Finite Elements in Task-Level Animation](#), Finite Elements in Analysis and Design, Elsevier, vol. 19, pp. 227-242, 1995
181. H. Noser, O. Renault, D. Thalmann and N. Magnenat Thalmann, [Navigation for Digital Actors based on Synthetic Vision, Memory and Learning](#), Computers and Graphics, Pergamon Press, vol.19, no. 1, pp. 7-19, 1995

182. I.S. Pandzic, M. Roethlisberger and N. Magnenat Thalmann, [Parallel Raytracing on the IBM SP2 and CRAY T3D](#), EPFL Supercomputing Review, Ecole polytechnique fédérale de Lausanne, no. 7, pp. 54-58, 1995
183. R. Boulic, Z. Huang, N. Magnenat Thalmann and D. Thalmann, [Goal Oriented Design and Correction of Articulated Figure Motion with the TRACK System](#), Computers and Graphics, Pergamon Press, vol.18,no. 4, pp. 443-452, August 1994
184. I.S. Pandzic, P. Kalra, N. Magnenat Thalmann and D. Thalmann, [Real Time Facial Interaction](#), Displays,Elsevier, vol.15, no. 3, pp. 157-163, July 1994
185. N. Magnenat Thalmann and D. Thalmann, Journal of Computerized Medical Imaging, Elsevier, [Towards Virtual Humans in Medicine: A Prospective View](#) vol.18, no. 2, pp. 97-106, April 1994
186. N. Magnenat Thalmann and D. Thalmann, [The Artificial Life of Synthetic Actors](#), IEICE Transactions, Oxford University Press, vol. J76-D-II, no. 8, pp. 1506-1514, August 1993
187. N. Magnenat Thalmann and D. Thalmann, [Six-hundred Indexed References on Computer Animation](#), The Journal of Visualization and Computer Animation, vol. 3, no. 3, pp. 147-174, DOI:10.1002/vis.4340030303, July/September 1992
188. M. Carignan, Y. Yang, N. Magnenat Thalmann and D. Thalmann, [Dressing Animated Synthetic Actors with Complex Deformable Clothes](#), Proceedings of the 19th annual conference on Computer graphics and interactive techniques SIGGRAPH '92, vol. 26, no. 2, pp. 99 – 104, July 1992
189. P. Kalra, A. Mangili, N. Magnenat Thalmann and D. Thalmann, [Simulation of Facial Muscle Actions Based on Rational Free Form Deformations](#), Computer Graphics Forum, Vol.11, No3, pp. 59-69, 1992
190. Y. Yang, N. Magnenat Thalmann and D. Thalmann, [3D Garment Design and Animation - A New DesignTool for the Garment Industry](#), Computers in Industry, Elsevier, vol. 19, pp. 185-191, 1992
191. N. Magnenat Thalmann and D. Thalmann, [Complex Models for Visualizing Humans](#), IEEE ComputerGraphics and Applications, IEEE publisher, vol. 11, pp. 32-44, September 1991
192. J.P. Gourret, N. Magnenat Thalmann and D. Thalmann, [Modeling of Contact Deformations between aSynthetic Human and his Environment](#), Revue CAD, vol. 23, no. 7, pp. 514-520, September 1991
193. O. Renault, N. Magnenat Thalmann and D. Thalmann, [A Vision-based Approach to BehaviouralAnimation](#), Wiley Online Library, vol. 1, no. 1, pp. 18-21, 1990
194. R. Boulic, N. Magnenat Thalmann and D. Thalmann, [A Global Human Walking Model with Real-time Kinematics Personification](#), The Visual Computer, Springer Verlag, vol. 6, no. 6, pp. 344-358, 1990
195. N. Magnenat Thalmann, M. De Angelis, T. Hong and D. Thalmann, [Design, Transformation andAnimation of Human Faces](#), The Visual Computer, Springer Verlag, vol. 5, nos. 1-2, pp. 32-39, 1989
196. N. Magnenat Thalmann and D. Thalmann, [The Problematics of Human Prototyping and Animation](#),Computer Graphics Forum, Blackwell publishing, North Holland, vol. 8, no. 2, pp. 115-123, 1989
197. N. Magnenat Thalmann, [The Making of a 3D Synthetic Actor](#), Leonardo, Pergamon Press, pp. 55-62,September 1988
198. N. Magnenat Thalmann, E. Primeau and D. Thalmann, [Abstract Muscle Action Procedures for HumanFace Animation](#), The Visual Computer, Springer Verlag, vol. 3, no. 5, pp. 290-297, 1987
199. N. Magnenat Thalmann and D. Thalmann, [An Indexed Bibliography on Image Synthesis](#), IEEEComputer Graphics and Applications, IEEE publisher, vol. 7, no. 8, pp. 27-38, 1987

200. N. Magnenat Thalmann and D. Thalmann, [The Direction of Synthetic Actors in the film Rendez-vous à Montreal](#), IEEE Computer Graphics and Applications, IEEE publisher, vol. 7, no. 12, pp. 9-19, 1987
201. N. Magnenat Thalmann, M. Burgess, L. Forest and D. Thalmann, [A Geometric Study of Parameters for the Recursive Midpoint Subdivision](#), The Visual Computer, Springer Verlag, vol. 3, no. 3, pp. 145-155, 1987
202. F. Bolduc, A. Lejeune and N. Magnenat Thalmann, [Image Synthesis and 3D Computer Animation: A New Approach for Strategic Analysis](#), The Visual Computer, Springer Verlag, vol. 3, pp. 51-56, 1987
203. N. Magnenat Thalmann and D. Thalmann, [Procedural Animation Blocks in Discrete Simulation](#), Simulation, Society for Computer Simulation, vol. 49, no. 3, pp. 102-108, 1987
204. N. Magnenat Thalmann and D. Thalmann, [Special Cinematographic Effects using Multiple Virtual Movie Cameras](#), IEEE Computer Graphics and Applications, IEEE publisher, vol. 6, no. 4, pp. 43-50, April 1986
205. N. Magnenat Thalmann and D. Thalmann, [3D Computer Animation: More an Evolution Problem than a Motion Problem](#), IEEE Computer Graphics and Applications, IEEE publisher, vol. 5, no. 10, pp. 47-57, October 1985
206. N. Magnenat Thalmann and D. Thalmann, [An indexed Bibliography on Computer Animation](#), IEEE Computer Graphics and Applications, IEEE publisher, vol. 5, no. 7, pp. 76-86, July 1985
207. N. Magnenat Thalmann and D. Thalmann, [Area, Spline-based and Structural Models for Generating and Animating 3D Characters and Logos](#), The Visual Computer, Springer Verlag, vol. 1, no. 2, pp. 15- 23, 1985
208. N. Magnenat Thalmann and D. Thalmann, [Computer Animated Scenes](#), Computers and Graphics, Pergamon Press, vol. 8, no. 3, pp. 331-333, 1985
209. N. Magnenat Thalmann, D. Thalmann and M. Fortin, [MIRANIM: an Extensible Director-Oriented System for the Animation of Realistic Images](#), IEEE Computer Graphics and Applications, IEEE publisher, vol. 5, no. 3, pp. 61-73, March 1985
210. D. Thalmann, O. Ratib, N. Magnenat Thalmann and A. Righetti, [A model for the 3D Reconstruction and Animation of the Human Heart](#), The Visual Computer, Springer Verlag, vol. 1, no. 4, pp. 241-248, 1985
211. N. Magnenat Thalmann, N. Chourot and D. Thalmann, [Color Gradation, Shading and Texture Using a Limited Terminal](#), Computer Graphics Forum, Blackwell publishing, vol. 3, no. 1, pp. 83-90, 1984
212. D. Thalmann, L.P. Demers and N. Magnenat Thalmann, [Locating, Replacing and Deleting Patterns in Graphics Editing of Line Drawings](#), Computer Vision, Graphics and Image Processing, Academic Press, pp. 37-46, 1984
213. N. Magnenat Thalmann and D. Thalmann, [MIRA-3D: a Three-Dimensional Graphical Extension of PASCAL](#), Software Practice and Experience, John Wiley and Sons, vol. 13, pp. 797-808, 1983
214. N. Magnenat Thalmann, A. Choquette and D. Thalmann, [Transferring a Macro-program to a Micro-Machine](#), Microprocessors and Micro-systems, Butterworth & Co. Publishers, vol. 7, no. 2, pp. 107-110, 1983
215. N. Magnenat Thalmann and D. Thalmann, [The Use of 3D Abstract Graphical Types in the MIRA Animation System](#), IEEE Computer Graphics and Applications, IEEE Publisher, vol. 3, no. 9, pp. 9-16, 1983
216. N. Magnenat Thalmann, [Choosing an Implementation Language for Automatic Translation](#), Computer Languages Journal, Pergamon Press, vol. 7, nos. 3-4, pp. 161-170, 1982
217. N. Magnenat Thalmann and D. Thalmann, [La conception de cartes géographiques assistée par ordinateur](#), Cartographica, University of Toronto Press, vol. 19, no. 1, pp. 41-50, 1982
218. N. Magnenat Thalmann, D. Thalmann and P. Bergeron, [A Computer Graphical Tool for Analyzing User Reaction to Videotex Systems](#), ONLINE Review, vol. 6, no. 2, pp. 135-145, 1982

219. N. Magnenat Thalmann, Yves Claude, G. Laporte, and Jean-Marc Rousseau, [Elect an Interactive Graphical System for the Automatic Generation of Electoral Maps](#), Cartographica, University of Toronto Press, vol. 19, no. 1, pp. 28-40, 1982
220. N. Magnenat Thalmann, D. Thalmann, A. Larouche and L. Lorrain, [GRAFEDIT: An Interactive General- Purpose Graphics Editor](#), Computer and Graphics, Pergamon Press, vol. 6, no. 1, pp. 41-46, 1982
221. N. Magnenat Thalmann, [An Individual Information System for Visualizing the Bus and LSubway Network](#), Transportation Planning and Technology, Gordon and Breach Science Publishers, New York, vol. 7, no. 4, pp. 275-279, 1982
222. L. Raymond, N. Magnenat Thalmann, [Information Systems in Small Business: are they Used in Managerial Decisions?](#) American Journal of Small Business, Entrepreneurship Theory & Practice, vol. 6, no. 4, pp. 20-26, 1982
223. N. Magnenat Thalmann, D. Thalmann and A. Larouche, [A Multi-level Graphics System Based on Top- down Methodology](#), Computers and Graphics, Pergamon Press, vol. 6, no. 3, pp. 97-100, 1982
224. G. Falquet and D. Petitpierre, N. Magnenat Thalmann and D. Thalmann, [A Portable Relational Database Management System for Microcomputer](#), Microprocessing and Microprogramming, Elsevier, vol. 9, no. 1, pp. 17-25, 1982
225. N. Magnenat Thalmann and D. Thalmann, [Some Unusual Primitives in the MIRA Graphical Extension of PASCAL](#), Computers and Graphics, Pergamon Press, vol. 6, no. 3, pp. 127-139, 1982
226. N. Magnenat Thalmann and D. Thalmann, [A Graphical PASCAL Extension Based on Graphical Types](#), Software Practice and Experience, John Wiley and Sons, vol. 11, pp. 53-62, 1981
227. Righetti, G. Brandon, N. Magnenat-Thalmann, [Graphical Computer Techniques in Improving Detection of Myocardium Ischemia](#), International Journal of Bio-Medical Computing, Elsevier / North- Holland Scientific Publisher, vol.11, pp. 335-342, 1980
228. N. Magnenat Thalmann and D. Thalmann, [A Problem-oriented Analysis of Database Models](#), Journal of Chemical Information and Computer Sciences, American Chemical Society, vol. 19, no. 2, pp. 86-89, 1979
229. N. Magnenat and D. Thalmann, [Differential Equations, an Interdisciplinary Model](#), International Journal of Mathematical Education in Science and Technology, Taylor and Francis Ltd., vol. 9, no. 1 pp. 35-42, 1978
230. J. Weber, Nadia Thalmann, E. Haselbach, [Electronic Structure of Cyanomethanes Calculated by theMSX Method](#), Chemical Physics Letters, Elsevier, vol. 57, no. 2, 23-24, 1977
231. N. Magnenat Thalmann, [A New Computer Program for Generating Three-Dimensional Plots of Electronic Densities and Related Contour Levels](#), Chimia, Swiss Chemical Society, vol. 31, no. 9, pp. 361-362, 1977
232. N. Magnenat and J. Weber, [LCAOX@ Calculation of the Ionization of Small Molecules](#), Chemical Physics Letters, Elsevier, vol. 47, no. 3, 1977

Full Refereed Papers in Conference Proceedings

1. Zhijie Zhang, Jianmin Zheng, Nadia Magnenat Thalmann: [Real and Apparent Personality Prediction in Human-Human Interaction](#). 2022 International Conference on Cyberworlds: 187-194
2. Manoj Ramanathan, Aalind Singh, Arathy Suresh, Daniel Thalmann, Nadia Magnenat-Thalmann: [Virtual Safety Assistant: An Efficient Tool for Ensuring Safety During Covid-19 Pandemic](#). Human-Computer Interaction. User Experience and Behavior: Thematic Area, HCI 2022, Held as Part of the 24th HCI

- International Conference, HCII 2022, Virtual Event, June 26–July 1, 2022, Proceedings, Part III
3. Evangelia Baka, Nidhi Mishra, Emmanouil Sylligardos, Nadia Magnenat-Thalmann : [Social robots and digital humans as job interviewers: A study of human reactions towards a more naturalistic interaction](#). Human-Computer Interaction. Technological Innovation: Thematic Area, HCI 2022, Held as Part of the 24th HCI International Conference, HCII 2022, Virtual Event, June 26–July 1, 2022, Proceedings, Part II
 4. Nidhi Mishra, Gauri Tulsulkar, Nadia Magnenat Thalmann: [Nadine Robot in Elderly Care Simulation Recreational Activity: Using Computer Vision and Observations for Analysis. Human Aspects of IT for the Aged Population](#). Technology in Everyday Living: 8th International Conference, ITAP 2022, Held as Part of the 24th HCI International Conference, HCII 2022, Virtual Event, June 26–July 1, 2022, Proceedings, Part II
 5. Z. Zhang, J. Zheng, N. Magnenat Thalmann, [Engagement Intention Estimation in Multiparty Human-Robot Interaction](#), 30th IEEE International Conference on Robot and Human Interactive Communication (RO-MAN 2021), Virtual, August 08 – 12, 2021
 6. H. Li, X. Jiang, B. Guan, N. Magnenat Thalmann, , [Efficient Sketch Recognition via Compact Spatial Embedding Graph Neural Networks](#), IEEE International Conference on Multimedia and Expo (ICME) 2021, Virtual, July 05 – July 09, 2021
 7. Z. Bai, N. Yao, N. Mishra, H. Chen, H. Wang, N. Magnenat Thalmann, [Play with Emotional Characters: Improving User Emotional Experience by a Data-driven Approach in VR Volleyball Games](#), IEEE VR 2021 conference, Virtual, March 27 – April 02, 2021
 8. Yujun Cai, Lin Huang, Yiwei Wang, Tat-Jen Cham, Jianfei Cai, Junsong Yuan, Ju Liu, Xu Yang, Yiheng Zhu, Xiaohui Shen, Ding Liu, Jing Liu, Nadia Magnenat Thalmann', [Learning progressive joint propagation for human motion prediction](#), European Conference on Computer Vision (ECCV'20), August 2020
 9. Tian Li, N. Thalmann, D. Thalmann and J. Zheng, [Design of a Highly Biomimetic and Fully-Actuated Robotic Finger](#), The 2019 IEEE Symposium Series on Computational Intelligence (IEEE SSCI 2019), Xiamen, China, December 06 – 09, 2019
 10. Y. Cai, L. Ge, J. Liu, J. Cai, T.-J. Cham, J. Yuan and N. Magnenat Thalmann, "[Exploiting Spatial-temporal Relationships for 3D Pose Estimation via Graph Convolutional Networks](#)", International Conference on Computer Vision, (ICCV'19), Seoul, South Korea, October 27 – November 02, 2019
 11. H. Ding, X. Jiang, A. Liu, N. Thalmann and G. Wang, [Boundary-Aware Feature Propagation for Scene Segmentation](#), International Conference on Computer Vision, (ICCV'19), Seoul, South Korea, October 27 – November 02, 2019
 12. L. Tian, J. Liu, N. Magnenat Thalmann, D. Thalmann and J. Zheng, [Design of a Flexible Articulated Robotic Hand for a Humanoid Robot](#), 2019 IEEE-RAS International Conference on Humanoid Robots (Humanoids), Toronto, Canada, October 15 – 17, 2019
 13. Vishwanath, A. Singh, J. Dauwels, Y. H. V. Chua and N. Magnenat Thalmann, [Humanoid co-workers:How is it like to work with a robot?](#), 28th IEEE International Conference on Robot and Human InteractiveCommunication (Ro-Man 2019), New Delhi, India, October 14 – 18, 2019
 14. N. Mishra, M. Ramanathan, R. Satapathy, E. Cambria and N. Magnenat Thalmann, [Can a Humanoid Robot be part of Organizational Work Force? A User Study leveraging on Sentiment Analysis](#), 28thIEEE International Conference on Robot and Human Interactive Communication (Ro-Man 2019), New Delhi, India, October 14 – 18, 2019
 15. S. Xu, Z. Yang, D. Chakraborty, Y. H. V. Chua, J. Dauwels, D. Thalmann, N. Magnenat Thalmann, B.-L. Tan, J. Lee, [Automated Verbal and Non-Verbal Speech Analysis of Interviews of Individuals with Schizophrenia and Depression](#), 41st Annual International Conference of the IEEE Engineering inMedicine and Biology Society (EMBC'19), Berlin, Germany, July 23 – 27, 2019
 16. M. Ramanathan, N. Mishra and N. Magnenat Thalmann, [Nadine Humanoid Social Robotics Platform](#), Proceedings of the 36th Computer Graphics International (CGI 2019), Springer, Calgary, Canada, June 17– 20, 2019

