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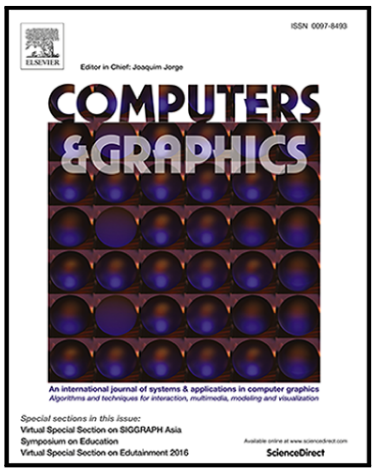

KaraKter: An Autonomously Interacting Karate Kumite Character for VR-based Training and Research

Liang Zhang, Guido Brunnett, Katharina Petri, Marco Danneberg, Stefan Masik, Nicole Bandow, Kerstin Witte

PII: S0097-8493(18)30008-6
DOI: 10.1016/j.cag.2018.01.008
Reference: CAG 2904

To appear in: *Computers & Graphics*

Received date: 23 June 2017
Revised date: 8 December 2017
Accepted date: 15 January 2018

Please cite this article as: Liang Zhang, Guido Brunnett, Katharina Petri, Marco Danneberg, Stefan Masik, Nicole Bandow, Kerstin Witte, KaraKter: An Autonomously Interacting Karate Kumite Character for VR-based Training and Research, *Computers & Graphics* (2018), doi: 10.1016/j.cag.2018.01.008

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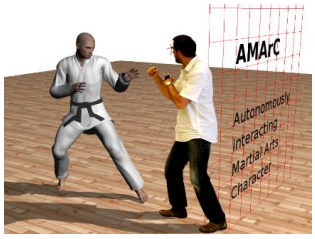
Graphical Abstract

Title:
KaraKter: an Autonomously Interacting Karate Kumite Character for VR-based Training and Research

Summary:
KaraKter is a virtual character with karate specific autonomous behaviour. It is used for real time fight simulation with an athlete that moves in a virtual environment.

Image:



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