

Fluids and Snow

Jason Chow – M. Macklin, M. Müller, **Position Based Fluids**, *ACM Transactions on Graphics (SIGGRAPH 2013)*, 32(4).

<http://www.matthiasmueller.info/>

Se-Joon Chung – Alexey Stomakhin, Craig Schroeder, Lawrence Chai, Joseph Teran, and Andrew Selle. "A Material Point Method For Snow Simulation." *ACM Transactions on Graphics (SIGGRAPH 2013)*, 32(4).

<http://www.disneyanimation.com/technology/publications>

Cloth

Atulit Kumar – Yuksel, Cem, Jonathan M. Kaldor, Doug L. James, and Steve Marschner. "Stitch meshes for modeling knitted clothing with yarn-level detail." *ACM Transactions on Graphics (TOG)* 31, no. 4 (2012): 37.

<http://www.cs.cornell.edu/projects/stitchmeshes/>

Felipe Gomez-Frittelli – Kim, Doyub, Woojong Koh, Rahul Narain, Kayvon Fatahalian, Adrien Treuille, and James F. O'Brien. "Near-exhaustive Precomputation of Secondary Cloth Effects." *ACM Trans. Graph. (Proc. of SIGGRAPH 2013)* 32, no. 4 (2013): 2.

<http://graphics.berkeley.edu/papers/Kim-NEP-2013-07/>

Generating Character Motion

Loic Ciccone – Min, Jianyuan, and Jinxiang Chai. "Motion graphs++: a compact generative model for semantic motion analysis and synthesis." *ACM Transactions on Graphics (TOG)* 31, no. 6 (2012): 153.

http://students.cse.tamu.edu/jianyuan/project_semantic.html

Sai Shashank Kiramkonda – Liu, Libin, KangKang Yin, Bin Wang, and Baining Guo. "Simulation and control of skeleton-driven soft body characters." *ACM Transactions on Graphics (TOG)* 32, no. 6 (2013): 215.

<http://www.comp.nus.edu.sg/~kkyin/>

Puppetry

Evan Shimizu – Seol, Yeongho, Carol O’Sullivan, and Jehee Lee. "**Creature Features: Online motion puppetry for non-human characters.**" In *ACM SIGGRAPH / Eurographics Symposium on Computer Animation*, pp. 213-222. 2013.

<http://mrl.snu.ac.kr/publications/publications.html>

Mark Strelow – Li, Hao, Jihun Yu, Yuting Ye, and Chris Bregler. "**Realtime facial animation with on-the-fly correctives.**" *ACM Transactions on Graphics (TOG)* 32, no. 4 (2013): 42.

http://www.hao-li.com/Hao_Li/Hao_Li_-_publications_%5BRealtime_Facial_Animation_with_On-the-fly_Correctives%5D.html

Motion Optimization

Nathan Slobody – Liu, C. Karen, Aaron Hertzmann, and Zoran Popović. "**Composition of complex optimal multi-character motions.**" In *Proceedings of the 2006 ACM SIGGRAPH/Eurographics symposium on Computer animation*, pp. 215-222. Eurographics Association, 2006.

<http://www.cc.gatech.edu/~karenliu/Composition.html>

Ben Humberston – Agrawal, Shailen, Shuo Shen, and Michiel van de Panne. "**Diverse motion variations for physics-based character animation.**" In *Proceedings of the 12th ACM SIGGRAPH/Eurographics Symposium on Computer Animation*, pp. 37-44. ACM, 2013.

<http://www.cs.ubc.ca/~van/papers/2013-SCA-diverse/>

Muscles

Luo Yi Tan – Geijtenbeek, Thomas, Michiel van de Panne, and A. Frank van der Stappen. "**Flexible muscle-based locomotion for bipedal creatures.**" *ACM Transactions on Graphics (TOG)* 32, no. 6 (2013): 206.

<http://www.cs.ubc.ca/~van/papers/2013-TOG-MuscleBasedBipeds/index.html>

Yuji Nakamura – Mordatch, Igor, Jack M. Wang, Emanuel Todorov, and Vladlen Koltun. "**Animating human lower limbs using contact-invariant optimization.**" *ACM Transactions on Graphics (TOG)* 32, no. 6 (2013): 203.

<http://vladlen.info/publications/animating-human-lower-limbs-using-contact-invariant-optimization/>

Crowds, Posture, and Perception

Claire Mathis – Scovanner, Paul, and Marshall F. Tappen. "**Learning pedestrian dynamics from the real world.**" In *Computer Vision, 2009 IEEE 12th International Conference on*, pp. 381-388. IEEE, 2009. <http://www.cs.ucf.edu/~pscovann/>

Rachina Ahuja – Normoyle, Aline, Fannie Liu, Mubbasir Kapadia, Norman I. Badler, and Sophie Jörg. "**The effect of posture and dynamics on the perception of emotion.**" In *Proceedings of the ACM Symposium on Applied Perception*, pp. 91-98. ACM, 2013. <http://people.inf.ethz.ch/kapadiah/projects-emotion-perception.html>