17. E. Baka, A. Vishnawath, N. Mishra, G. Vleioras and N. Magnenat Thalmann, [“Am I Talking to a Human or a Robot?”: A Preliminary Study of Human’s Perception in Human-Humanoid Interaction and Its Effects in Cognitive and Emotional States](#), Proceedings of the 36th Computer Graphics International (CGI 2019), Springer, Calgary, Canada, June 17 – 20, 2019
18. L. Tian, N. Magnenat Thalmann, D. Thalmann, Z. Fang and J. Zheng, [Object Grasping of Humanoid Robot Based on YOLO](#), Proceedings of the 36th Computer Graphics International (CGI 2019), Springer, Calgary, Canada, June 17 – 20, 2019
19. D. Chakraborty, S. Xu, Z. Yang, Y.H.V Chua, Y. Tahir, J. Dauwels, N. Magnenat Thalmann, B.L Tan and J.L.C. Keong, [Prediction of Negative Symptoms of Schizophrenia from Objective Linguistic, Acoustic and Non- verbal Conversational Cues](#), 2018 International Conference on CYBERWORLDS (CW2018), IEEE, pp. 280- 283, Nanyang Technological University, Singapore, October 03 – 05, 2018
20. L. Huang, Y. Zhang, J. Zheng, P. Cai, S. Dutta, Y. Yue, N. Thalmann and Y. Cai, [Point Cloud Based Path Planning for Tower Crane Lifting](#), Proceedings of the 35th Computer Graphics International (CGI 2018), ACM, Bintan, Indonesia, June 11 – 14, 2018
21. L. Tian, N. Magnenat Thalmann, D. Thalmann, J. Zheng, [A methodology to model and simulate customized human robotic realistic hand](#), Proceedings of the 35th Computer Graphics International (CGI 2018), ACM, Nirwana Resort, Bintan, Indonesia, June 11-14, 2018
22. Z. Fang, J. Yuan and N. Magnenat Thalmann, [Understanding Human-Object Interaction in RGB-D videos for Human Robot Interaction](#), Proceedings of the 35th Computer Graphics International (CGI 2018), ACM, Nirwana Resort, Bintan, Indonesia, June 11-14, 2018
23. M. Ramanathan, J. Kochanowicz, N. Magnenat Thalmann, [Combining Pose-Invariant Kinematic Features and Object Recognition Context Features for RGB-D Action Recognition](#), 2018 International Conference on Control and Computer Vision, June 2018
24. W. Hai, N. Jain, A. Wydra, N. Magnenat Thalmann, D. Thalmann, [Increasing the Feeling of Social Presence by Incorporating Realistic Interactions in Multi-party VR](#), Proceedings of the 31st International Conference on Computer Animation and Social Agents (CASA 2018), Beijing, China, May 21 - 23, 2018
25. S. Xu, Z. Yang, D. Chakraborty, Y. Tahir, T. Maszczyk, C.Y.H. Victoria, J. Dauwels, D. Thalmann, N. Magnenat-Thalmann, B.L. Tan, and J.L.C Keong, [Automated Lexical Analysis of Interviews with Schizophrenic Patients](#), Proceedings of the 9th International Workshop on Spoken Dialogue Systems Technology (IWSDS 2018), HUONE Singapore, Singapore, May 14-16, 2018 (Best Paper Award Runner-up)
26. M. Ramanathan, W.-Y. Yau, E. K. Teoh and N. Magnenat Thalmann, [“Pose-invariant kinematic features for action recognition”](#), Proceedings of the 9th Asia-Pacific Signal and Information Processing Association Annual Summit and Conference (APSIPA-ASC), IEEE, pg. 292- 297, Aloft Kuala Lumpur Sentral, Kuala Lumpur, Malaysia, December 12-15, 2017
27. D. Chakraborty, Y. Tahir, Z. Yang, T. Maszczyk, J. Dauwels, D. Thalmann, N. Magnenat Thalmann, [Assessment and Prediction of Negative Symptoms of Schizophrenia from RGB+D Movement Signals](#), IEEE 19th International Workshop on Multimedia Signal Processing (MMSP) 2017, Luton, UK, October 16-18, 2017
28. X. Wang, N. Liu, S. Liu, Z. Wu, M. Zhou, J. He, P. Cheng, C. Miao and N. Magnenat Thalmann, [Crowd formation via hierarchical planning](#), Proceedings of the 15th ACM SIGGRAPH Conference on Virtual-Reality Continuum and Its Applications in Industry (VRCAI 2016), ACM, Vol. 01, pp. 251-260, Zhuhai, China, December 03-04, 2016
29. A. Chincisan, N. Magnenat Thalmann, H. F. Choi, S. Lynch and C. Hurschler, [Digital patient modelling: biomechanical representation of the human knee joint from multimodal data](#), Proceedings of the 33rd Computer Graphics International (CGI 2016), ACM, pp.117-120, 28 June 2016
30. R.F. Antunes and N. Magnenat Thalmann, [Bio-Inspired Virtual Populations: Adaptive Behavior with Affective](#)

- [Feedback](#), Proceedings of the 29th ACM International Conference on Computer Animation and Social Agents (CASA 2016), pp. 101-110, Geneva, Switzerland, May 23-25, 2016
31. D. Thalmann, J. Lee and N. Magnenat Thalmann, [An evaluation of spatial presence, social presence, and interactions with various 3D displays](#), *Proceedings of the 29th ACM International Conference on Computer Animation and Social Agents (CASA 2016)*, pp. 197-204, Geneva, Switzerland, May 23-25, 2016
 32. J. Zhang J, N. Magnenat Thalmann and J. Zheng, [Combining Memory and Emotion with Dialog on Social Companion: A Review](#), Proceedings of the ACM 29th International Conference on Computer Animation and Social Agents (CASA 2016), pp. 1-9, Geneva, Switzerland, May 23-25, 2016
 33. Y. Tahir, D. Chakraborty, J. Dauwels, N. Magnenat Thalmann, D. Thalmann and J. Lee, [Non-verbal Speech Analysis of Interviews with Schizophrenic Patients](#), 41st IEEE International Conference on Acoustics, Speech and Signal Processing (ICASSP 2016), Shanghai, China, March 20-25, 2016
 34. H. Liang, J. Yuan, D. Thalmann and N. Magnenat Thalmann, [AR in Hand: Egocentric Palm Pose Tracking and Gesture Recognition for Augmented Reality Applications](#), ACM Multimedia Conference 2015 (ACMMM 2015), Brisbane, Australia, October 26-30, 2015
 35. Y. Tisserand and N. Magnenat Thalmann, [Image-based 3D Avatar for Virtual Try-on Applications](#), Photogrammetric Week 2015, University of Stuttgart, Germany, September 7-11, 2015
 36. Y. Tahir, D. Chakraborty, T. Maszczyk, S. Dauwels, J. Dauwels, N. Magnenat Thalmann and D. Thalmann, [Real-Time Sociometrics from Audio-Visual Features for Two-Person Dialogs](#), 2015 IEEE International Conference on Digital Signal Processing (DSP 2015), Singapore, July 21-24, 2015
 37. J. Hou, L.-P. Chau, Y. He, and N. Magnenat Thalmann, [Reordering-based Transform for Compressing Human Motion Capture Data](#), International Symposium on Circuits and Systems (ISCAS 2015), Lisbon, Portugal, May 24-27, 2015
 38. N. Magnenat Thalmann, Z. Zhang, [Social Robots and Virtual Humans as Assistive Tools for Improving Our Quality of Life](#), The 5th International Conference on Digital Home (ICDH 2014), Guangzhou, China, November 28-30, 2014
 39. Z. P. Bian, L. P. Chau, and N. Magnenat Thalmann, [Human Computer Interface for Quadriplegic People based on Face Position/Gesture Detection](#), Proceedings ACM Multimedia 2014, Orlando, USA, November 3-7, 2014
 40. M. Becker and N. Magnenat Thalmann, [Muscle Tissue Labeling of Human Lower Extremities in Multi-Channel mDixon MR Imaging: Concepts and Applications](#), 2014 IEEE International Conference on Bioinformatics and Biomedicine (BIBM 2014), Belfast, UK, November 2-5, 2014 (Best Overall Paper Award)
 41. H. Zhu, J. Lu, J. Cai, J. Zheng, and N. Magnenat Thalmann, [Poselet-based Multiple Human Identification and Cosegmentation](#), IEEE International Conference on Image Processing (ICIP 2014), Paris, France, October 27-30, 2014
 42. J. Hou, L.P. Chau, Y. He and N. Magnenat Thalmann, [Low-Rank Based Compact Representation of Motion Capture Data](#), IEEE International Conference on Image Processing (ICIP 2014), Paris, France, October 27-30, 2014
 43. N. Magnenat Thalmann, Z. Yumak and A. Beck, [Autonomous Virtual Humans and Social Robots in Telepresence](#), 2014 16th IEEE International Workshop on Multimedia Signal Processing (MMSP), Jakarta, Indonesia, pp. 1-6, September 22-24, 2014
 44. N. E. O'Connor, Y. Tisserand, A. Chatzitofis, F. Destelle, J. Goenetxea, L. Unzueta, D. Zarpalas, P. Daras, M. Linaza, K. Moran, and N. Magnenat Thalmann, [Interactive Games for Preservation and Promotion of Sporting Movements](#), 22nd European Signal Processing Conference (EUSIPCO 2014), Lisbon, Portugal, September 1-5, 2014
 45. Q. Yuan, G. Cong, Z. Ma, A. Sun and N. Magnenat Thalmann, [Time-aware Point-of-interest Recommendation](#),

- Proceedings of the 36th International ACM SIGIR Conference on Research and Development in Information Retrieval (SIGIR 2013), Dublin, Ireland, 28 July - 1 August, 2013
46. J. Hou, Z.-P. Bian, L.-P. Chau, N. Magnenat Thalmann, and Y. He, [Restoring Corrupted Motion Capture Data via Jointly Low-Rank Matrix Recovery](#), IEEE International Conference on Multimedia and Expo (ICME 2014), Chengdu, China, July 14-18, 2014
 47. J. Hou, L.P. Chau, Y. He and N. Magnenat Thalmann, [A Novel Compression Framework for 3D Time-Varying Meshes](#), IEEE International Symposium on Circuits and Systems (ISCAS 2014), Melbourne, Australia, June 1-5, 2014
 48. A. Chincisan, H. F. Choi, L. Assassi, S. Lynch, C. Hurschler and N. Magnenat Thalmann, [Subject-Specific Assessment of Loading Variation in the Knee Ligaments with a View to Preoperative Planning](#), IEEE BHI, Valencia, Spain, Pages 640-643, June 1-4, 2014
 49. H. Zhu, J. Cai, J. Zheng, J. Wu, N. Magnenat Thalmann, [Salient object cutout using Google Images](#), 2013 IEEE International Symposium on Circuits and Systems (IEEE ISCAS 2013), Beijing, China, May 19-23, 2013
 50. H. Fang, J. Zhang and N. Magnenat Thalmann, [Subjectivity Grouping: Learning from Users' Rating Behavior](#), Proceedings of the 13th International Conference on Autonomous Agents and Multiagent Systems (AAMAS 2014), Paris, France, May 5-9, 2014
 51. H. Zhu, J. Lu, J. Cai, J. Zheng and N. Magnenat Thalmann, [Multiple Foreground Recognition and Cosegmentation: An Object-Oriented CRF Model with Robust Higher-Order Potentials](#), Proceedings of 2014 IEEE Winter Conference on Applications of Computer Vision (WACV 2014), Steamboat Springs, Co, March 24- 26, 2014
 52. J. Hou, L.P. Chau, Y. He and N. Magnenat Thalmann, [Expression-invariant and Sparse Representation for Mesh-based Compression for 3D Face Models](#), IEEE Conference on Visual Communication and Image Processing (VCIP 2013), Sarawak, Malaysia, November 17-20, 2013
 53. Y. Tahir, U. Rasheed, K. Hui, S. Dauwels, J. Dauwels, D. Thalmann, N. Magnenat Thalmann, [NAO Robot as a Social Mediator: A User Study](#), International Conference on Social Robotics (ICSR2013), Bristol, UK, October 27-29, 2013
 54. U. Rasheed, Y. Tahir, S. Dauwels, J. Dauwels, D. Thalmann and N. Magnenat Thalmann, [Real-Time Comprehensive Sociometrics for Two-Person Dialogs](#), 4th International Workshop on Human Behavior Understanding (HBU2013), Barcelona, Spain, October 22, 2013
 55. N. Nijdam, Y. Tisserand, N. Magnenat Thalmann, [Refurbish a Single User 3D Application into a Multi-user distributed Service: A Case Study](#), VRST '13 Proceedings of the 19th ACM Symposium on Virtual Reality Software and Technology, ACM New York, pp. 193-200, October 2013
 56. Z. Yumak and N. Magnenat Thalmann, [Multi-party Interaction with a Virtual Character and Human-like Robot](#), The 19th ACM Symposium on Virtual Reality Software and Technology (VRST2013), Singapore, October 6-8, 2013
 57. Z. Yuzhe, Z. Jianmin and N. Magnenat Thalmann, **Virtual Try-on with Kinect**, The 19th ACM Symposium on Virtual Reality Software and Technology (VRST2013), Singapore, October 6-8, 2013
 58. J. Zhang, J. Zheng, N. Magnenat Thalmann, [Design Mood Dynamics for Virtual Human](#), The 19th ACM Symposium on Virtual Reality Software and Technology (VRST2013), Singapore, October 6-8, 2013
 59. J. Hou, L.P. Chau, Y. He, J. Chen and N. Magnenat Thalmann, [Human Motion Capture Data Recovery Via Trajectory-based Sparse Representation](#), 2013 IEEE International Conference on Image Processing, Melbourne, Australia, September 15-18, 2013
 60. Q. Yuan, G. Cong, Z. Ma, A. Sun and N. Magnenat Thalmann, [Who, Where, When and What: Discover Spatio-temporal Topics for Twitter Users](#), Proceedings of the 19th ACM SIGKDD International Conference on Knowledge Discovery and Data Mining (KDD 2013), pp 605-613, Chicago, United States, August 11-14, 2013

61. Q. Yuan, G. Cong, Z. Ma, A. Sun and N. Magnenat Thalmann, [Time-aware point-of-interest recommendation](#), Proceedings of the 36th international ACM SIGIR conference on Research and development in information retrieval, July 2013 pp.363–372K. C. Apostolakis, D. S. Alexiadis, P. Daras, D. Monaghan, N. E. O'Connor, B. Prestele, P. Eisert, G. Richard, Q. Zhang, E. Izquierdo, M. B. Moussa and N. Magnenat Thalmann, **Blending Real With Virtual in 3D Life**, 14th International Workshop on Image and Audio Analysis for Multimedia Interactive services (WIAMIS2013), July 3-5, 2013
62. W. Gu, G. Seet and N. Magnenat Thalmann, [Improved Human Interaction in Telepresence Robot using Real-time Face Segmentation](#), 32nd Chinese Control Conference (CCC2013), Xi'an, China, July 26-28, 2013
63. H. Zhu, J. Cai, J. Zheng, J. Wu and N. Magnenat Thalmann, [Salient Object Cutout Using Google Images](#), IEEE International Symposium on Circuits and Systems (ISCAS 2013), Beijing, China, May 19-23, 2013
64. H. Fang, J. Zhang and N. Magnenat Thalmann, [A Trust Model Stemmed from the Diffusion Theory for Opinion Evaluation](#), Proceedings of 12th International Joint Conference on Autonomous Agents and Multiagent Systems (AAMAS 2013), Saint Paul, Minnesota, USA, May 6-10, 2013
65. S. Dalibard, D. Thalmann, N. Magnenat Thalmann, Interactive Design of Expressive Locomotion Controllers for Humanoid Robots, Proceedings of IEEE RO-MAN 2012, Paris, France, September 09 – 13, 2012
66. Z. P. Bian, L. P. Chau and N. Magnenat Thalmann, **Fall Detection Based on Skeleton Extraction**, 11th International Conference on Virtual Reality Continuum and Its Applications in Industry (ACM SIGGRAPH VRCAI2012), Singapore, December 2-4, 2012.
67. J. Hou, L. P. Chau, Y. He, D. T. P. Quynh and N. Magnenat Thalmann, **Dynamic 3-D Facial Compression Using Low Rank and Sparse Decomposition**, SIGGRAPH Asia 2012, Technical Brief, Singapore, 29 November – 1 December 2012
68. B. F. Allen, F. Picon, D. Thalmann, S. Dalibard and N. Magnenat Thalmann, **Localizing A Mobile Robot with Intrinsic Noise**, 3DTV Conference 2012 Special Session on “Telepresence”, Zurich, October 15-17, 2012.
69. Q. Yuan, G. Cong, A. Sun, C.Y. Lin and N. Magnenat Thalmann, **Category Hierarchy Maintenance: A Data-Driven Approach**, ACM SIGIR Conference (SIGIR), Portland, Oregon, USA, August 12 – 16, 2012
70. M. Ben Moussa, N. Magnenat Thalmann, D. Konstantas, J. J. Santamaría, F. Fernández–Aranda and S. Jiménez-Murcia, **Facial Affect Recognition for Cognitive-Behavioural Therapy**, Proceedings of the Sixth International Symposium on e-Health Services and Technologies, SciTePress, July 2012
71. H. Fang, J. Zhang, M. Sensoy and N. Magnenat Thalmann, **A Generalized Stereotypical Trust Model**, the 11th IEEE International Conference on Trust, Security and Privacy in Computing and Communications (IEEE TrustCom), Liverpool, UK, June 25-27, 2012
72. L. Assassi and N. Magnenat Thalmann, **Biomechanical Analysis of the Human Hip Joint During Extreme Movements**, Computer Assisted Radiology and Surgery (CARS2012), Pisa, Italy, June 2012
73. H. Fang, J. Zhang, M. Sensoy and N. Magnenat Thalmann, **SRAC: Subjectivity Alignment for Reputation Computation**, the 11th International Joint Conference on Autonomous Agents and Multiagent Systems (AAMAS), Valencia, Spain, June 4-8, 2012
74. H. Fang, J. Zhang, M. Sensoy and N. Magnenat Thalmann, **A Subjectivity Alignment Approach for Effective Reputation Computation**, 15th International Workshop on Trust in Agent Societies (TRUST12), Spain, Valencia, June 5, 2012
75. M. Elgendi, F. Picon and N. Magnenat Thalmann, **Real-Time Speed Detection of Hand Gesture using Kinect**, **Workshop on Autonomous Social Robots and Virtual Humans**, the 25th Annual Conference on Computer Animation and Social Agents (CASA 2012), Singapore, May 9-11, 2012.
76. S. Dalibard, N. Magnenat Thalmann and D. Thalmann, **Anthropomorphism of Artificial Agents: A Comparative Survey of Expressive Design and Motion of Virtual Characters and Social Robots**, Workshop

- on Social Robots and Virtual Humans, the 25th Annual Conference on Computer Animation and Social Agents (CASA 2012), Singapore, May 9, 2012
77. J. Zhang, N. Magnenat Thalmann and J. Zheng, **Modeling Emotions and Moods in an Affective System for Virtual Human and Social Robots**, Proceedings of the 25th Annual Conference on Computer Animation and Social Agents (CASA 2012), Singapore, May 9-11, 2012
 78. B. Allen, N. Magnenat Thalmann and D. Thalmann, **Politeness Improves Interactivity in Dense Crowds**, Proceedings of the 25th Annual Conference on Computer Animation and Social Agents (CASA 2012), Singapore, May 9-11, 2012.
 79. L. Assassi, M. Becker and N. Magnenat Thalmann, **Dynamic Skin Deformation based on Biomechanical Modeling**, Proceedings of the 25th Annual Conference on Computer Animation and Social Agents (CASA 2012), Singapore, May 9-11, 2012.
 80. K. Zawieska, M. B. Moussa, B. R. Duffy, and N. Magnenat Thalmann, **The Role of Imagination in Human-Robot Interaction**, Proceedings of the 25th Annual Conference on Computer Animation and Social Agents (CASA 2012), Singapore, May 9-11, 2012
 81. K. H. N. Chia, Y. Cai, K. N. N. Kee, N. Magnenat Thalmann, D. Lu, J. Zheng and D. Thalmann, **Autistic Learning Activity System Design using Virtual Pink Dolphins**, Proceedings of the 25th Annual Conference on Computer Animation and Social Agents (CASA 2012), Singapore, May 9-11, 2012
 82. Y. Zhang, J. Zheng, N. Magnenat Thalmann and Y. Cai, **Virtual Try-on with Kinect based on Human Body Adaptation and Cloth Simulation**, Proceedings of the 25th Annual Conference on Computer Animation and Social Agents (CASA 2012), Singapore, May 9-11, 2012
 83. M. Elgendi, F. Picon and N. Magnenat Thalmann, **Towards Interactive Virtual Human: Classification of Hand Gesture Speed using Kinect**, Proceedings of the 25th Annual Conference on Computer Animation and Social Agents (CASA 2012), Singapore, May 9-11, 2012
 84. B. Zhenpeng, C. Lap-Pui and N. Magnenat Thalmann, **A Depth Video Approach for Fall Detection Based on Human Joins Height and Falling Velocity**, Proceedings of the 25th Annual Conference on Computer Animation and Social Agents (CASA 2012), Singapore, May 9-11, 2012
 85. L. Assassi and N. Magnenat Thalmann, **Biomechanical Modeling of the Human Articulation for Osteoarthritis Analysis**, Computer Methods in Biomechanics and Biomedical Engineering (CMBBE2012), Berlin, Germany, pp. 573-578, April 2012
 86. B. Kevelham and N. Magnenat Thalmann, **Virtual Try On: An Application in Need of GPU Optimization**, Proceedings of the ATIP/A*CRS Workshop on Accelerator Technologies for High-Performance Computing, A*STAR Computational Resource Center, pp. 10:1-10:9, 2012
 87. Q. Yuan, G. Cong and N. Magnenat Thalmann, **Enhancing Naive Bayes with Various Smoothing Methods for Short Text Classification**, Proceedings of WWW 2012, ACM World Wide web Conference, 2012
 88. K. Zawieska, B. Kevelham, M. Ben Moussa and N. Magnenat Thalmann, **The Illusion of Intelligence**, 26th conference on Artificial Intelligence (AAAI 2012), Toronto, Canada, Video Competition, 2012, Best Video Award
 89. H. Fang, J. Zhang, M. Sensoy and N. Magnenat Thalmann, **A Reputation Mechanism for Virtual Reality - Five-Sense Oriented Feedback Provision and Subjectivity Alignment**, the 10th IEEE International Conference on Trust, Security and Privacy in Computing and Communications (IEEE TrustCom), Changsha, China, November 16-18, 2011
 90. L. Assassi, P. Volino, and N. Magnenat Thalmann, **Biomechanical Analysis of The Hip Joint in Extreme Postures**, Meditech Meeting on Advances and new developments in Osteoarthritis/Degenerative diseases, Anglia Ruskin, University, Chelmsford, UK, June 2011
 91. C. Charbonnier, V. Duthon, F. Kolo, S. Duc, C. Pfirrmann, N. Magnenat Thalmann, C. Becker, P. Hoffmeyer and

