

Title: Dynamic Motion Control Editor for Virtual Human

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Abstract: Virtual human motion in computer games and animation look very dull and unrealistic. Researchers try to find a perfect balance to manipulate virtual human action in computer animation. Virtual human movement can be created by a combination of motions from different sources such as motion capture, manual keyframes, dynamic and kinematics simulation. This paper presents a new technique to edit virtual human action for dynamic motion control in the real time animation. Our approach allow user to manipulate trajectory of motion by controlling new additional forces and character mass that involves in virtual human motion for dynamic movement.