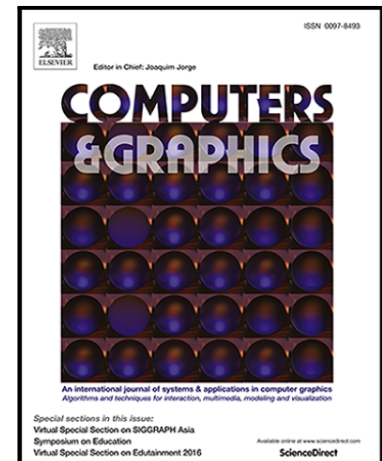


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Real-time animation of human characters' anatomy

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Highlights

- Real-time animation of virtual characters internal and external anatomy.
- Design of an automatic skeletal animation pipeline for internal tissues.
- Adapting the patient anatomy to any pose required in a given medical procedure.
- The technique is flexible enough to deal with B-Reps and volumetric models.

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