- J. Menetrey, **Correlation of Clinical and MRI Findings in Professional Dancers' Hip: A New Femoro-acetabular Impingement?** 8th Biennial ISAKOS Congress, Rio De Janeiro, Brazil, May 2011
92. M. Kasap, S. Chague and N. Magnenat Thalmann, **Virtual Face Implant for Visual Character Variations**, WIAMIS 2011 - 12th International Workshop on Image Analysis for Multimedia Interactive Services, Delft, the Netherlands, April 2011
93. N. Magnenat Thalmann, P. Volino, B. Kevelham, M. Kasap, Q. Tran, M. Arevalo, G. Priya and N. Cadi, **An Interactive Virtual Try On**, Proceedings of IEEE Virtual Reality Conference (VR), 2011, pp. 263-264, March 2011
94. H. Fang, M. Sensoy, J. Zhang and N. Magnenat Thalmann, **Handling Subjective User Feedback for Reputation Computation in Virtual Reality**, International Conference on User Modeling, Adaptation and Personalization (UMAP) Workshop on Trust, Reputation and User Modeling, 2011
95. H. Fang, J. Zhang, M. Sensoy and N. Magnenat Thalmann, **Design of a Reputation Mechanism for Virtual Reality: A Case for E-Commerce**, International Joint Conference on Autonomous Agents and Multiagent Systems (AAMAS) Workshop on Trust in Agent Societies, pp. 53-67, 2011
96. M.B. Moussa, Z. Kasap, N. Magnenat Thalmann, K. Chandramouli, S. N. H. Mirza, Q. Zhang, E. Izquierdo, I. Biperis, P. Daras, **Towards an Expressive Virtual Tutor: An Implementation of a Virtual Tutor Based on an Empirical Study of Non-verbal Behaviour**, Proceedings of the 2010 ACM workshop on Surreal media and virtual cloning, pp. 39-44, ACM, 29 October 2010
97. N. Magnenat Thalmann, J. Schmid, L. Assassi and P. Volino, **A Comprehensive Methodology to Visualize Articulations for the Physiological Human**, Cyberworlds, IEEE Computer Society, October 2010
98. S. Han, N.A. Nijdam and N. Magnenat Thalmann, **An Application Framework for Seamless Synchronous Collaboration Support in Ubiquitous Computing Environments**, UCMEDIA, September 2010
99. N. Magnenat Thalmann and J. Schmid, **3D Anatomical Functional Models for the Human Musculoskeletal System**, Virtual Physiological Human (VPH) 2010, September 2010
100. I. Ciuciu, H. Kang, R. Meersman, J. Schmid, N. Magnenat Thalmann, J.A. Iglesias Guitian, and E. Gobetti, **Collaborative Semantic Content Management: an Ongoing Case Study for Imaging Applications**, 11th European Conference on Knowledge Management (ECKM 2010), September 2010
101. J. Schmid, J. Kim and N. Magnenat Thalmann, **Coupled Registration-Segmentation: Application to Femur Analysis with Intra-subject Multiple Levels of Detail MRI Data**, MICCAI, Springer, LNCS vol. 6362, pp. 562-569, September 2010
102. P. Volino, N. Magnenat Thalmann and F. Faure, **A Simple Approach to Non Linear Tensile Stiffness for Accurate Cloth Simulation**, SIGGRAPH 2010, Los Angeles, August 2010
103. Z. Kasap and N. Magnenat Thalmann, **Towards Episodic Memory Based Long-term Affective Interaction with a Human-like Robot**, IEEE International Symposium on Robot and Human Interactive Communication (RO-MAN 2010), 2010
104. T. Kostoulas, O. Kocsis, T. Ganchev, F. Fernandez-Aranda, J.S. Lorenzo, S. Jimenez-Murcia, M.B. Moussa, N. Magnenat Thalmann and N. Fakotakis, **The PlayMancer Database: A Multimodal Affect Database in Support of Research and Development Activities in Serious Game Environment**, 7th International Conference on Language Resources and Evaluation, LREC, May 2010
105. L. Assassi, A. Sandholm, N. Pronost, P. Volino, D. Thalmann and N. Magnenat Thalmann, **Biomechanical Analysis of Dancer's Hip Joint During Extreme Motions**, 3D Anatomical Human Summer School, Chania, Crete, Greece, pp. 26-27, May 2010
106. N. A. Nijdam, S. Han, and N. Magnenat Thalmann, **A Context-Aware Adaptive Rendering System for User-**

- Centric Pervasive Computing Environments, the 15th IEEE Mediterranean Electrotechnical Conference, Springer, pp. 790-795, April 2010
107. V.B. Duthon, F. Kolo-Christophe, C. Charbonnier, N. Magnenat Thalmann, S.R. Duc, C.W.A. Pfirrmann, C.D. Becker, P. Hoffmeyer and J. Menetrey, Correlation of Clinical and MRI Findings in Professional Dancers' Hip: A New Femoro-acetabular Impingement?, Trans Orthop Res Soc, New Orleans, Louisiana, March 2010
 108. C. Charbonnier, F. Kolo-Christophe, V.B. Duthon, N. Magnenat Thalmann, C.D. Becker, P. Hoffmeyer and J. Menetrey, Professional Dancer's Hip: A Motion Capture Study, Trans Orthop Res Soc, New Orleans, Louisiana, March 2010
 109. N. Magnenat Thalmann, Z. Kasap and M. Ben Moussa. Affective Interaction with an Expressive Robot, Poster session of the 4th International Conference on Cognitive Systems, 2010
 110. N. Magnenat Thalmann, U. Bonanni, G. Böttcher and F.-E. Wolter, Manipulating Virtual Hair and Textiles, Proc. 14th ASIM Dedicated Conference on Simulation in Production and Logistics, 2010
 111. C. Cig, Z. Kasap, A. Egges and N. Magnenat Thalmann, Realistic Emotional Gaze and Head Behavior Generation Based on Arousal and Dominance Factors, The 3rd International Conference on Motion in Games 2010, Springer, 2010
 112. M. Kasap and N. Magnenat Thalmann, Customizing and Populating Animated Digital Mannequins for Real-Time Application, Proceeding of International Conference on Cyberworlds (CW2010), IEEE Explore, pp. 368 – 374, October 20-22, 2010
 113. N. Magnenat Thalmann, N. A. Nijdam, S. Han, and D. Protopsaltou, InterMedia: Towards Truly User-Centric Convergence of Multimedia, the 1st International ICST Conference on User Centric Media, Springer, pp. 3-10, November 2009
 114. L. Assassi, P. Volino and N. Magnenat Thalmann, Physically-based Simulation of Ballet Dancer's Hip, SIGGRAPH ASIA 2009, Yokohama, Japan, December 16-19, 2009
 115. M. Ben Moussa and N. Magnenat Thalmann, Applying Affect Recognition in Serious Games: The PlayMancer Project, The Second International Workshop on Motion in Games (MIG 2009), Lecture Notes in Computer Science, Springer, 5884, pp. 53-62, 2009
 116. M. Kasap and N. Magnenat Thalmann, Sizing Avatars from Skin Weights, Proc. of the 16th ACM Symposium on Virtual Reality Software and Technology (VRST 2009), ACM Digital Library, pp. 123-126, November 2009
 117. J. Schmid, N. Nijdam, S. Han, J. Kim and N. Magnenat Thalmann, Interactive Segmentation of Volumetric Medical Images for Collaborative Telemedicine, Modelling the Physiological Human, Proc. 3D Physiological Human Workshop, Springer, 5903, pp. 13-24, December 2009
 118. N. Magnenat Thalmann and Z. Kasap, Virtual Humans in Serious Games, International Conference on CyberWorlds, IEEE Computer Society, pp. 71-79, September 2009
 119. U. Bonanni, P. Knoch and N. Magnenat Thalmann, Haptic Interaction with One-Dimensional Structures, Proc. of the 16th ACM Symposium on Virtual Reality Software and Technology (VRST 2009), ACM, pp. 75-78, 2009
 120. N. Magnenat Thalmann, U. Bonanni, P. Volino and L. Assassi, Hair, Cloth and Soft Tissues: The Influence of Mechanical Properties on the Real-Time Dynamics of Deformable Objects, Proceedings of the 6th Workshop on Virtual Reality Interaction and Physical Simulation (VRIPHYS 2009), The Eurographics Association, 2009

121. N. Magnenat Thalmann, U. Bonanni and P. Volino, Physical Behavior of Deformable Hair and Clothes: What Is Common?, Proc. of the 11th IEEE International conference on Computer-Aided Design and Computer Graphics (CAD/Graphics 2009), IEEE Comp. Soc., pp. 12-18, 2009
122. P. Knoch, U. Bonanni and N. Magnenat Thalmann, Hair Simulation Model for Real-Time Environments, Proc. of the Computer Graphics International Conference (CGI 2009), ACM, pp. 5-12, 2009
123. U. Bonanni, P. Knoch and N. Magnenat Thalmann, Tool-based Hairstyling Metaphors, Proc. of the 11th IEEE International conference on Computer-Aided Design and Computer Graphics (CAD/Graphics 2009), IEEE Comp. Soc., pp. 122-127, 2009
124. N. Magnenat Thalmann, J. Schmid, H. Delingette, M. Agus, and J. A. Iglesias Guitian, 3D Anatomical Modelling and Simulation Concepts, Proceedings of EUROGRAPHICS 2009 (Tutorial Notes), Eurographics Association, pp. 241-247, June 2009
125. C. Charbonnier, J. Schmid, F. Kolo-Christophe, N. Magnenat Thalmann, C. Becker and P. Hoffmeyer, Virtual Hip Joint: from Computer Graphics to Computer-Assisted Diagnosis, Eurographics 2009, First Medical Prize, Munich, Germany, pp. 1-4, April 2009
126. J. Schmid, A. Sandholm, F. Chung, D. Thalmann, H. Delingette and N. Magnenat Thalmann, Musculoskeletal Simulation Model Generation from MRI Datasets and Motion Capture Data, Recent Advances in the 3D Physiological Human, Springer-Verlag, pp. 3-19, 2009
127. C. Luible and N. Magnenat Thalmann, The Simulation of Cloth using Accurate Physical Parameters, CGIM '08 Proceedings of the Tenth IASTED International Conference on Computer Graphics and Imaging,, Innsbruck, Austria, 2008
128. N. Magnenat Thalmann, C. Charbonnier and J. Schmid, Multimedia Application to the Simulation of Human Musculoskeletal System: A Visual Lower Limb Model from Multimodal Captured Data. Proceedings of the IEEE International Workshop on Multimedia Signal Processing, Cairns, Australia, pp. 520-525, October 2008
129. J. Schmid and N. Magnenat Thalmann, MRI Bone Segmentation using Deformable Models and Shape Priors, MICCAI '08, Part I. LNCS, Springer Berlin / Heidelberg, 5241, pp. 119-126, September 2008
130. N. Magnenat Thalmann, Z. Kasap and M. Ben Moussa, Communicating with a virtual human or a skin-based robot head. 8th IEEE International Conference on Automatic Face and Gesture Recognition, Amsterdam, Netherlands, 2008
131. C. Charbonnier, E. Lyard and N. Magnenat Thalmann, Analysis of Extreme Hip Motion in Professional Ballet Dancers. Proceedings of the 10th International Symposium on 3D Analysis of Human Movement, Amsterdam, Netherlands, October 2008
132. M. Lim, N. Nijdam and N. Magnenat Thalmann, A General Collaborative Platform for Mobile Multi- User Applications, 13th IEEE International Conference on Emerging Technologies and Factory Automation (ETFA2008), IEEE, CD Proceedings (ISBN: 1-4244-1506-3), pp. 1346-1353, September 2008
133. M. Kasap and N. Magnenat Thalmann, Modeling Individual Animated Virtual Humans for Crowds, ACM SIGGRAPH ASIA 2008 courses, ACM New York, NY, USA, pp. 1-8, 2008
134. O. Mayora, P. Daras, M. Panebarco, N. Achilleopoulos, P. Stollenmayer, D. Williams, N. Magnenat Thalmann, C. Guerrero, M. Pelt, T. McGrath, E. Fuenmayor, D. Salama, F. Alvarez, E. Kalapanidas, A. Shani and J.Y.L. Moine, User Centric Media in the Future Internet: Trends and Challenges, proceeding of: Proceedings of the Third International Conference on Digital Interactive Media in Entertainment and Arts, DIMEA 2008, Athens, Greece, September 10-12, 2008
135. P. Chaudhuri, G. Papagiannakis and N. Magnenat Thalmann, Camera-based Gaze Control for Virtual

- Characters, ENACTIVE 2007, pp. 53-60, November 2007
136. R. Gupta and N. Magnenat Thalmann, Interactive Rendering of Optical Effects in Wet Hair, ACM Virtual Reality Software and Technology (VRST'07), pp. 133-140, November 2007
 137. M. Kasap and N. Magnenat Thalmann, Parameterized Human Body Model for Real-time Applications, International Conference on Cyberworlds 2007, pp. 160-167, October 24-26, 2007
 138. T. Di Giacomo, L. Moccozet, N. Magnenat Thalmann, R. Boulic and D. Thalmann, Towards Automatic Character Skeletonization and Interactive Skin Deformation, Eurographics (EG'07) State-of-the-Art Reports, Prague, Czech Republic, pp. 47-61, October 2007
 139. N. Magnenat Thalmann, M. Montagnol, U. Bonanni and R. Gupta, Visuo-Haptic Interface for Hair, International Conference on Cyberworlds 2007, pp. 3-12, October 2007
 140. C. Charbonnier, B. Gilles and N. Magnenat Thalmann, A Semantic-driven Clinical Examination Platform, Surgetica '2007, Computer-Aided Medical Interventions: Tools and Applications, Chambéry, France, pp. 183-189, September 2007
 141. N. Henze, M. Lim, A. Lorenz, M. Mueller, X. Righetti, E. Rukzio, A. Zimmermann, N. Magnenat Thalmann, S. Boll and D. Thalmann, Contextual Bookmarks, MobileHCI 2007 workshop on Mobile Interaction with the Real World (MIRW 2007), DOI: 116212, September 9, 2007
 142. N. Magnenat Thalmann, P. Volino, U. Bonanni, I.R. Summers, A. C. Brady, J. Qu, D. Allerkamp, M. Fontana, F. Tarri, F. Salsedo and M. Bergamasco, Haptic Simulation, Perception and Manipulation of Deformable Objects, Tutorial Notes, Proc. of EUROGRAPHICS '07, Computer Graphics Forum, Eurographics Association, vol. 26, pp. 1-24, September 2007
 143. C. Luible, P. Volino and N. Magnenat Thalmann, High Fashion in Equations, SIGGRAPH 2007, Article No. 36, on-line, August 2007
 144. G. Guillard and N. Magnenat Thalmann, Ball-And-Socket Joint Motion Description Using Spherical Medial Representation, EMBC'07, pp. 4293-4296, August 2007
 145. N. Magnenat Thalmann, D. Protopsaltou and E. Kavakli, Learning How to Dance Using a Web 3D Platform, The 6th International Conference on Web-based Learning (ICWL 2007), Edinburgh, UK, pp. 1- 12, August 2007
 146. V. Muggéo, L. Moccozet and N. Magnenat Thalmann, Scenograph-based Platform for 3D Computer Graphics Training, IADIS International Conference e-Learning, 2007, (IADIS 2007), Lisbon, Portugal, July 2007
 147. L. Assassi, G. Guillard, B. Gilles and N. Magnenat Thalmann, Volumetric Meshes based on Medial Representation for Medical Applications, The International Society for Computer Assisted Orthopaedic Surgery (CAOS'07), Heidelberg, Germany, pp. 259-262, June 2007
 148. G. Guillard and N. Magnenat Thalmann, Description des articulations à rotule par une représentation médiane sphérique, Application à la hanche, Conférence sur le Traitement et l'analyse de l'information : méthodes tet applications, (TAIMA'07), Hammamet, Tunisia, on-line, May 2007
 149. F. Dellas, L. Moccozet, N. Magnenat Thalmann, M. Mortara, G. Patanè, M. Spagnuolo and B. Falcidieno, Knowledge-based Extraction of Control Skeletons for Animation, Shape Modeling International 2007, pp. 51-60, 2007
 150. A. Peternier, X. Righetti, M. Hopmann, D. Thalmann, M. Repetto, G. Papagiannakis, P. Davy, M.Lim, N. Magnenat Thalmann, P. Barsocchi, T. Fragopoulos, D.N. Serpanos, Y. Gialelis and A. Kirykou, Chloe@University: An indoor, Mobile Mixed Reality Guidance System, VRST '07 Proceedings of the 2007

- ACM symposium on virtual reality software and technology, pp. 227-228, DOI: 10.1145/1315184.1315233, 2007
151. F. Dellas, L. Moccozet, N. Magnenat Thalmann, G. Patané, M. Mortara, M. Spagnuolo, and B. Falcidieno, Semantic Human 3D Shapes Annotation for Animation, Poster and Demo Proceedings of the 1st International Conference on Semantic and Digital Media Technologies, Athens, Greece, December 6-8, 2006
 152. G. Papagiannakis, A. Egges, A. Foni, N. Cadi-Yazli and N. Magnenat Thalmann, Real-time Realistic Rendering and Subtle Body Movements for Cultural Heritage Virtual Actors, Cultural Convergence & Digital Technology 2006, FHW, Athens, Greece, on-line, November 2006
 153. B. Gilles, L. Moccozet and N. Magnenat Thalmann, Anatomical Modelling of the Musculoskeletal System from MRI, International conference on medical image computing and computer assisted intervention (MICCAI '06), vol. 4190, pp. 289-296, October 2006
 154. N. Magnenat Thalmann, A. Foni and N. Cadi-Yazli, Real-time Animation of Ancient Roman Sites, GRAPHITE 2006, Kuala Lumpur, Malaysia, ACM Press, pp.19-30, 2006
 155. A. Egges, G. Papagiannakis and N. Magnenat Thalmann, An Interactive Mixed Reality Framework for Virtual Humans, Cyberworlds 2006, EPFL, Switzerland, IEEE publisher, pp. 165-172, September 2006
 156. L. Moccozet, A. Garcia-Rojas, F. Vexo, D. Thalmann and N. Magnenat Thalmann, In Search for Your Own Virtual Individual, Semantics And digital Media Technology conference (SAMT), LNCS, Springer, Heidelberg, Vol. 4306, pp. 26-40, 2006
 157. A. Bastanfard and N. Magnenat Thalmann, Skin Modeling and Rendering based on Visual Perception, GRAPP 2006, First International Conf. on Computer Graphics Theory and Applications, Portugal, pp. 313-318, 2006
 158. P. Volino and N. Magnenat Thalmann, Simple Linear Bending Stiffness in Particle Systems, SIGGRAPH-Eurographics Symposium on Computer Animation 2006, pp. 101-105, September 2006
 159. R. Gupta, M. Montagnol, P. Volino, and N. Magnenat Thalmann, Optimized Framework for Real Time Hair Simulation, Proceedings of Computer Graphics International (CGI '06), LNCS, Springer Verlag, pp. 702-710, June 2006
 160. L. Yahia-Cherif and N. Magnenat Thalmann, Quantification of Skin Movements Artefacts using MRI, 9th International Symposium on 3D analysis of Human Movement, electronic proceedings, on-line, June 2006
 161. A. Garcia-Rojas, F. Vexo, D. Thalmann, A. Raouzaoui, K. Karpouzis, S. Kollias, L. Moccozet and N. Magnenat Thalmann, Emotional Body Expression Parameters in Virtual Human Ontology, in 1st International Workshop on Shapes and Semantics, Matsushima, Japan, pp. 63-70, June 2006
 162. N. Magnenat Thalmann and G. Papagiannakis, Virtual Worlds and Augmented Reality in Cultural Heritage Applications, Proc. Recording, Modeling and Visualization of Cultural Heritage, Taylor & Francis Group, London, ISBN 0 415 39208X, pp. 419-430, January 2006
 163. M. Mäkinen, H. Meinander, C. Luible and N. Magnenat Thalmann, Influence of Physical Parameters on Fabric Hand, Proceedings of the HAPTEX '05 Workshop on Haptic and Tactile Perception of Deformable Objects, Hanover, Germany, pp. 8-16, December 2005
 164. A. Garcia-Rojas, D. Thalmann, F. Vexo, L. Moccozet, N. Magnenat Thalmann, M. Mortara, M. Spagnuolo and M. Gutiérrez, An Ontology of Virtual Humans: Incorporating Semantics into Human Shapes, Proceedings EWIMT'05, London, pp. 207-218, December 2005
 165. F. Salsedo, M. Fontana, F. Tarri, E. Ruffaldi, M. Bergamasco, N. Magnenat Thalmann, P. Volino, U. Bonanni A. Brady, I. Summers, J. Qu D. Allerkamp, G. Böttcher, F.-E. Wolter, M. Makinen and H.

- Meinander, Architectural Design of the Haptex System, Proceedings of the HAPTEX '05 Workshop on Haptic and Tactile Perception of Deformable Objects, Hanover, Germany, pp. 1-7, December 2005
166. P. Volino, P. Davy, U. Bonanni, N. Magnenat Thalmann, G. Böttcher, D. Allerkamp and F.-E. Wolter, From Measured Physical Parameters to the Haptic Feeling of Fabric, Proceedings of the HAPTEX '05 Workshop on Haptic and Tactile Perception of Deformable Objects, Hanover, Germany, pp. 17-29, December 2005
167. O. Schall, M. Samozino, B. Falcidieno and N. Magnenat Thalmann, Surface from Scattered Points: A Brief Survey of Recent Developments, 1st International Workshop towards Semantic Virtual Environments, MIRALab, pp. 138-147, DOI: 278978, 2005
168. R. Gupta and N. Magnenat Thalmann, Scattering-Based Interactive Hair Rendering, International Conference on CAD/Graphics, IEEE publisher, pp. 489-494, December 2005
169. A. Egges and N. Magnenat Thalmann, Emotional Communicative Body Animation for Multiple Characters, V-Crowds '05, Lausanne, Switzerland, pp. 31-40, November 2005
170. S. Garchery, A. Egges and N. Magnenat Thalmann, Fast Facial Animation Design for Emotional Virtual Humans, Measuring Behaviour, Wageningen, Netherlands, CD-ROM Proceeding, on-line, September 2005
171. T. Di Giacomo, M. Gaudry and N. Magnenat Thalmann, Converting 3D Facial Animation with Gouraud Shaded SVG, 4th Annual Conference on Scalable Vector Graphics (SVG Open 2005), on-line, August 2005
172. D. Protopsaltou and N. Magnenat Thalmann, The Fourth Party in Online Arbitration as a Shared Virtual Workspace, ACM SIGGRAPH Conference Web Program, CD-ROM Proceedings, Los Angeles, California, USA, ACM Press, Article No. 3, on-line, August 2005
173. G. Papagiannakis, A. Foni and N. Magnenat Thalmann, Practical Precomputed Radiance Transfer for Mixed Reality, Virtual Systems and Multimedia 2005 (VSMM '05), VSMM Society, Yanagido, Japan, pp. 189-199, August 2005
174. M.J. Kang, H. Sadri and N. Magnenat Thalmann, Computer-assisted Pre-operative Planning for Hip Joint-preserving Surgery, 5th Annual Meeting of the International Society for Computer Assisted Orthopaedic Surgery, F. Langlotz, B. L. Davies, D. Schlenzka (eds.), Pro Business, pp. 212-214, June 2005
175. S. Oh, H. Kim, P. Volino, N. Magnenat Thalmann and K. Wohn, Semantics over Geometry: Garmented Body Model Generation for Real-time Simulation, Workshop towards Semantic Virtual Environments (SVE 2005), Villars, Switzerland, March 2005
176. G. Papagiannakis, H. Kim and N. Magnenat Thalmann, Believability and Presence in Mobile Mixed Reality Environments, IEEE VR2005 Workshop on Virtuality Structures, IEEE publisher, on-line, February 2005
177. N. Magnenat Thalmann, H. Kim, A. Egges and S. Garchery, Believability and Interaction in Virtual Worlds, International Multi-Media Modelling Conference, IEEE publisher, pp. 2-9, January 2005
178. F. Isgro, F. Odone, W. Saleem, O. Schall, B. Falcidieno and N. Magnenat Thalmann, Clustering for Surface Reconstruction, 1st International Workshop towards Semantic Virtual Environments, MIRALab, pp. 156-162, DOI:279013, 2005
179. L. Yahia-Cherif and N. Magnenat Thalmann, An Optimized Methodology for Estimating Patient-specific Joints' Poses, Surgetica '05, Computer-Aided Medical Interventions: Tools and Applications, J. Troccaz and P. Mermoz (eds.), pp. 305-312, January 2005
180. A. Egges, R. Visser, N. Magnenat Thalmann, Example-based Idle Motion Synthesis in a Real-time Application, Proc. CapTech Workshop on Modelling and Motion Capture Techniques for Virtual Environments, Zermatt, Switzerland, pp. 13-19, December 2004

181. L. Moccozet, F. Dellas, N. Magnenat Thalmann, S. Biasotti, M. Mortara, B. Falcidieno, P. Min and R. Veltkamp, Animatable Human Body Model Reconstruction from 3D Scan Data using Templates, Proc. CapTech Workshop on Modelling and Motion Capture Techniques for Virtual Environments, Zermatt, Switzerland, pp. 73-79, December 2004
182. H. Kim, T. Di Giacomo, A. Egges, E. Lyard, S. Garchery and N. Magnenat Thalmann, Believable Virtual Environment: Sensory and Perceptual Believability, Proc. CapTech Workshop on Modelling and Motion Capture Techniques for Virtual Environments, Believability in Virtual Environment, Zermatt, Switzerland, on-line, December 2004
183. T. Di Giacomo, H. S. Kim, S. Garchery, N. Magnenat Thalmann, D. Cailliere, G. Belay, A. Cotarmanac'h and T. Riegel, Benchmark-Driven Automatic Transmoding of 3D to 2D Talking Heads, Proc. CapTech Workshop on Modelling and Motion Capture Techniques for Virtual Environments, Zermatt, Switzerland, December 2004
184. N. Magnenat Thalmann, L. Yahia-Cherif and H. Seo, Modeling Anatomical-Based Humans, ICIG 2004, IEEE publisher, pp. 476-480, December 2004
185. P. Volino and N. Magnenat Thalmann, Animating Complex Hairstyles in Real-Time, Proceedings of the ACM symposium on Virtual reality software and technology (VRST '04), ACM Press, pp. 41-48, November 2004
186. N. Magnenat Thalmann, F. Dellas, C. Luible and P. Volino, From Roman Garment to Haute-Couture with the Fashionizer Platform, Virtual Systems and Multi Media (VSMM 2004), Thwaites, Hal (ed.), OCSL Press, Japan, pp. 2-12, November 2004
187. N. Magnenat Thalmann, F. Cordier, H. Seo and G. Papagianakis, Modeling of Bodies and Clothes for Virtual Environments, Proceeding of International Conference on Cyberworlds 2004, pp. 201 – 208, November 18-20, 2004
188. P. Volino and N. Magnenat Thalmann, Animating Complex Hairstyles in Real-time, Proceedings of the ACM Symposium on Virtual Reality Software and Technology (VRST 2004), pp. 41 – 48, Hong Kong, China, November 10-12, 2004
189. F. Cordier and N. Magnenat Thalmann, A Data-driven Approach for Real-Time Clothes Simulation, 12th Pacific Conference on Computer Graphics and Applications, IEEE publisher, Seoul, Korea, pp. 257- 266, October 2004
190. A. Egges, T. Molet and N. Magnenat Thalmann, Personalised Real-time Idle Motion Synthesis, Pacific Graphics 2004, Seoul, Korea, pp. 121-130, October 2004
191. M.J. Kang, L. Yahia-Cherif, T. Molet, B. Gilles, L. Moccozet and N. Magnenat Thalmann, Anatomy-based Optical Motion Capture for Integral Joint Motion Visualization and Analysis, 3rd International Workshop on Virtual Rehabilitation (IWVR), CUSO, pp. 99-107, September 2004
192. B. Gilles, R. Perrin, N. Magnenat Thalmann and J-P. Vallée, Bone Motion Analysis from Dynamic MRI: Acquisition and Tracking, Proc. Medical image computing and computer assisted intervention (MICCAI) 2004, Springer Verlag, Berlin-Heidelberg, vol. 2, pp. 942-949, September 2004
193. N. Magnenat Thalmann and H. Seo, Data-Driven Approaches to Digital Human Modeling, Proc. 2nd International Symposium on 3D Data Processing, Visualization, and Transmission, Thessalonica, Greece, IEEE Publisher, pp. 380-387, September 2004
194. N. Magnenat Thalmann, F. Cordier, H. Seo and G. Papagiannakis, Modelling of Bodies and Clothes for Virtual Environments, CAVW04, invited paper, IEEE publisher, pp. 201-208, July 2004
195. M. Koster, J. Haber, H.P. Seidel, D. Cohen-or, L. Jain and N. Magnenat Thalmann, Real-Time Rendering of

- Human Hair using Programmable Graphics Hardware, *Computer graphics international (CGI 2004)*, IEEE, pp. 248-256, DOI: ISBN:0-7695-2171-1, June 2004
196. H. Kim, C. Joslin, T. Di Giacomo, S. Garchery and N. Magnenat Thalmann, Adaptation Mechanism for Three Dimensional Content within the MPEG-21 Framework, *Computer Graphics International 2004*, IEEE publisher, pp. 462-469, June 2004
197. N. Magnenat Thalmann and H. Seo, Dynamic Body Transformation and Matching from Scanned Data, *Proc. Shape Modelling International 2004*, Genova, Italy, IEEE publisher, pp. 3, June 2004
198. H. Kim, C. Joslin, T. Di Giacomo, S. Garchery and N. Magnenat Thalmann, Multi-resolution Meshes for Multiple Target, Single Content Adaptation within the MPEG-21 Framework, *IEEE ICME Conference*, pp. 1699-1702, June 2004
199. M. Weber, M. Milch, K. Myszkowski, K. Dmitriev, P. Rokita, H.P. Seidel, D. Cohen-or, L. Jain and N. Magnenat Thalmann, Spatio-Temporal Photon Density Estimation Using Bilateral Filtering, *Computer graphics international (CGI 2004)*, IEEE, pp. 120 – 127, DOI: ISBN:0-7695-2171-1, June 2004
200. N. Magnenat Thalmann, G. Papagiannakis, A. Foni, M. Arévalo-Poizat and N. Cadi-Yazli, Simulating Life in Ancient Sites using Mixed Reality Technology, *CEIG04*, Seville, May 2004
201. L. Yahia-Cherif, T. Molet and N. Magnenat Thalmann, Motion Simulation of the Hip Joint using an Optimized Markers Configuration, *Proceedings of the 8th international symposium on the 3-D analysis of human movement, Computer Animation and Virtual Worlds Journal (IF: 0.522)*, John Wiley and Sons, vol. 15, no. 3-4, pp. 377-385, April 2004
202. P. Gioia, A. Cotarmanac'h, K. Kamyab, P. Goulev, E. Mamdani, I. Wolf, A. Graffunder, G. Panis, A. Hutter, A. Difino, B. Negro, M. Kimiaei, C. Concolato, J. Dufourd, T. Di Giacomo, C. Joslin and N. Magnenat Thalmann, *ISIS: Intelligent Scalability for Interoperable Services*, 1st European Conference on Visual Media Production (CVMP), IEEE publisher, pp. 295-304, March 2004
203. G. Papagiannakis, S. Schertenleib, M. Ponder, M. Arévalo-Poizat, N. Magnenat Thalmann and D. Thalmann, Real-Time Virtual Humans in AR Sites, 1st European Conference on Visual Media Production (CVMP), IEEE publisher, pp. 273-276, March 15-16, 2004
204. A. Manganas, M. Tsiknakis, E. Leisch, M. Ponder, T. Molet, B. Herbelin, N. Magnenat Thalmann, D. Thalmann, M. Fato and A. Schenone, *JUST in Time Health Emergency Interventions: An Innovative Approach to Training the Citizen for Emergency Situations using Virtual Reality Techniques and Advanced IT Tools (The VR Tool)*, *Proc. International Congress on Medical and Care Compunetics (ICMCC 2004)*, pp. 399-412, 2004
205. A. Egges, S. Kshirsagar and N. Magnenat Thalmann, Generic Personality and Emotion Simulation for Conversational Agents, *Computer Animation and Virtual Worlds Journal (IF: 0.522)*, John Wiley and Sons, Vol. 15, No. 1, pp. 1-13, January 2004
206. Gilles, R. Perrin, J-P. Vallée, L. Moccozet, N. Magnenat Thalmann and F. Terrier, A Methodology for Anatomical 3D Modelling of Patient's Bones from MRI, *Congrès annuel de la société suisse de radiologie (SSR) 2004*, Interlaken, and 12th scientific meeting and exhibition of the international society for magnetic resonance in medicine (ISMRM 2004), Kyoto, Japan, pp. 753, May 2004
207. T. Di Giacomo, C. Joslin, S. Garchery and N. Magnenat Thalmann, Adaptation of Facial and Body Animation for MPEG-based Architectures, *IEEE International Conference on CyberWorld (CW '03)*, IEEE Publisher, pp. 221-229, December 2003
208. N. Magnenat Thalmann, H. Seo and F. Cordier, Automatic Modeling of Virtual Humans and Body Clothing, *Proceedings of 3-D Digital Imaging and Modeling*, IEEE publisher, pp. 2-10, October 2003

209. N. Adabala, C. Joslin and N. Magnenat Thalmann, MPEG-4 Extension for Complex Patterned Textures, Proceeding of the First International Workshop on Interactive Rich Media Content Production: Architectures, Technologies, Applications and Tools (RICHMEDIA 2003), pp. 53-59, October 2003
210. N. Adabala, N. Magnenat Thalmann, G. Fei, Real-time Rendering of Woven Clothes, Proceeding of Symposium on Virtual Reality Software and Technology (VRST), ACM Press, pp. 41-47, October 2003
211. C. Joslin and N. Magnenat Thalmann, Significant Facet Retrieval for Real-Time 3D Sound Rendering in Complex Virtual Environments, Proceeding of Symposium on Virtual Reality Software and Technology (VRST), ACM Press, pp. 15-21, October 2003
212. N. Magnenat Thalmann, H. Seo and F. Cordier, Automatic Modeling of Animatable Virtual Humans - A Survey, Proceeding of 4th International Conference on 3-D Digital Imaging and Modeling (3DIM 2003), pp. 2-10, October 6-10, 2003
213. A. Foni and N. Magnenat Thalmann, A Virtual Heritage Case Study: an Approach to the Revival of Ancient Sites through Application of 3D Real-Time Computer Graphics, Proceeding of Workshop on Augmented Virtual Reality (AVIR'03), MIRALab, University of Geneva, September 2003
214. M.J. Kang, H. Sadri, L. Moccozet and N. Magnenat Thalmann, Hip Joint Modeling for the Control of the Joint Center and the Range of Motions, IFAC symposium on modelling and control in biomedical systems, Elsevier Science, pp. 22-24, August 2003
215. M.J. Kang, L. Moccozet and N. Magnenat Thalmann, Visualization of Hip Range of Motions: A Comparison of Computer-assisted Functional Motions and Optically Captured Motions, World congress on medical physics and biomedical engineering, CD-ROM, pp. 24-29, August 2003
216. N. Magnenat Thalmann, Creating a Smart Virtual Personality, Knowledge-Based Intelligent Information and Engineering Systems (KES 2003), Oxford, UK, LNCS, Springer, Heidelberg, pp.15-16, 3-4 September 2003
217. N. Magnenat Thalmann, L. Yahia-Cherif, B. Gilles and T. Molet, Hip Joint Reconstruction and Motion Visualization using MRI and Optical Motion Capture, Proceeding of the Austrian, German and Swiss society for biomedical technology congress (EMB), pp. 20-23, July 2003
218. G. Papagiannakis, A. Foni and N. Magnenat Thalmann, Real Time Recreated Ceremonies in VR Restituted Cultural Heritage Sites, CIPA XIXth International Symposium, pp. 235-240, July 2003
219. H. Seo, F. Cordier and N. Magnenat Thalmann, Synthesizing Animatable Body Models with Parameterized Shape Modifications, Proceeding ACM SIGGRAPH/ Eurographics Symposium on Computer Animation, pp. 120-125, July 2003
220. M. Ponder, G. Papagiannakis, T. Molet, N. Magnenat Thalmann and D. Thalmann, VHD++ Development Framework: Towards Extendible, Component Based VR/AR Simulation Engine Featuring Advanced Virtual Character Technologies, Proceeding of Computer Graphics International (CGI), IEEE Computer Society Press, pp. 96-104, July 2003
221. L. Yahia-Cherif, B. Gilles, L. Moccozet and N. Magnenat Thalmann, Individualized Bone Modeling from MRI: Application to the Human Hip, 17th international congress of Computer Assisted Radiology and Surgery, CARS, pp. 1306, June 2003
222. N. Adabala, N. Magnenat Thalmann and G. Fei, Real-time Visualization of Woven Textiles, Industrial Simulation Conference, J. C. Guerri., A. Pajares, C. Palau (eds.), EUROSIS, pp. 502-508, June 2003
223. N. Adabala, N. Magnenat Thalmann and G. Fei, Visualization of Woven Cloth, Eurographics Symposium on Rendering, ACM Press, P. Christensen, D. Cohen-Or (eds.), pp. 178-185, June 2003

224. T. Di Giacomo and N. Magnenat Thalmann, Bi-Layered Mass-Spring Model for Fast Deformations of Flexible Linear Bodies, Proceeding of 16th International Conference on Computer Animation and Social Agents (CASA '03), IEEE publisher, pp.48-54, May 8-9,2003
225. D. Thalmann, N. Magnenat Thalmann, S. Donikian and J. Pettré, Modeling Individualities in Groups and Crowds, Proceeding of 16th International Conference on Computer Animation and Social Agents, (CASA '03), IEEE publisher, pp. 143 - 148, May 8-9, 2003
226. M. Ponder, B. Herbelin, T. Molet, S. Schertenlieb, B. Ulicny, G. Papagiannakis, N. Magnenat Thalmann and D. Thalmann, Immersive VR Decision Training: Telling Interactive Stories Featuring Advanced Virtual Human Simulation Technologies, 9th Eurographics Workshop on Virtual Environments (EGVE), pp. 97-106, May 2003
227. M. Kallmann, P. Lemoine, D. Thalmann, F. Cordier, N. Magnenat Thalmann, C. Ruspa and S. Quattrocchio, Immersive Vehicle Simulators for Prototyping, Training and Ergonomics, Computer Graphics International 2003, IEEE CS Press, pp. 90-95, 2003
228. H. Seo and N. Magnenat Thalmann, An Automatic Modeling of Human Bodies from Sizing Parameters, ACM SIGGRAPH 2003 Symposium on Interactive 3D Graphics, ACM Press, pp. 19-26, April 2003
229. A. Egges, X. Zhang, S. Kshirsagar and N. Magnenat Thalmann, Emotional Communication with Virtual Humans, Multimedia Modelling, Tamkang University, pp. 243-263, 2003
230. A. Egges, S. Kshirsagar and N. Magnenat Thalmann, A Model for Personality and Emotion Simulation, Knowledge-Based Intelligent Information & Engineering Systems (KES2003), pp. 453-461, 2003
231. L. Vacchetti, V. Lepetit, G. Papagiannakis, M. Ponder, P. Fua, N. Magnenat Thalmann and D. Thalmann, Stable Real-Time Interaction between Virtual Humans and Real Scenes, Proceeding International Conference on 3-D Digital Imaging and Modeling (3DIM), Banff, Alberta, Canada, pp. 449-456, 2003
232. A. Egges, S. Kshirsagar and N. Magnenat Thalmann, Imparting Individuality to Virtual Humans, 1st International Workshop on Virtual Reality Rehabilitation (Mental Health, Neurological, Physical, Vocational), Lausanne, Switzerland, pp. 201-208, November 2002
233. Y. Arafa, B. Kamyab, , E. Mamdani, S. Kshirsagar, N. Magnenat Thalmann, A.Guye-Vuilleme and D. Thalmann, Two Approaches to Scripting Character Animation, Proceeding of Embodied Conversational Agents - let's specify and evaluate them!, AAMAS, Bologna, Italy, on-line, 2002
234. M. Ponder, B. Herbelin, T. Molet, S. Scherteneib, B. Ulicny, G. Papagiannakis and N. Magnenat Thalmann, D. Thalmann, Interactive Scenario Immersion: Health Emergency Decision Training in JUST Project, VRMHR2002 Conference Proceedings, pp. 87-101, November 2002
235. G. Papagiannakis, M. Ponder, T. Molet, S. Kshirsagar, F. Cordier, N. Magnenat Thalmann and D. Thalmann, LIFEPLUS: Revival of Life in Ancient Pompeii, Virtual Systems and Multimedia, VSMM'02 (invited paper), pp. 25-27, October 2002
236. A. Foni, G. Papagiannakis and N. Magnenat Thalmann, Virtual Hagia Sophia: Restitution, Visualization and Virtual Life Simulation, UNESCO World Heritage Congress Proceedings, on-line, October 2002
237. A. Foni, G. Papagiannakis and N. Magnenat Thalmann, Virtual Restitution of Endangered Sacred Heritage Sites Proc. International Workshop on 3D Virtual Heritage, MIRALab, University of Geneva, October 2002
238. C. Joslin and N. Magnenat Thalmann, MPEG4 Animation Clustering for Networked Virtual Environments, IEEE Conference on Multimedia and Expo (ICME), Lausanne, Switzerland, CD-ROM, vol. 1, pp. 365 - 368, August 2002
239. H. Seo, L. Yahia-Cherif, T. Goto, and N. Magnenat Thalmann, GENESIS: Generation of E-Population Based on Statistical Information, Computer Animation 2002, IEEE CS Press, pp.81 - 88, June 2002

240. D. Protopsaltou, C. Luible, M. Arévalo-Poizat and N. Magnenat Thalmann, A Body and Garment Creation Method for an Internet Based Virtual Fitting Room, Proceedings of CGI '02 (Computer Graphics International 2002), Springer, pp. 105-122, July 2002
241. N. Magnenat Thalmann, M. Kang and T. Goto, Problems and Solutions for the Accurate 3D Functional Modelling of the Hip and Shoulder, Proceeding of Computer Graphics International 2002, Springer, pp. 3-23, July 2002
242. S. Kshirsagar and N. Magnenat Thalmann, Virtual Humans Personified, Proceedings Autonomous Agents Conference (AAMAS) 2002, ACM Press, Part I, pp. 356-359, July 2002
243. N. Magnenat Thalmann, P. Volino and F. Cordier, Avenues of Research in Dynamic Clothing, Computer Animation 2002, IEEE CS Press, pp. 193-202, 2002
244. M. Kang, H. Sadri, L. Moccozet, N. Magnenat Thalmann and P. Hoffmeyer, Accurate Simulation of Hip Joint Range of Motion, Proceeding of IEEE Computer Animation, pp. 215-219, June 2002
245. S. Kshirsagar and N. Magnenat Thalmann, A Multilayer Personality Model, Proceedings of the 2nd International Symposium on Smart Graphics, ACM Press, pp. 107-115, June 2002
246. S. Kshirsagar, A. Guye-Vuilleme, K. Kamyab, N. Magnenat Thalmann, D. Thalmann and E. Mamdani, Avatar Markup Language, Proceedings of 8th Eurographics Workshop on Virtual Environments, ACM Press, pp. 169-177, May 2002
247. W. Lee and N. Magnenat Thalmann, Virtual Body Morphing, Proceeding of Computer Animation 2001, IEEE Publisher, pp. 158-166, November 2001
248. G. Papagiannakis, G. L'Hoste, A. Foni and N. Magnenat Thalmann, Real-Time Photo Realistic Simulation of Complex Heritage Edifices, Proceedings of Virtual Systems and Multimedia (VSMM2001), pp. 218-227, October 2001
249. S. Hadap and N. Magnenat Thalmann, Modeling Dynamic Hair as a Continuum, Computer Graphics Forum (Proc. Eurographics 2001), Blackwell publishing, vol. 20 no. 3, pp. 329-338, September 2001
250. P. Volino and N. Magnenat Thalmann, Comparing Efficiency of Integration Methods for Cloth Animation, Proceeding of Computer Graphics International (CGI '01), IEEE Publisher, pp. 265-274, July 2001
251. C. Joslin, T. Molet and N. Magnenat Thalmann, Distributed Virtual Reality Systems, SpeedUp Workshop, Berne, on-line, June 2001
252. S. Garchery and N. Magnenat Thalmann, Designing MPEG-4 Facial Animation Tables for Web Applications, Multimedia Modeling 2001, Amsterdam, pp. 39-59, May 2001
253. N. Magnenat Thalmann and S. Kshirsagar, The Emotional Talking Virtual Humans. Virtual Reality: Cognitive Foundations, Technological Issues & Philosophical Implications, Peter Lang, pp. 75-84, 2001
254. S. Kshirsagar, C. Joslin, W. Lee and N. Magnenat Thalmann, Personalized Face and Speeds Communication over the Internet, IEEE Virtual Reality 2001 (VR '01), Yokohama, Japan, IEEE publisher, pp. 37-44, March 2001
255. S. Kshirsagar, T. Molet and N. Magnenat Thalmann, Principal Components of Expressive Speech Animation, Proc. Computer Graphics International 2001, IEEE publisher, pp. 38-44, February 2001
256. N. Magnenat Thalmann and C. Joslin, The Evolution of Virtual Humans in NVE Systems, ICAT2000, pp. 2-9, October 2000

257. N. Magnenat Thalmann and C. Joslin, Learning how to Dance on the Internet, Interface Conference, Hamburg, October 2000
258. H. Seo and N. Magnenat Thalmann, LoD Management on Animating Face Models, Proceeding of IEEE Virtual Reality 2000, New Brunswick, USA, IEEE Publisher, pp. 161-168, October 2000
259. I. Pandzic, C. Joslin and N. Magnenat Thalmann, Trends in Networked Collaborative Virtual Environments, SoftCom 2000, pp. 893-906, October 2000
260. W. Lee, J. Gu and N. Magnenat Thalmann, Generating Animatable 3D Virtual Humans from Photographs, Computer Graphics Forum (Proc. Eurographics 2000), Blackwell publishing, Vol. 19, No. 3, pp. 1-10, August 2000
261. S. Hadap and N. Magnenat Thalmann, Interactive Hair Styler based on Fluid Flow, Computer Animation and Simulation 2000 (Proc. Eurographics Workshop), Springer Verlag, pp. 87-99, August 2000
262. S. Kshirsagar and N. Magnenat Thalmann, Lip Synchronization Using Linear Predictive Analysis, Proceedings of IEEE International Conference on Multimedia and Expo, New York, vol.2 , pp. 1077-1080, August 2000
263. L. Boissieux, G. Kiss, N. Magnenat Thalmann and P. Kalra, Simulation of Skin Aging and Wrinkles with Cosmetics Insight, Computer Animation and Simulation 2000 (Proceeding of Eurographic Workshop), Springer, pp. 15-27, August 2000
264. J. Kim, F. Cordier and N. Magnenat Thalmann, Neural Network-based Violinist's Hand Animation, Computer Graphics International (CGI), pp. 37-41, July 2000
265. P. Volino and N. Magnenat Thalmann, Implementing Fast Cloth Simulation with Collision Response, Computer Graphics International 2000, IEEE publisher, pp. 257-266, June 2000
266. N. Magnenat Thalmann, S. Hadap and P. Kalra, State of the Art in Hair Simulation, Proceedings of International Workshop on Human Modeling and Animation, Korea Computer Graphics Society, Seoul, Korea, pp. 3-9, June 2000
267. T. Furukawa, J. Gu, W. Lee and N. Magnenat Thalmann: 3D Clothes Modeling from Photo Cloned Human Body, Virtual Worlds 2000, LNCS, Vol. 1834, Springer Heidelberg, pp. 159-170, 2000
268. H. Seo, C. Joslin, U. Berner, N. Magnenat Thalmann, M. Jovovic, J. Esmerado, D. Thalmann and I. Palmer, VPARK- A Windows NT Software Platform for a Virtual networked Amusement Park, IEEE Computer graphics International 2000, IEEE publisher, Switzerland, pp. 309-315, June 2000
269. P. Volino and N. Magnenat Thalmann, Accurate Collision Response on Polygonal Meshes, Computer Animation Conference, IEEE publisher, Philadelphia, pp. 154-163, May 2000
270. S. Kshirsagar and N. Magnenat Thalmann, Multimedia Communication with Virtual Humans, Proceedings of Euromedia 2000, Society for Computer Simulation International Antwerp, Belgium, May 2000
271. F. Cordier and N. Magnenat Thalmann, Integrated System for Skin Deformation, Computer Animation 2000, IEEE publisher, Philadelphia, pp. 2-8, May 2000
272. C. Joslin, H. Seo, C. Lefevre, W. Lee, N. Magnenat Thalmann, M. Jovovic, S. Rougeot, J. Esmerado and
273. D. Thalmann, Distance Communication using Networked Virtual Collaborative Environments, Informatik and Proceeding of the Closing Conference of Swiss Priority Program, February 2000
274. T. Furakawa, J. Gu, W. Lee and N. Magnenat Thalmann, 3D Clothes Modeling from Photo Cloned Human Body, Proceeding of Virtual Worlds 2000, Paris, pp. 159-170, 2000
275. C. Joslin, T. Molet and N. Magnenat Thalmann, Advanced Real-Time Collaboration over the Internet,

- Virtual Reality Software Technology (VRST2000), Korea, pp. 25–32, 2000
276. T. Goto, M. Escher, C. Zanardi and N. Magnenat Thalmann, Multimodal Interaction in Collaborative Virtual Environments, International Conference of Image Processing (ICIP '99), Kobe, Japan, October 1999
 277. S. Kshirsagar, M. Escher, G. Sannier and N. Magnenat Thalmann, Multimodal Animation System Based on the MPEG-4 Standard, Proceedings Multimedia Modeling 99, World Scientific, Ottawa, Canada, pp. 215-232, October 1999
 278. S. Hadap, E. Bangarter, P. Volino and N. Magnenat Thalmann, Animating Wrinkles on Clothes, Proceedings of IEEE Visualization '99, IEEE publisher, San Francisco, USA, pp. 175-182, October 1999
 279. T. Goto, M. Escher, C. Zanardi and N. Magnenat Thalmann, MPEG-4 Based Animation with Face Feature Tracking, Proc. Eurographics workshop (CAS '99), pp. 89-98, September 1999
 280. M. Escher, T. Goto, S.K. Shirsagar, C. Zanardi and N. Magnenat Thalmann, User Interactive MPEG-4 Compatible Facial Animation System, International Workshop on Synthetic - Natural Hybrid Coding and Three Dimensional Imaging (IWSNHC3DI'99), The European Project ACTS 057-VIDAS, pp. 29-32, September 15-17,1999
 281. W. Lee and N. Magnenat Thalmann, Generating a Population of Animated Faces from Pictures, IEEE International Workshop on Modelling People (ICCV '99 Workshop mPeople), IEEE publisher, pp. 62-69, September 1999
 282. W. Lee, P. Beylot, D. Sankoff and N. Magnenat Thalmann, Generating 3D Virtual Populations from Pictures of a Few Individuals, Proc. Workshop on Algorithms And Data Structures (WADS'99), Springer, vol. 1663, pp. 770, August 1999
 283. W. Lee, M. Escher, G. Sannier and N. Magnenat Thalmann, MPEG-4 Compatible Faces from Orthogonal Photos, Proc. International Conference on Computer Animation (CA '99), Geneva, Switzerland, pp. 186-194, May 26-29 ,1999
 284. Nadia Magnenat Thalmann, Cyberdance, Proceeding of Virtuality and Interactivity, Florence, Italy, pp. 72-73, May 1999
 285. W. Lee, Y. Wu and N. Magnenat Thalmann, Cloning and Aging in a VR Family, Proceeding of IEEE Virtual Reality (VR '99), IEEE publisher, pp. 61-68, March 1999
 286. M. Escher, G. Sannier and N. Magnenat Thalmann, Real-Time Interactive Facial Animation, Proceeding of the 7th International Conference in Central Europe on Graphics (WSCG '99), Univ. of West Bohemia Press, V. Skala (ed.), Abstract on-line, 1999
 287. Y. Wu, P. Beylot and N. Magnenat Thalmann, Skin Aging Estimation by Facial Simulation, Proc. Computer Animation '99, IEEE publisher, pp. 210-219, 1999
 288. F. Cordier and N. Magnenat Thalmann, Comparison of Two Techniques for Organ Reconstruction Using Visible Human Dataset, The Visible Human Project Conference, Bethesda, Maryland, USA, October 1998
 289. I.S. Pandzic, T. Çapin, E. Lee, N. Magnenat Thalmann and D. Thalmann, Autonomous Actors in Networked Collaborative Virtual Environments, Proceeding of MultiMedia Modeling '98, IEEE publisher, pp. 138-145, October 1998
 290. A. Guye-Vuilleme, T.K. Capin, I.S. Pandzic, N. Magnenat Thalmann and D. Thalmann, Non-Verbal Communication Interface for Collaborative Virtual Environments, Proceeding of CVE '98, Manchester and The Virtuality Realty Journal, Springer vol. 4, pp. 49-59, June 1998
 291. P. Volino and N. Magnenat Thalmann, The SPHERIGON: A Simple Polygon Patch for Smoothing Quickly

- your Polygonal Meshes, *Computer Animation '98*, IEEE publisher, pp. 72-79, June 1998
292. N. Magnenat Thalmann, S. Carion, G. Sannier and D. Thalmann (eds.), *Virtual Humans in CyberDance*, Proc. CGI '98, IEEE publisher, pp. 142-153, June 1998
293. P. Fua and N. Magnenat Thalmann, *Face Models from Uncalibrated Video Sequences, Modeling and Motion Capture Techniques for Virtual Environments*, Lecture Notes in Artificial Intelligence, no. 1537, Springer Verlag, pp. 214-228, 1998
294. N. Magnenat Thalmann, P. Kalra and M. Escher, *Face to Virtual Face*, Proceedings of the IEEE, Special Issue on Multimedia Signal Processing, IEEE publisher, vol. 86, no. 5, pp. 870-883, May 1998
295. W. Lee and N. Magnenat Thalmann, *From Real Faces to Virtual Faces: Problems and Solutions*, Proc. 3IA '98, Limoges, France, Springer Verlag, pp. 5-19, 1998
296. M. Escher, I. Pandzic and N. Magnenat Thalmann, *Facial Deformations for MPEG-4*, Proceeding of Computer Animation 98, IEEE Xplore, pp. 56 – 62, DOI:10.1109/CA.1998.681908, 1998
297. T.K. Capin, I.S. Pandzic, N. Magnenat Thalmann and D. Thalmann, *Integration of Avatars and Autonomous Virtual Humans in Networked Environments*, Advances in Computer and Information Sciences '98, Proceedings of the 13th International Symposium on Computer and Information Sciences (ISCIS '98), IOS Press, pp. 326-333, 1998
298. G. Sannier, S. Balcisoy, N. Magnenat Thalmann and D. Thalmann, *An Interactive Interface for Directing Virtual Humans*, Advances in Computer and Information Sciences '98, Proceedings of the 13th International Symposium on Computer and information Sciences (ISCIS '98), IOS Press, on-line, 1998
299. S. Balsicoy, G. Sannier, N. Magnenat Thalmann and D. Thalmann, *An Interface for Realtime Animation of Virtual Humans*, Advances in Computer and Information Sciences '98, Proceedings of the 13th International Symposium on Computer and Information Sciences (ISCIS '98), IOS Press, 1998
300. W. Lee and N. Magnenat Thalmann, *Head Modeling from Pictures and Morphing in 3D with Image Metamorphosis Based on Triangulation*, Proceeding of Modelling and Motion Capture Techniques for Virtual Environments (Captech'98), Springer Verlag, pp. 254-267, 1998
301. T.K. Capin, I.S. Pandzic, N. Magnenat Thalmann and D. Thalmann, *Integration of Avatars and Autonomous Virtual Humans in Networked Environments*, Advances in Computer and Information Sciences '98, Proceedings of the 13th International Symposium on Computer and Information Sciences (ISCIS '98), IOS Press, pp. 326-333, 1998
302. G. Sannier, S. Balcisoy, N. Magnenat Thalmann, D. Thalmann, *An Interactive Interface for Directing Virtual Humans*, Advances in Computer and Information Sciences, Proceedings of the 13th International Symposium on Computer and Information Sciences (ISCIS '98), IOS Press, on-line, 1998
303. S. Balsicoy, G. Sannier, N. Magnenat Thalmann and D. Thalmann, *An Interface for Realtime Animation of Virtual Humans*, Advances in Computer and Information Sciences, Proceedings of the 13th International Symposium on Computer and Information Sciences (ISCIS '98), IOS Press, 1998
304. W. Lee, E. Lee and N. Magnenat Thalmann, *Real Face Communication in a Virtual World*, Proc. Virtual Worlds 98, Springer LNAI Press, Paris, pp. 1-13, 1998
305. T.K. Capin, I.S. Pandzic, N. Magnenat Thalmann and D. Thalmann, *Realistic Avatars and Autonomous Virtual Humans in: VLNET Networked Virtual Environments*, Virtual Worlds in the Internet, R. Earnshaw and J. Vince, eds., IEEE publisher, pp.157-174, 1998
306. P. Karla, N. Magnenat Thalmann, L. Moccozet, G.Sannier, A. Aubel and D. Thalmann, *Real-time Animation of Realistic Virtual Humans*, IEEE Computer Graphics and Applications, IEEE publisher, vol.18, no. 5, pp.

- 42-55, 1998
307. P. Volino and N. Magnenat Thalmann, The State of Art in Virtual Clothing, *Advances in Computer and Information Sciences '98, Proceedings of the 13th International Symposium on Computer and information Sciences (ISCIS '98)*, IOS Press, 1998
 308. M. Escher and N. Magnenat Thalmann, Automatic 3D Cloning and Real-Time Animation of a Human Face, *Proceeding of Computer Animation '97*, IEEE publisher, pp. 58-66, June 1997
 309. I.S. Pandzic, T. Capin, N. Magnenat Thalmann and D. Thalmann, Data Exchange in Networked Collaborative Virtual Environments, *Proceeding of Intern. Workshop on Synthetic - Natural Hybrid Coding and Three Dimensional Imaging*, Rhodes, Greece, pp. 277-281, 1997
 310. T. Capin, I.S. Pandzic, D. Thalmann and N. Magnenat Thalmann, A Dead-Reckoning Algorithm for Virtual Human Figures, *Proceeding of IEEE Virtual Reality Annual Symposium (VRAIS '97)* IEEE Publisher, Albuquerque, USA, pp. 161-168, 1997
 311. T. Capin, I.S. Pandzic, N. Magnenat Thalmann and D. Thalmann, Dead-Reckoning Algorithms for Synthetic Objects in MPEG-4 SNHC, *Proceeding of International Workshop on Synthetic - Natural Hybrid Coding and Three Dimensional Imaging*, IEEE Publisher, N. Sarris and M. G. Strintzis (eds.), pp. 20-24, 1997
 312. P. Volino and N. Magnenat Thalmann, Developing Simulation Techniques for an Interactive Clothing System, *Proceeding of Virtual Systems and Multimedia (VSMM '97)*, IEEE publisher, pp. 109-118, 1997
 313. L. Moccozet and N. Magnenat Thalmann, Dirichlet Free-Form Deformations and their Application to Hand Simulation, *Proceeding of Computer Animation '97*, IEEE publisher, pp. 93-102, 1997
 314. L. Moccozet, Z. Huang, N. Magnenat Thalmann and D. Thalmann, Virtual Hand Interactions with 3D World, *Proceeding of Multimedia Modeling '97*, Singapore, pp. 307-322, 1997
 315. I.S. Pandzic, T. Capin, E. Lee, N. Magnenat Thalmann and D. Thalmann, A Flexible Architecture for Virtual Humans in Networked Collaborative Virtual Environments, *Proceeding of Eurographics '97*, pp. 177-188, 1997
 316. W. Lee, P. Kalra and N. Magnenat Thalmann, Model Based Face Reconstruction for Animation, *Proceeding of MMM '97* World Scientific Press, Singapore, pp.323-338, 1997
 317. I.S. Pandzic, T. Capin, N. Magnenat Thalmann and D. Thalmann, MPEG-4 for Networked Collaborative Virtual Environments, *Proceeding of Of the 3rd International Conference on Virtual Systems and Multimedia (VSMM '97)*, Geneva, IEEE publisher, pp. 19-25, 1997
 318. L. Moccozet and N. Magnenat Thalmann, Multilevel Deformation Model Applied to Hand Simulation for Virtual Actors, *Proceeding of Virtual Systems and Multimedia (VSMM '97)*, IEEE publisher, pp. 119- 128, 1997
 319. Y. Wu, P. Kalra and N. Magnenat Thalmann, Physically-based Wrinkle Simulation & Skin Rendering, *Computer Animation and Simulation (Proceeding of Eurographics Workshop)*, Springer, pp. 69-79, 1997
 320. N. Magnenat Thalmann and D. Thalmann, Synthetic Actors in Real World Animating Virtual Actors in Real Environments, *Proceeding of ACMMS '97*, Springer Verlag, vol. 5, no. 2, pp. 113-125, 1997
 321. G. Sannier and N. Magnenat Thalmann, A User-Friendly Texture-Fitting Methodology for Virtual Humans, *Computer Graphics International '97*, IEEE publisher, p. 167, 1997
 322. I.S. Pandzic, T. Capin, N. Magnenat Thalmann and D. Thalmann, A Versatile Navigation Interface for Virtual Humans in Collaborative Virtual Environments, *Proceeding of Virtuality Software and Technology (VRST '97)*, ACM Press, pp. 45-49, 1997

323. D. Thalmann, C. Babski, T.K. Capin, N. Magnenat Thalmann and I.S. Pandzic, Sharing VLNET worlds on the WEB, *CompuGraphics '96*, pp. 16-24, December 1996
324. I.S. Pandzic, T.K. Capin, N. Magnenat Thalmann and D. Thalmann, Towards Natural Communication in Networked Collaborative Environments, *FIVE '96*, pp. 37-47, December 1996
325. W. Maurel, D. Thalmann, P. Hofmeyer, P. Beylot, P. Gingins, P. Kalra and N. Magnenat Thalmann, A Biomechanical Musculoskeletal Model of Human Upper Limb for Dynamic Simulation, *Proceeding of 7th Eurographics Workshop on Animation and Simulation*, Springer Verlag, Wien, pp. 16, September 1996
326. P. Gingins, P. Beylot, P. Kalra, N. Magnenat Thalmann, W. Maurel, D. Thalmann and J. Fasel, Modeling using the Visible Human Dataset, *Proceeding of Medical Informatics Europe (MIE '96)*, IOS Press, pp. 739-743, August 1996
327. N. Magnenat Thalmann, S. Carion, M. Courchesne, P. Volino and Y. Wu, Virtual Clothes, Hair and Skin for Beautiful Top Models, *Proceeding of Computer Graphics International '96*, IEEE publisher, Pohang, Korea, pp. 132-141, June 1996
328. I.S. Pandzic, T. Capin, N. Magnenat Thalmann and D. Thalmann, Motor functions in the VLNET Body-Centered Networked Virtual Environment, *Proceeding of 3rd Eurographics workshop on Virtual Environments and Scientific Visualization '96*, Monte Carlo, pp. 94-103, February 1996
329. P. Beylot, P. Gingins, P. Kalra, N. Magnenat Thalmann, W. Maurel, D. Thalmann and J. Fasel, 3D Interactive Topological Modeling using Visible Human Dataset, *Computer Graphics Forum (Proceeding of Eurographics '96)*, Blackwell Publishing vol. 15, no. 3, pp. 33-44, 1996
330. N. Magnenat Thalmann, *Computer Animation in Digital Movies*, *Proceeding of Graphicon '96*, State Education Center, St Petersburg, Russia, 1996
331. H. Noser, T. Capin, I.S. Pandzic, N. Magnenat Thalmann and D. Thalmann, Playing Games through the Virtual Life Network, *Proceeding of International Conference on Artificial Life (Alife'96)*, MIT Press, pp. 114-121, 1996
332. Y. Wu, P. Kalra and N. Magnenat Thalmann, Simulation of Static and Dynamic Wrinkles of Skin, *Proceeding of Computer Animation '96*, Geneva, Switzerland, IEEE publisher, pp. 90-97, 1996
333. N. Magnenat Thalmann and D. Thalmann, State-of-the-Art in Computer Animation, *ACM Computing Surveys 96*, ACM Press, Switzerland, 1996
334. P. Gingins, P. Kalra, P. Beylot and N. Magnenat Thalmann, Using VHD to Build a Comprehensive Human Model, *Proceeding of The visible Human Project Conference*, Bethesda, Maryland, USA, pp. 33- 44, on-line, 1996
335. N. Magnenat Thalmann, T. Capin, I.S. Pandzic and D. Thalmann, VLNET: A Virtual Life Network for TeleCooperative Applications, *Proceeding of Spring Conference on Computer Graphics*, Bratislava, pp. 1-13, 1996
336. T. Capin, I.S. Pandzic, N. Magnenat Thalmann and D. Thalmann, Virtual Humans for Representing Participants in Immersive Virtual Environments, *Proceeding of the Framework for Immersive Virtual Environments (FIVE'95)*, London, UK, December 1995
337. D. Thalmann, T. Capin, N. Magnenat Thalmann and I.S. Pandzic, Participant, User-Guided and Autonomous Actors in the Virtual Life Network VLNET, *Proceeding of ICAT/VRTS '95*, Chiba, Japan, pp. 3-11, November 1995

339. I.S. Pandzic, T. Capin, N. Magnenat Thalmann and D. Thalmann, VLNET: A Networked Multimedia 3D Environment with Virtual Humans, *Proceeding of Multi-Media Modeling MMM '95*, World Scientific Press, pp. 21-32, November 1995
340. D. Thalmann, T. Capin, N. Magnenat Thalmann, I.S. Pandzic and Participant, User-Guided and Autonomous Actors in the Virtual Life Network VLNET, *Proceeding of ICAT/VRTS '95*, Chiba, Japan, pp. 3-11, November 1995
341. R. Boulic, T. Capin, Z. Huang, L. Moccozet, T. Molet, P. Kalra, B. Lintermann, N. Magnenat Thalmann, I.S. Pandzic, K. Saar, A. Schmitt, J. Shen and D. Thalmann, The HUMANOID Environment for Interactive Animation of Multiple Deformable Human Characters, *Computer Graphics Forum (Proceeding of Eurographics '95)*, Blackwell publishing, vol. 14, issue 3, pp. 337-348, August 1995
342. N. Magnenat Thalmann and D. Thalmann, Digital Actors for Interactive Television, *Proceedings IEEE, Special Issue on Digital Television*, IEEE Publisher, Part 2, pp. 1022-1031, July 1995
343. N. Magnenat Thalmann and D. Thalmann, Virtual Actors Living in the Virtual World, *Proceeding of Computer Animation '95*, IEEE publisher, pp. 19-29, April 1995
344. P. Volino and N. Magnenat Thalmann, Collision and Self-Collision Detection: Robust and Efficient Solutions for Highly Deformable Surfaces, *Eurographics Workshop on Animation and Simulation*, Springer, pp. 55-65, 1995
345. Z. Huang, S. Rezzonico, R. Boulic, N. Magnenat Thalmann and D. Thalmann, Consistent Grasping Interactions with Virtual Actors Based on the Multi-sensor Hand Model, *Proceeding of 2nd Eurographics Workshop on Virtual Environments*, Springer Verlag, Vienna, pp. 105-108, 1995
346. Y. Wu, D. Thalmann and N. Magnenat Thalmann, Deformable Surfaces using Physically-Based Particle Systems, *Proceeding of Computer Graphics International (CGI '95)*, Academic Press, pp. 205- 216, 1995
347. P. Kalra, I.S. Pandzic and N. Magnenat Thalmann, Facial Interaction for Human Machine Interface, in *Human Comfort and Security of Information Systems*, *Proceeding of Human Comfort and Security Workshop*, K. Varghese, S. Pflieger (Eds.), Springer Verlag, 1995
348. N. Magnenat Thalmann, I.S. Pandzic, J.-Cl. Moussaly, D. Thalmann , Z. Huang and J. Shen, The Making of the Xian Terra-Cotta Soldiers, *Proceeding of Computer Graphics International '95*, Leeds, Academic Press, pp. 281-296, 1995
349. Z. Huang, R. Boulic, N. Magnenat Thalmann and D. Thalmann, A Multi-sensor Approach for Grasping and 3D Interaction, *Proceeding of Computer Graphics International '95*, Leeds, Academic Press, pp. 235-254, 1995
350. N. Magnenat Thalmann, The Role of Facial Communication in Virtual Environments, *Proceeding of Virtual Reality World '95*, Stuttgart, pp. 437-448, 1995
351. N. Magnenat Thalmann and P. Kalra, The Simulation of a Virtual TV Presenter, *Proceeding of Pacific Graphics 95*, World Scientific Publishing, pp. 9-21, 1995
352. P. Kalra, P. Beylot, P. Gingins, N. Magnenat Thalmann, P. Volino, P. Hoffmeyer, J. Fasel and F. Terrier, Topological Modeling Of Human Anatomy Using Medical Data, *Proceeding of Computer Animation '95*, IEEE Publisher, pp. 172-180, 1995
353. P. Volino, M. Courchesne and N. Magnenat Thalmann, Versatile and Efficient Techniques for Simulating Cloth and Other Deformable Objects, *Proceeding of Image-Based Modeling, Rendering, and Lighting (SIGGRAPH '95)*, Computer Graphics, pp. 137-144, 1995
354. P. Volino and N. Magnenat Thalmann, Efficient Self-Collision Detection On Smoothly Discretized Surface Animations Using Geometrical Shape Regularity, *Computer Graphics Forum (Proceeding of Eurographics*

- '94), Blackwell publishing, vol. 13, no. 3, pp. 155-166, September 1994
355. N. Magnenat Thalmann, Communicating with Virtual Humans, Proceeding of Edumedia, Vancouver, Canada, on-line, June 1994
 356. P. Kalra and N. Magnenat Thalmann, Modeling of Vascular Expressions in Facial Animation, Computer Animation '94, Geneva, Switzerland, IEEE Computer Society Press, pp. 50-58, 201, May 1994
 357. S. Jianhua, N. Magnenat Thalmann and D. Thalmann, Human Skin Deformation from Cross Sections, Proceeding of Computer Graphics International '94, Melbourne, Australia, pp. 612-619, 1994
 358. N. Magnenat Thalmann, A Multimedia Approach for Simulating Virtual Humans in Virtual Worlds, Colloque Multimedia, Heidelberg, Germany, 1994
 359. Y. Wu, N. Magnenat Thalmann and D. Thalmann, A Plastic-Visco-Elastic Model for Wrinkles in Facial Animation and Skin Aging, Proceeding of Pacific Graphics '94, Beijing, pp. 201-214, 1994
 360. Z. Huang, N. Magnenat Thalmann and D. Thalmann, Interactive Human Motion Control Using a Closed-Form of Direct and Inverse Dynamics, Proceeding of Pacific Graphics '94, Beijing, China, pp. 243-255, 1994
 361. A. Cazedevais, N. Magnenat Thalmann and D. Thalmann, Modeling Facial Communication Between an Animator and a Synthetic Actor in Real Time, Proceeding of IFIP Conference on Modeling in Computer Graphics, Genova, Italy, pp. 378-396, June 1993
 362. P. Kalra and N. Magnenat Thalmann, Simulation of Facial Skin using Texture Mapping and Coloration, Proceedings of the IFIP TC5/WG5.2/WG5.10 CSI, Bombay, India, February 24-26, 1993
 363. N. Magnenat Thalmann and A. Daldegan, Creating Virtual Fur and Hair Styles For Synthetic Actors, Communicating with Virtual Worlds, Springer Verlag, Tokyo, pp. 358-370, 1993
 364. N. Magnenat Thalmann and Y. Yang, An Improved Algorithm for Collision Detection in Cloth Animation, Proc. Pacific Graphics '93, pp. 237-251, 1993
 365. A. Daldegan, N. Magnenat Thalmann and D. Thalmann, An Integrated System for Modeling, Animating and Rendering Hair, Computer Graphics Forum (Proceeding of Eurographics '93), Blackwell Publishing, vol. 12, no. 3, pp. 211-221, 1993
 366. N. Magnenat Thalmann, Making 3D Clothes for Synthetic Actors, Interacting with Virtual Environments, J. Vince and L. MacDonald (eds.), John Wiley and Sons, 1993
 367. P. Kalra, E. Gobbetti, N. Magnenat Thalmann and D. Thalmann, A Multimedia Testbed for Facial Animation Control, Proceeding of International Conference on Multimedia Modelling (MMM '93), Singapore, pp. 59-72, 1993
 368. S. Jianhua, N. Magnenat Thalmann and D. Thalmann, Muscle-Based Human Body Deformation, Proceeding of 3rd Conference on CAD/CG, Beijing, China, p.95-100, 1993
 369. N. Magnenat Thalmann, Simulating Autonomous Life for Virtual Actors, Proceeding of French-Japan Workshop on Synthetic Worlds, Aizu, Japan, 1993
 370. R. Boulic, Z. Huang, N. Magnenat Thalmann and D. Thalmann, A Unified Framework for the Motion Manipulation of Articulated Figures with the TRACK System, Proceeding of 3rd Conference on CAD/CG, pp.45-50, Beijing, China, 1993
 371. H.M. Werner, N. Magnenat Thalmann and D. Thalmann, User Interface for Fashion Design, Proceeding of ICCG93, North Holland Publishing, Bombay, pp.197-204, 1993

372. L. Moccozet and N. Magnenat Thalmann, Controlling the Complexity of Objects based on Polygonal Meshes, *Proceeding of Computer Graphics International '92*, Springer Verlag, New York, USA, pp. 763-779, 1992
373. M. Carignan, Y. Yang, N. Magnenat Thalmann and D. Thalmann, Dressing Animated Synthetic Actors with Complex Clothes, *Proceeding of SIGGRAPH '92*, Computer Graphics, Chicago, USA, vol. 26, no. 2, pp. 99-104, 1992
374. L. Bezault, R. Boulic, N. Magnenat Thalmann and D. Thalmann, An Interactive Tool for the Design of Human Free-Walking Trajectories, *Proceeding of Computer Animation '92*, pp. 87-104, 1992
375. N. Magnenat Thalmann and P. Kalra, A Model for Creating and Visualizing Speech and Emotion, *Aspects of Automated Natural Language Generation*, Lecture Notes in Artificial Intelligence, R. Dale (eds.), Springer Verlag, Heidelberg, Germany, pp. 1-12, 1992
376. P. Kalra, A. Mangili, N. Magnenat Thalmann and D. Thalmann, Simulation of Facial Muscle Actions Based on Rational Free Form Deformations, *Proceeding of Eurographics '92*, Cambridge, UK, pp. 59- 69, 1992
377. T. Koller, A. Paouri, N. Magnenat Thalmann and D. Thalmann, A Tool for Interactive Control in Dynamics-Based Animation, *Proceeding of 3rd Eurographics Workshop on Animation and Simulation*, Cambridge, UK, 1992
378. N. Magnenat Thalmann and D. Thalmann, 3D Devices and Virtual Reality in Human Animation, *Proceeding of Second Eurographics Workshop on Animation and Simulation*, Vienna, pp. 169-181, September 1991
379. P. Kalra, A. Mangili, N. Magnenat Thalmann and D. Thalmann, 3D Interactive Free Form Deformations for Facial Expressions, *Proceeding of Compugraphics*, Lisbon, Portugal, vol. 1, pp.129-141, September 1991
380. N. Magnenat Thalmann, Y. Yang and D. Thalmann, The Problematics of Cloth Modeling and Animation, *Proceeding of 2nd Conference on CAD and CG*, International Academic Publishers, Hangzhou, China, pp. 1-7, September 1991
381. N. Magnenat Thalmann and Y. Yang, *Techniques for Cloth Animation*, New Trends in Animation and Visualization, John Wiley and Sons, pp. 242-256, July 1991
382. A. Lafleur, N. Magnenat Thalmann and D. Thalmann, Cloth Animation with Self-Collision Detection, *Proceeding of IFIP Conference on Graphics Modeling*, Springer Verlag, Tokyo, Japan, pp. 179-197, 1991
383. B. Paouri, N. Magnenat Thalmann and D. Thalmann, Creating Realistic Three-Dimensional Human Shape Characters for Computer-Generated Films, *Proceeding of Computer Animation '91*, Springer Verlag, Tokyo, Japan, pp. 89-99, 1991
384. N. Magnenat Thalmann, *Multimedia, Virtual Reality and Computer Animation*, *Proceeding of Hypertext / Hypermedia '91*, Springer Verlag, pp. 1-17, 1991
385. A. LeBlanc, P. Kalra, N. Magnenat Thalmann and D. Thalmann, Sculpting with the Ball and Mouse Metaphor, *Proceeding of Graphics Interface '91*, Calgary, Canada, pp. 152-159, 1991
386. P. Kalra. A. Mangili, N. Magnenat Thalmann and D. Thalmann, SMILE: a Multi layered Facial Animation System, *Proceeding of IFIP Conf. on Graphics Modeling*, Tokyo, Japan, 1991
387. N. Magnenat Thalmann, Visualizing Humans by Computer, *Proceeding of IFIP 2nd Working Conference on Visual DataBase Systems*, Budapest, pp. 146-155, 1991
388. R. Boulic, N. Magnenat Thalmann and D. Thalmann, Coach-Trainee: A New Methodology for the Correction of Predefined Motions, *Proceeding of Eurographics Workshop on Animation and Simulation*,

- Lausanne, Switzerland, pp. E1-E14, 1990
389. R. Boulic, N. Magnenat Thalmann and D. Thalmann, Human Free-Walking Model for a Real-Time Interactive Design of Gaits, Proceeding of Computer Animation '90, Springer Verlag, Tokyo, Japan, pp. 61-801, 1990
 390. N. Magnenat Thalmann, New Trends in Synthetic Actors, Proceeding of Computer Graphics International '90, Springer Verlag, Tokyo, Japan, 1990
 391. R. Turner, E. Gobbetti, F. Balaguer, A. Mangili, N. Magnenat Thalmann and D. Thalmann, An Object-Oriented Methodology Using Dynamic Variables for Animation and Scientific Visualization, Proceeding of Computer Graphics International '90, Springer Verlag, Tokyo, Japan, pp. 317-328, 1990
 392. N. Magnenat Thalmann, D. Thalmann, Creation and Deformation of Surfaces for the Animation of Human Bodies, Proc. Mechanics, Control & Animation of Artic. Figures, MIT Media Lab, 1989
 393. N. Magnenat Thalmann, Modélisations individuelles, ce que les informaticiens attendent des psychologues, Actes du colloque international sur les 8èmes journées de Psychologie différentielles, Lyon, France, 1989
 394. N. Magnenat Thalmann and D. Thalmann, Motion Control of Synthetic Actors: an Integrated View of Human Animation, Proceeding of Mechanics, Control & Animation of Articulated Figures, MIT Media Lab, 1989
 395. N. Magnenat Thalmann, The Problematics of Facial Animation, State-of-the-Art in Computer Animation, Proc. of Computer Animation '89, Springer Verlag, pp. 47-55, 1989
 396. J.P. Gourret, N. Magnenat Thalmann, D. Thalmann, Simulation of Object and Human Skin Deformations in a Grasping Task, Proc. Siggraph '89, Computer Graphics Society, vol. 23, no. 3, pp. 21-30, 1989
 397. J.P. Gourret, N. Magnenat Thalmann and D. Thalmann, The Use of Finite Element Theory for Simulating Object and Human Body Deformations and Contacts, Proceeding of Eurographics '89, North Holland, Hamburg, pp. 477-487, 1989
 398. N. Magnenat Thalmann and D. Thalmann, Construction and Animation of a Synthetic Actress, Proceeding of Eurographics '88, Nice, France, North-Holland publisher, on-line, 1988
 399. T.M. Hong, R. Laperrière and D. Thalmann, A General Algorithm for 3D Shape Interpolation in a Facet-based Representation, Proceeding of Graphics Interface '88, Edmonton, Canada, pp. 229-235, 1988
 400. N. Magnenat Thalmann, R. Laperrière and D. Thalmann, Joint-Dependent Local Deformations for Hand Animation and Object Grasping, Proceeding of Graphics Interface '88, A. K. Peters Ltd., pp. 26-33, 1988
 401. O. Ratib, D. Thalmann, A. Righetti and N. Magnenat Thalmann, A Computer Model of the Heart, Proceeding of Computers in Cardiology, IEEE publisher, 1987
 402. N. Magnenat Thalmann, D. Thalmann and S. Béland, The Integration of Particles and Polygons Rendering Using a Z-buffer Algorithm, Proceeding of Of the European Conference and Exhibition, (Eurographics '86), Lisbon, Portugal, August 1986
 403. N. Magnenat Thalmann, L. Forest, D. Rambaud and D. Thalmann, Keyframe-based Subactors, Proceeding of GraphicsInterface '86, Vancouver, Canada, pp. 213-216, May 1986
 404. N. Magnenat Thalmann and D. Thalmann, Three-dimensional Computer Animation Based on Simultaneous Differential Equations, Proceeding of Conference Continuous Simulation Languages, Society for Computer Simulation, San Diego, USA, pp. 73-77, January 1986
 405. N. Magnenat Thalmann and D. Thalmann, Les systèmes experts dans la synthèse et l'animation des Images, Congrès de l'Association Canadienne de l'Informatique, Montreal, Canada, pp. 39-44, June 1985

406. N. Magnenat Thalmann and F. Bolduc, Business Graphics and the Stakeholder Approach: An Exploratory Field Experiment, Proceeding of Graphics Interface '85, Springer, pp. 309-313, May 27-31, 1985
407. N. Magnenat Thalmann and D. Thalmann, 3D Computer Animation: More an Evolution Problem than a Motion Problem, Proceeding of Graphics Interface '85, Springer, pp. 91-96, 1985
408. N. Magnenat Thalmann, Management Graphics: a Tentative Typology for Business Graphics in Organizations, Proceeding of Computer Conference and Exhibition on Computer Aided Technologies (COMPINT '85), Montreal Canada, IEEE publisher, 1985
409. N. Magnenat Thalmann and D. Thalmann, A New Tool for Business Graphics: The Animated Data System, Proceeding of Trends and Applications, Washington, USA, pp. 116-122, 1985
410. N. Magnenat Thalmann and D. Thalmann, Single and Multiple Virtual Movie-Cameras for Special Cinematographic Effects, Proceeding of Computer Graphics '85, Tokyo, Japan, 1985
411. N. Magnenat Thalmann and F. Bolduc, Strategic Use of Business Graphics: a Stakeholder Approach, Proceeding of Graphics Interface '85, pp. 309-313, 1985
412. N. Magnenat Thalmann and D. Thalmann, Subactor Data Types as Hierarchical Procedural Models for Computer Animation, Proceeding of EUROGRAPHICS '85, Nice, France, pp. 121-128, 1985
413. N. Magnenat Thalmann, D. Thalmann, F. Marceau and M. Choquette, Tools and Techniques for the Computer-Generated Film NIRVANA, Proceeding of Computer Conf. and Exhibition on Computer Aided Technologies (COMPINT '85), Montreal, Canada, 1985
414. D. Thalmann and N. Magnenat Thalmann, Towards an Artist-Oriented Approach to 3D Computer Animation, Proceeding of Computer Graphics Applications for Management and Productivity (CAMP), Berlin, Germany, pp. 522-527, September 1984
415. N. Magnenat Thalmann and D. Thalmann, Animated Types and Actor Types in Computer Simulation and Animation, American Simulation Conference, San Diego, USA, published in Simulation Series, vol. 13, no. 2, pp. 51-56, 1984
416. N. Magnenat Thalmann and D. Thalmann, Director-oriented 3D Shaded Computer Animation, Proceeding of Graphics Interface '84, Ottawa, Canada, pp. 1-7, 1984
417. D. Thalmann, O. Ratib, N. Magnenat Thalmann and A. Righetti, Modeled Computer Animation of the Heart, Proceeding of International Joint Alpine Symposium, IEEE publisher, Austria, pp. 13-19, 1984
418. N. Magnenat Thalmann and D. Thalmann, 3D Computer Animation Films with a Programming Language and Interactive Systems, Proceeding of Computer Graphics '83, ONLINE Conference, London, UK, 1983
419. N. Magnenat Thalmann, P. Bergeron and D. Thalmann, Above Sea and Undersea Computer Animation Scenes, Proceeding of International Computer Color Graphics Conference, Tallahassee, USA, pp. 208-219, 1983
420. D. Thalmann and N. Magnenat Thalmann, Actor and Camera Data Types in Computer Animation, Graphics Interface '83, Edmonton, Canada, pp. 203-210, 1983
421. N. Magnenat Thalmann, Du modèle traditionnel de bureau à la bureautique télématique, Comptes- rendus colloque sur le bureau de demain, Université de Montreal, Faculté d'aménagement, Montreal, Canada, 1983
422. N. Magnenat Thalmann and D. Thalmann, A General Purpose Computer Graphics and Animation System, Proceeding of National Computer Graphics Conference (NCGA '83), Chicago, USA, pp. 755- 764, 1983

423. N. Magnenat Thalmann, La gestion d'un projet informatique, MICRO '83, La semaine de la micro-informatique à ENITA, Algiers, Algeria, 1983
424. N. Magnenat Thalmann, A. Larouche and D. Thalmann, An Interactive and User-Oriented Three-Dimensional Graphics Editor, Proceeding of Graphics Interface '83, Edmonton, Canada, pp. 39-46, 1983
425. N. Magnenat Thalmann, N. Chourot and D. Thalmann, Realistic Images Based on Program Patterns, Proceeding of International Color Graphics Conference, Tallahassee, USA, pp. 276-278, 1983
426. N. Magnenat Thalmann and D. Thalmann, The Use of 3D Abstract Graphical Types in Computer Graphics and Animation, Intergraphics '83, Tokyo, Japan, vol. 7, section B7-2, pp. 208-219, 1983
427. N. Magnenat Thalmann, D. Thalmann and P. Bergeron, Dream flight: a Fictional Film Produced by 3D Computer Animation, Proceeding of ONLINE Conference, London, UK, pp. 353-367, 1982
428. N. Magnenat Thalmann, Enhancement of Cardiac Isotope Images Using the Karhuven-Loeve, Proceeding of Second Scandinavian Conference on Image Analysis, Helsinki, Finland, 1981
429. N. Magnenat Thalmann and D. Thalmann, A Graphical Document Preparation System, Proceeding of International Conference on Research and Trends in Document Preparation Systems, Lausanne, Switzerland, 1981
430. N. Magnenat Thalmann and D. Thalmann, Graphical Tools for Computer Science Education, 3ème Conférence mondiale sur l'informatique et l'éducation, IFIP, Lausanne, Switzerland, pp. 781-788, 1981
431. N. Magnenat Thalmann and D. Thalmann, Some Useful but Rather Unusual Graphical Primitives, Proceeding of Eurographics '81, Received "Best Technical Content Award", Germany, pp. 175-185, 1981
432. N. Magnenat Thalmann and D. Thalmann, Les systèmes d'information visuelle à domicile, 1er Congrès sur la conception des systèmes télématiques, Nice, France, pp. 387-395, 1981
433. N. Magnenat Thalmann, CAI leads to Interdisciplinarity, Proceeding of Computers and Education, Acta Press, Montreal, Canada, pp. 40-41, 1980
434. N. Magnenat Thalmann and D. Thalmann, Graphics Editing in Office Automation, Proceeding of Canadian Information Processing Society Conference, Victoria, Canada, pp. 177-182, 1980
435. N. Magnenat Thalmann and D. Thalmann, Introducing Programming Concepts with Graphical Objects, Proceeding of ACM SIGCSE Technical Symposium on Computer Science Education, Kansas City, USA, pp. 105-109, 1980
436. N. Magnenat Thalmann and D. Thalmann, Simulation Problem-Solving with Josephine, Proceeding of Summer Computer Simulation Conference, Seattle, USA, pp. 177-182, 1980
437. N. Magnenat Thalmann and D. Thalmann, Using Computer Perception for Graphical Type Checking, Third National Conference of the Canadian Society for Computational Studies of Intelligence, pp. 320-326, 1980
438. N. Magnenat Thalmann and D. Thalmann, Design and Implementation of Abstract Graphical Data Types, Proceeding of 3rd International Computer Software and Applications Conference (COMPSAC '79), IEEE Publisher, Chicago, USA, pp. 519-524, 1979
439. N. Magnenat Thalmann and D. Thalmann, Language Extensions and Program Improvements by the Use of Preprocessors, Proceeding of International Electrical, Electronics Conference and Exposition, IEEE, Toronto, Canada, 1979, pp.20-21
440. N. Magnenat Thalmann and D. Thalmann, A Structured Approach to Computer Graphics, Proceeding of 6th

- Man-Computer Communications Conference, National Research Council, Ottawa, Canada, pp. 139- 150, 1979
441. N. Magnenat Thalmann and D. Thalmann, L'apport du calcul relationnel dans la définition et l'implantation des langages, Proceeding of Canadian Computer Conference CIPS Session '78, Edmonton, Canada, pp. 476-480, 1978
442. N. Magnenat Thalmann and D. Thalmann, Direct Connection between Compiling Techniques and Databases Courses, Proceeding of 9th Technical Symposium on Computer Science Education, ACM, Pittsburgh, USA, vol.10, no. 3, pp. 131-135, 1978
443. N. Magnenat Thalmann and D. Thalmann, Une évolution des langages vers une meilleure relation homme-machine, Compte-rendus de la 6ème Conférence annuelle de l'Association Canadienne des Sciences de l'Informatique (ACSI), Montreal, Canada, pp. 154-161, 1978
444. N. Magnenat Thalmann and D. Thalmann, The Use of PASCAL as a Teaching Tool in Introductory, Intermediate and Advanced Computer Science Courses, Proc. ACM SIGCSE/CSA Symposium, Detroit, USA, pp. 35-42, 1978

Books Published/Edited

1. 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
2. N. Magnenat Thalmann, J.J. Zhang, M. Ramanathan, D. Thalmann, **Intelligent Sense Modeling and Human-Computer Interaction (Human-Computer Interaction Series)**, Springer 1st ed., 296 p., Hardcover, ISBN 978-3030710019,2021
3. 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
4. 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
5. 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
6. P.Bourdot, V. Interrante, L. Nedel, N. Magnenat-Thalmann, G. Zachmann, **Virtual Reality and Augmented Reality, 16th EuroVR International Conference, EuroVR 2019, Tallinn, Estonia, October 23-25, 2019 Proceedings**, Vol. 11883, Springer 1st ed., 510 p., ISBN 978-3030319076, 2019
7. M. Gavrilova, J. Chang, N. Magnenat-Thalmann, E. Hitzer, H. Ishikawa, **Advances in Computer Graphics, 36th Computer Graphics International Conference, CGI 2019, Calgary, AB, Canada, June 17-20, 2019 Proceedings**, Vol. 11542, Springer, 1st ed., 604 p., ISBN 978-3030225131, 2019
8. J. Braz, N. Magnenat-Thalmann, P. Richard, L. Linsen, A. Telea, S. Battiato, F. Imai, **Computer Vision, Imaging and Computer Graphics Theory and Applications, 11th International Joint Conference, VISIGRAPP 2016, Rome**, Vol. 693, Springer, 1st Edition, XXI, 608 p., Hardcover, ISBN 978-3-319-64870-5, 2017
9. S.R.S. Prabakaran, N. Magnenat Thalmann, V.K. Bhaaskaran, **Frontiers in Electronic Technologies**, Springer, 161 p., Hardcover, ISBN 978-981-10-4235-5,2017
10. J.K. Burgoon, N. Magnenat Thalmann, M. Pantic, A. Vinciarelli, **Social Signal Processing**, Cambridge University Press, 440 p., Hardcover, ISBN-10: 1107161266, ISBN-13: 978-1107161269,2017

11. 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
12. N. Magnenat Thalmann, J. Yuan, D. Thalmann and B.-J. You (Eds.), **Context Aware Human-Robot and Human-Agent Interaction**, Springer, XIII, 298 p. 143 illus., ISBN: 978-3319199467, 2015
13. M. Ioannides, N. Magnenat Thalmann, E. Fink, R. Žarnić, A.-Y Yen, E. Quak (Eds.), **Digital Heritage. Progress in Cultural Heritage: Documentation, Preservation, and Protection**, 5th International Conference, EuroMed 2014 Proceedings, Vol. 8740, Springer, 2014
14. N. Magnenat Thalmann, O. Ratib, H.F. Choi (Eds.), **3D Multiscale Physiological Human**, Springer, XII, 316 p. 110 illus., ISBN: 978-1447162742, 2014
15. N. Magnenat Thalmann, D. Thalmann, **Computer-Generated Images: The State of the Art**, Springer, Softcover reprint of the original 1st ed. 1985 edition, 497 p., ISBN 978-4431680352, 2012
16. Nadia Magnenat Thalmann, **Modeling and Simulating Bodies and Garments**, Springer, 1st Edition., 2010, XVIII, 186 p. 142 illus., 22 in color., Hardcover, ISBN: 978-1-84996-262-9, 2010
17. Nadia Magnenat Thalmann, **Modelling the Physiological Human**, 229 pages, Springer, 2009
18. Nadia Magnenat Thalmann, David Feng and Jian Zhang, **Recent Advances in the 3D Physiological Human**, 225 pages, Springer, 2009
19. Nadia Magnenat Thalmann, Lakhmi C. Jain and N. Ichalkaranje, **New Advances in Virtual Humans**, 180 pages, Springer, 2008
20. N. Magnenat Thalmann, S.Y. Shin, F. Di Fiore, F. van Reeth and D. Thalmann, **Proceedings of CASA 2007**, Computer Animation & Virtual Worlds, Wiley, Special Issue, Vol.18, No. 4-5, September-December 2007
21. N. Magnenat Thalmann and D. Thalmann, **Proceedings of the workshop "Aim@shape"**, IEEE publisher, March 2005
22. N. Magnenat Thalmann and D. Thalmann, **Proceedings of the workshop "CAPTECH"**, IEEE publisher, 2004
23. N. Magnenat Thalmann and D. Thalmann, **CASA Proceedings**, IEEE publisher, 2004
24. N. Magnenat Thalmann and D. Thalmann, **CGI Proceedings**, IEEE publisher, 2004
25. N. Magnenat Thalmann and D. Thalmann (eds.), **Handbook of Virtual Humans**, Wiley & Sons, Ltd. publisher, pp. 1-225, August 2004
26. N. Magnenat Thalmann and D. Thalmann, **Proceedings Research Workshop on Modelling Joints and Soft Tissues**, Troisième Cycle Romand, CUSO, 2003
27. N. Magnenat Thalmann and D. Thalmann (eds.), **Computer Animation 2002**, IEEE Computer Society Press, 2002
28. M.P. Cani, N. Magnenat Thalmann and D. Thalmann (eds.), **Computer Animation and Simulation 2001**, Springer Verlag, Wien, 206 pages, 2001
29. N. Magnenat Thalmann and D. Thalmann (eds.), **Deformable Avatars; IFIP TC5/WG5.10 DEFORM 2000 Workshop and AVATARS 2000 Workshop**, Kluwer Academic Publisher, 247 pages, 2001
30. N. Magnenat Thalmann, D. Thalmann and B. Arnaldi, **Computer Animation and Simulation 2000**, Springer Verlag, Wien, 211 pages, August 2000
31. Pascal Volino and N. Magnenat Thalmann, **Clothing 3D virtual Humans: Theory and Practice**, Springer Verlag, Tokyo, New York, Berlin, Heidelberg, 283 pages with CD-ROM, October 2000
32. T. Çapın, I. Pandzic, N. Magnenat Thalmann and D. Thalmann, **Avatars in Networked Virtual Environments**, John Wiley, 282 pages, 1999
33. N. Magnenat Thalmann and D. Thalmann, **Computer Animation and Simulation**, Springer Verlag, Wien, 230 pages,

1999

34. N. Magnenat Thalmann and D. Thalmann (eds.), **Computer Animation '99**, IEEE publisher, 1999
35. N. Magnenat Thalmann, O. Ratib, H.F. Choi (Eds.), **3D Multiscale Physiological Human**, Springer, XII,316 p. 110 illus., ISBN: 978-1447162742, 2014
36. N. Magnenat Thalmann, D. Thalmann, **Computer-Generated Images: The State of the Art**, Springer, Softcover reprint of the original 1st ed. 1985 edition, 497 p., ISBN 978-4431680352, 2012
37. U. Gdkbay, T. Dayar, A. Grsoy, E. Gelenbe, M. Becker, J.M. Fourneau, H. Shachnai and N. Magnenat Thalmann, **Advances in Computer and Information Sciences '98**, Proceedings of the 13th International Symposium on Computer and Information Sciences, IOS Press, 584 pages, 1998
38. N. Magnenat Thalmann and D. Thalmann (eds.), **CAPTECH '98**, Springer Verlag, Tokyo, New York, Berlin, Heidelberg, 1998
39. W. Maurel, Y. Wu, N. Magnenat Thalmann and D. Thalmann, **Biomechanical Models for Soft Tissues Simulation**, ESPRIT Basic Research Series, Springer Verlag, Tokyo, New York, Berlin, Heidelberg, 173 pages, 1998
40. N. Magnenat Thalmann and D. Thalmann, **Modeling and Motion Capture Techniques for Virtual Environments**, Lecture Notes in Artificial Intelligence, No1537, Springer, 1998
41. N. Magnenat Thalmann (ed.), **Virtual Systems and Multimedia '97**, IEEE publisher, 1997
42. N. Magnenat Thalmann and D. Thalmann (eds.), **Computer Animation '97**, IEEE publisher, 165 pages, 1997
43. N. Magnenat Thalmann and D. Thalmann (eds.), **Interactive Computer Animation**, Prentice Hall, 296 pages, 1996
44. N. Magnenat Thalmann and D. Thalmann (eds.), **Computer Animation '96**, IEEE publisher, 1996
45. N. Magnenat Thalmann and D. Thalmann (eds.), **Computer Animation '95**, IEEE publisher, 1995
46. Jiannan, N. Magnenat Thalmann, Z. Tang and D. Thalmann (eds.), **Fundamentals of Computer Graphics**, World Scientific Publishers, 1994
47. N. Magnenat Thalmann and D. Thalmann (eds.), **Artificial Life and Virtual Reality**, John Wiley and Sons, Chichester, 244 pages, 1994
48. N. Magnenat Thalmann and D. Thalmann (eds.), **Computer Animation '94**, IEEE publisher, 1994
49. N. Magnenat Thalmann and D. Thalmann (eds.), **Mundos Virtuais e Multimedia** (Portuguese translation), LTC Editora, Rio de Janeiro, 1994
50. N. Magnenat Thalmann and D. Thalmann (eds.), **Virtual Worlds and Multimedia**, John Wiley and Sons, Chichester, 216 pages, 1993
51. N. Magnenat Thalmann and D. Thalmann (eds.), **Communicating with Virtual Worlds**, Springer Verlag, Tokyo, New York, Berlin, Heidelberg, 1993
52. N. Magnenat Thalmann and D. Thalmann (eds.), **Models and Techniques in Computer Animation**, Springer Verlag, Tokyo, New York, Berlin, Heidelberg, 293 pages, 1993
53. N. Magnenat Thalmann and D. Thalmann (eds.), **Creating and Animating the Virtual World**, Springer Verlag, Tokyo, New York, Heidelberg, 285 pages, 1992
54. N. Magnenat Thalmann and D. Thalmann (eds.), **New Trends in Animation and Visualization**, John Wiley and Sons, 284 pages, 1991
55. N. Magnenat Thalmann and D. Thalmann (eds.), **Computer Animation '91**, Springer Verlag, Tokyo, New York, Heidelberg, 255 pages, 1991
56. N. Magnenat Thalmann and D. Thalmann, **Synthetic Actors in Computer-Generated Films**, Springer Verlag, Heidelberg, 129 pages, 1990
57. N. Magnenat Thalmann and D. Thalmann (eds.), **Computer Animation '90**, Springer Verlag, Tokyo, New York,

- Berlin, Heidelberg, 242 pages, 1990
58. N. Magnenat Thalmann and D. Thalmann, **Computer Animation: Theory and Practice**, Springer Verlag, Heidelberg, New York, Tokyo), 240 pages, 1990, (2nd edition), translated into Italian
 59. N. Magnenat Thalmann and D. Thalmann (eds.), **State-of-the-Art in Computer Animation**, Editors, Springer Verlag, Tokyo, New York, Heidelberg, 224 pages, 1988
 60. N. Magnenat Thalmann and D. Thalmann (eds.), **New Trends in Computer Graphics**, Springer Verlag, Heidelberg, 1988
 61. N. Magnenat Thalmann and D. Thalmann, **Image Synthesis: Theory and Practice**, Springer Verlag, Tokyo, 400 pages, 1987
 62. L. Gingras, N. Magnenat Thalmann and L. Raymond, **Les systèmes d'information organisationnels**, Ed. G. Morin, Québec, 307 pages, 1986
 63. N. Magnenat Thalmann and D. Thalmann (eds.), **Computer Generated Images: The State of the Art**, Springer Verlag, Tokyo, 1985
 64. N. Magnenat Thalmann, D. Thalmann and J. Vaucher, **PASCAL: un outil pour la gestion**, Ed. Gaétan Morin, 174 pages, 1984
 65. G. Laporte and N. Magnenat Thalmann, **Textes du premier colloque québécois de graphisme par ordinateur**, Ed. Gaétan Morin, 1984
 66. N. Magnenat Thalmann and D. Thalmann, **Informatique graphique: concepts et techniques avec le langage MIRA**, Ed. Gaétan Morin, 410 pages, 1983
 67. N. Magnenat Thalmann and et D. Thalmann, **Gestion de fichiers et bases de données**, Ed. Gaétan Morin, 370 pages, 1982, (second edition 1983)
 68. N. Magnenat Thalmann, **L'informatique, un instrument de la gestion**, adaptation and French translation of "Computer essentials for business", Ed. McGraw-Hill, 359 pages, 1980
 69. N. Magnenat Thalmann and D. Thalmann, **COBOL: une approche structurée à la résolution de problèmes**, Ed. Gaétan Morin, 214 pages, 1979, (second edition 1981)
 70. N. Magnenat Thalmann, D. Thalmann and J. Vaucher, **Le langage PASCAL**, Ed. Gaétan Morin, 363 pages, 1979, (second edition 1980), (third edition 1982)

Chapters in Book

1. Nadia Magnenat Thalmann, **Social Robots: Their History and What They Can Do for Us**, Perspectives on Digital Humanism, pp. 9-17, Springer, Cham, 2022
2. Baka, Eva & Thalmann, Nadia. Human—Technology Interaction: **The State-of-the-Art and the Lack of Naturalism**. 2021, 10.1007/978-3-030-71002-6_13.
3. Mishra N, Baka E, Magnenat Thalmann N. **Exploring Potential and Acceptance of Socially Intelligent Robot**. Human—Computer Interaction Series [Internet]. Springer International Publishing; 2021;259–82. Available from: http://dx.doi.org/10.1007/978-3-030-71002-6_15
4. N. Magnenat Thalmann, **Les robots sociaux humanoïdes : une réalité imminente**, Le Goût d'imaginer sa vie, Manitoba Editions, ISBN-13: 978-2376150541, pp. 237-247, Paris, France, 2018
5. M. Becker, and N. Magnenat Thalmann, **Muscle Tissue Labeling of Human Lower Limb in Multi-Channel Dixon MR Imaging: Concepts and Applications**, IEEE/ACM Transactions on Computational Biology and Bioinformatics, IEEE publisher, DOI: 10.1109/TCBB.2015.2459679, pp. 290-299, 2017
6. N. Magnenat Thalmann, L. Tian and F. Yao, **Nadine: A Social Robot that Can Localize Objects and Grasp Them in a Human Way**, Frontiers in Electronic Technologies, Springer, pp. 1-23, 2017
7. J. Lee, N. Magnenat Thalmann and D. Thalmann, **Shared Object Manipulation, Context Aware Human-Robot**

- and Human-Agent Interaction**, Springer International Publishing, 191-207, 2015
8. J. Zhang, J. Zheng and N. Magnenat Thalmann, **Modeling Personality, Mood, and Emotions, Context Aware Human-Robot and Human-Agent Interaction**, Springer International Publishing, 211-236, 2015
 9. A. Beck, Z. Zhang and N. Magnenat Thalmann, **Motion Control for Social Behaviors, Context Aware Human-Robot and Human-Agent Interaction**, Springer International Publishing, 237-256, 2015
 10. Z. Yumak and N. Magnenat Thalmann, **Multimodal and Multi-party Social Interactions, Context Aware Human-Robot and Human-Agent Interaction**, Springer International Publishing, 275-298, 2015
 11. M. Becker, and N. Magnenat Thalmann, **Deformable Models in Medical Image Segmentation, 3D Multiscale Physiological Human**, DOI: 10.1007/978-1-4471-6275-9_4, Springer-Verlag, London, 2014
 12. N. Magnenat Thalmann, H. F. Choi, D. Thalmann, **Towards Effective Diagnosis and Prediction via 3D Patient Model: A Complete Research Plan**, In: 3D Multiscale Physiological Human (Eds. N. Magnenat-Thalmann, O. Ratib, H. F. Choi), Springer, 2014, pp.3-22.
 13. H. F. Choi, A. Chincisan, N. Magnenat Thalmann, **A Collective Approach for Reconstructing 3D Fiber Arrangements in Virtual Musculoskeletal Soft Tissue Models**, in B. Doyle et al. (eds.), Computational Biomechanics for Medicine,, September 14, 2014 (Best Paper Award)
 14. M. Elgendi, J. Dauwels, B. Rebsamen, R. Shukla, Y. Putra, J. Gamez, Niu ZePing, Bangying Ho, N. Prasad, D. Aggarwal, A. Nair, V. Mishuhina, F. Vialatte, M. Constable, A. Cichocki, C. Latchoumane, J. Jeong, D. Thalmann and N. Magnenat Thalmann, **From Auditory and Visual to Immersive Neurofeedback: Application to Diagnosis of Alzheimer's Disease**, Neural Computation, Neuro Devices, and Neural Prosthesis, Springer New York, pp. 63- 97, 2014
 15. S. Sarda, M. Constable, J. Dauwels, S. Dauwels (Okutsu), M. Elgendi, Z. Mengyu, U. Rasheed, Y. Tahir, D. Thalmann, N. Magnenat Thalmann, **Natural Interaction with Robots, Knowbots and Smartphones**, pp 375-387, Springer, 2014
 16. D. Thalmann, N. Magnenat Thalmann, **Real-Time Feedback System for Monitoring and Facilitating Discussions** in: J. Mariani et al, Natural Interaction with Robots, Knowbots and Smartphones, pp 375-387, Springer, 2014
 17. N. K.H. Chia, N. K.N. Kee, Y. Cai and N. Magnenat Thalmann, **Pink Dolphins: A Serious Simulation Game**, in Y Cai & SL Goei (editors), Simulation, Serious Games and Their Applications, Springer, pp.207-217, DOI: 10.1007/978-981-4560-32, November 2013
 18. N. K.H. Chia, Y. Cai, N. K.N. Kee, N. Magnenat Thalmann, B. Yang, J. Zheng, D. Thalmann , **Learning Activity System Design for Autistic Children Using Virtual Pink Dolphins**, in Yiyu Cai (editor), 3D Immersive & Interactive Learning, Springer, pp 105-121, February 2013
 19. L. Assassi and N. Magnenat Thalmann, **Biomechanical Approach for Dynamic Hip Joint Analysis, Workshop on 3D Physiological Human (3DPH)**, the 25th Annual Conference on Computer Animation and Social Agents (CASA 2012), Springer Verlag, May 2012
 20. Z. Kasap and N. Magnenat Thalmann, **Interacting with Emotion and Memory enabled Virtual Characters and Social Robots**, In T. Nishida, C. Faucher and L. C. Jain (eds.), Modelling Machine Emotions for Realizing Intelligence: Foundations and Applications, Springer, Germany, pp. 240, 2010
 21. M.B. Moussa and Nadia Magnenat Thalmann, **Applying Affect Recognition in Serious Games: The PlayMancer Project**, pp 53-62 , Springer Berlin Heidelberg, 1 January 2009
 22. J. Schmid, A. Sandholm, F. Chung, D. Thalmann, H. Delingette and N. Magnenat Thalmann, **Musculoskeletal Simulation Model Generation from MRI Datasets and Motion Capture Data**, Recent Advances in the 3D Physiological Human, Springer-Verlag, pp. 3-19, 2009
 23. Z. Kasap and N. Magnenat Thalmann, **Intelligent Virtual Humans with Autonomy and Personality: State-of-the-Art, New Advances in Virtual Humans** (Eds.) Nadia Magnenat Thalmann, Lakhmi C. Jain, N. Ichalkaranje, Studies in Computational Intelligence, Springer, pp. 43-84, 2008

25. T.D. Giacomo, H.S. Kim, L. Moccozet and N. Magnenat Thalmann, **Control Structure and Multi- Resolution Techniques for Virtual Human Representation**, Shape Analysis and Structuring Mathematics and Visualization 2008, pp. p 241-274, DOI: 10.1007/978-3-540-33265-7_8, 2008
26. N. Magnenat Thalmann and U. Bonanni, **Haptic Sensing of Virtual Textiles**, Human Haptic Perception - Basics and Applications, Springer Berlin / Heidelberg, ISBN: 978-3-7643-7611-6, 2008
27. N. Magnenat Thalmann, E. Lyard, M. Kasap and P. Volino, **Adaptive Body, Motion and Cloth, Motion in Games**, Springer-Verlag, pp. 63-71, 2008
28. N. Magnenat Thalmann, P. Volino and C. Luible, **Virtual Clothing**, in Encyclopedia of Computer Science and Engineering, John Wiley & Sons, Article 675, January 2008
29. T. Di Giacomo, S. Garchery and N. Magnenat Thalmann, Chapter 2: **Expressive Visual Speech Generation, in Data-Driven 3D Facial Animation**, in Zhigang Deng and Ulrich Neumann (eds.), Springer Press, ISBN: 978-1-84628-906-4, pp. 29-59, December 2007
30. T. Di Giacomo, S. Garchery and N. Magnenat Thalmann, Chapter 12: **Real-Time Adaptive Facial Animation, in Data-Driven 3D Facial Animation**, in Zhigang Deng and Ulrich Neumann (eds.), Springer Press, ISBN: 978-1-84628-906-4, pp. 217-247, December 2007
31. T. Di Giacomo, L. Moccozet and N. Magnenat Thalmann, **State-of-the-Art on Level-Of-Detail for Virtual Human Animation and Representation**, in Shape Analysis and Structuring, Leila de Floriani, Michela Spagnuolo (eds.), Springer Verlag, September 2007
32. T. Di Giacomo, H. Kim, S. Garchery, C. Joslin and N. Magnenat Thalmann, **Dynamically Adaptive Streaming of 3D Data for Animated Characters**, in Game Programming Gems 6, Mike Dickheiser (ed.), Charles River Media, pp. 593-606, March 2006
33. A. Egges, T. Di Giacomo and N. Magnenat Thalmann, **Synthesis of Realistic Idle Motion for Interactive Characters**, in Game Programming Gems 6, Mike Dickheiser (ed.), Charles River Media, pp. 409-422, March 2006
34. P. Volino, F. Dellas, T. Di Giacomo and N. Magnenat Thalmann, **Integrated Platform for Networked and User-Oriented Virtual Clothing**, in Encyclopedia on Multimedia Technology and Networking, published by Idea-Group Reference, Margherita Pagani (ed.), pp. 424-428, April 2005
35. T. Di Giacomo, C. Joslin and N. Magnenat Thalmann, **Overview of Production, Delivery and Playback of 3D Graphics**, in Encyclopedia on Multimedia Technology and Networking, published by Idea-Group Reference, Margherita Pagani (ed.), pp. 855-863, April 2005
36. N. Magnenat Thalmann and D. Thalmann, **Computer Animation** in: Handbook of Computer Science, CRC Press, 2004
37. N. Magnenat Thalmann and D. Thalmann, **An Overview of Virtual Humans**, Handbook of VirtualHumans, John Wiley, pp. 1-25, 2004
38. L. Vacchetti, V. Lepetit, M. Ponder, G. Papagiannakis, P. Fua, D. Thalmann and N. Magnenat Thalmann, **Stable Real-time AR Framework for Training and Planning in Industrial Environments**, VirtualReality and Augmented Reality Applications in Manufacturing, Ong, Soh K., Nee, ISBN: 1-85233-796-6, Springer-Verlag, A.Y.C., pp. 129-146, May 2004
39. T. Di Giacomo and N. Magnenat Thalmann, **Fast Deformations with Multilayered Physics**, in Game Programming Gems 4, Charles River Media, A. Kirmse (ed.), pp. 275-287, March 2004
40. N. Magnenat Thalmann, C. Joslin and U. Berner, **Networked Virtual Park**, Practical Applications of Computational Intelligence Techniques, L. Jain, P. De Wilde (eds.), Springer Verlag, Vol. 16, ISBN: 0- 7923-7320-0, pp. 65-88, 2001
41. N. Magnenat Thalmann, P. Kalra and L. Moccozet, **Virtual Humans**, in HyperReality: Paradigm for the Third Millennium, N. Terashima and J. Tiffin (eds.), Routledge, pp. 54-79, October 2001
42. N. Magnenat Thalmann and D. Thalmann, **Deformable Avatars**, in Deformable Avatars, Kluwer Academic Publishers, 2001
43. H. Seo, F. Cordier, L. Philippon and N. Magnenat Thalmann, **Interactive Modelling of MPEG-4 Deformable Human Body Models**, in Deformable Avatars, Kluwer, 2001, Kluwer Academic Publishers, pp. 120-131, 2001
44. S. Kshirsagar, S. Garchery and N. Magnenat Thalmann, **Feature Point Based Mesh Deformation Applied to MPEG-4 Facial Animation**, in Deformable Avatars, Kluwer Academic Publishers, pp. 24-34, 2001

45. N. Magnenat Thalmann, **The Virtual Actor**, in Global playerer 1, local hero, positionen des Schauspielers im Zeitgenoessischen Theater, ePodium Verlag, Germany, pp. 185-196, 2000
46. N. Magnenat Thalmann, **Virtueller Raum – Virtuelle Realität**, in Lebensräume Spielräume Schutzzräume, Walter Verlag, Zürich und Düsseldorf, pp.152-163, 1999
47. N. Magnenat Thalmann and D. Thalmann, **Virtual Reality Software and Technology**, in Encyclopedia of Computer Science and Technology, Marcel Dekker, Vol. 41, pp. 331-361, 1999
48. J. Kuntz and N. Magnenat Thalmann, **Vom Flug ins 23 Jahrhundert, Eine Professorin auf virtuelle Reisen**, in Alles gut, Suhrkamp taschenbuch, pp. 182-190, 1998
49. P. Volino and N. Magnenat Thalmann, **Interactive Cloth Simulation: Problems and Solutions**, in Virtual Worlds on the Internet, R. Earnshaw and J. Vince (eds.), IEEE publisher, pp. 175-192, 1998
50. N. Magnenat Thalmann and D. Thalmann, **The Virtual Humans Story**, in IEEE Annals of the History of Computing, Vol. 20, No.2, pp. 50-51, 1998
51. T. K. Capin, I. S. Pandzic, N. Magnenat Thalmann and D. Thalmann, **Realistic Avatars and Autonomous Virtual Humans in VLNET Networked Virtual Environments**, in Virtual Worlds on the Internet, R. Earnshaw and J. Vince (eds.), pp. 157-174, 1998
52. N. Magnenat Thalmann and L. Moccozet, **Virtual Humans on Stage**, in Virtual Worlds: Synthetic Universes, Digital Life and Complexity, Jean-Claude Heudin (ed.), New England Complex Systems Institute Series on Complexity, Chapter 4, pp. 95-126, 1998
53. N. Magnenat Thalmann and D. Thalmann, **Computer Animation**, in Handbook of Computer Science, CRC Press, pp. 1300-1316, 1996
54. N. Magnenat Thalmann and D. Thalmann, **Computer Animation in Future Technologies**, in Interactive Computer Animation, Prentice Hall, pp. 1-9, 1996
N. Magnenat Thalmann and P. Volino, **Sculpting, Clothing and Hairdressing our Virtual Humans**, in Interactive Computer Animation, Prentice Hall, pp. 205-234, 1996
55. N. Magnenat Thalmann and D. Thalmann, **Computer Animation: a Key Issue for Time Visualization**, in Scientific Visualization, Academic Press, pp. 201-222, 1994
56. N. Magnenat Thalmann and D. Thalmann, **Creating Artificial Life in Virtual Reality**, in Artificial Life and Virtual Reality, John Wiley and Sons, Chichester, pp. 1-10, 1994
57. N. Magnenat Thalmann and D. Thalmann, **The World of Virtual Actors**, in Virtual Worlds and Multimedia, John Wiley and Sons, pp. 113-126, 1993
58. N. Magnenat Thalmann and D. Thalmann, **Human Body Deformations Using Joint-dependent Local Operators and Finite-Element Theory**, in Making Them Move, N. Badler, BA. Barsky, D. Zeltzer (eds.), Morgan Kaufmann, SanMateo, California, pp. 243-262, 1990
59. N. Magnenat Thalmann and Y. Yang, **A Survey on Cloth Animation Methods**, in New Trends in Animation and Visualization, N. Magnenat Thalmann, D. Thalmann (eds.), John Wiley and Sons, 1990
60. B. Arnaldi, G. Dumont, G. Hégron, N. Magnenat Thalmann and D. Thalmann, **Animation Control with Dynamics** in State-of-the-Art in Computer Animation, Springer Verlag, Tokyo, pp. 113-124, 1989
61. D. Boisvert, N. Magnenat Thalmann and D. Thalmann, **An Integrated View of Synthetic Actors**, in New Advances in Computer Graphics, Springer Verlag, Tokyo, pp. 277-288, 1989
62. N. Magnenat Thalmann, M. De Angelis, T. Hong and D. Thalmann, **Human Prototyping**, in New Trends in Computer Graphics, N. Magnenat Thalmann, D. Thalmann (eds.), Springer Verlag, Heidelberg, pp.74-82, 1988
63. N. Magnenat Thalmann, L. Forest and D. Thalmann, **Integrating Key-frame Animation and Algorithmic Animation of Articulated Bodies**, in Advanced Computer Graphics, Springer Verlag, pp. 263-274, 1986
64. M. Fortin, N. Léonard, N. Magnenat Thalmann and D. Thalmann, **Animating Lights and Shadows, Computer-generated Images**, in Computer Generated Images, Springer Verlag, pp. 45-55, 1985

65. N. Magnenat Thalmann and D. Thalmann, **Controlling Evolution and Motion Using the CINEMIRA-2 Animation Sublanguage**, in Computer-generated Images, Springer Verlag, pp. 249-259, 1985
66. N. Magnenat Thalmann, M. Fortin, L. Langlois and D. Thalmann, **MIRA-SHADING: a Structured Language for the Synthesis and the Animation of Realistic Images**, in Frontiers in Computer Graphics (Ed. T.L. Kunii), Springer Verlag, Tokyo, pp. 101-113, 1985
67. N. Magnenat Thalmann, D. Thalmann and A. Larouche, **TOPCAG: Top-down Computer-aided Graphics**, in Applied Systems Research and Cybernetics, Pergamon Press, Vol.5, pp. 2223-2227, 1980