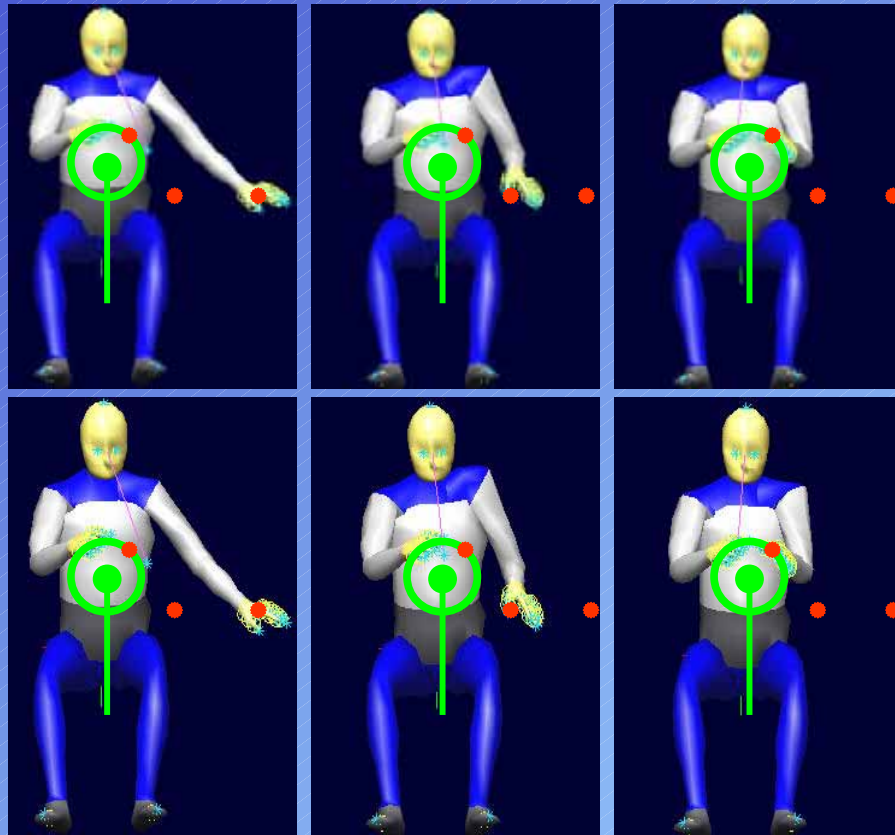


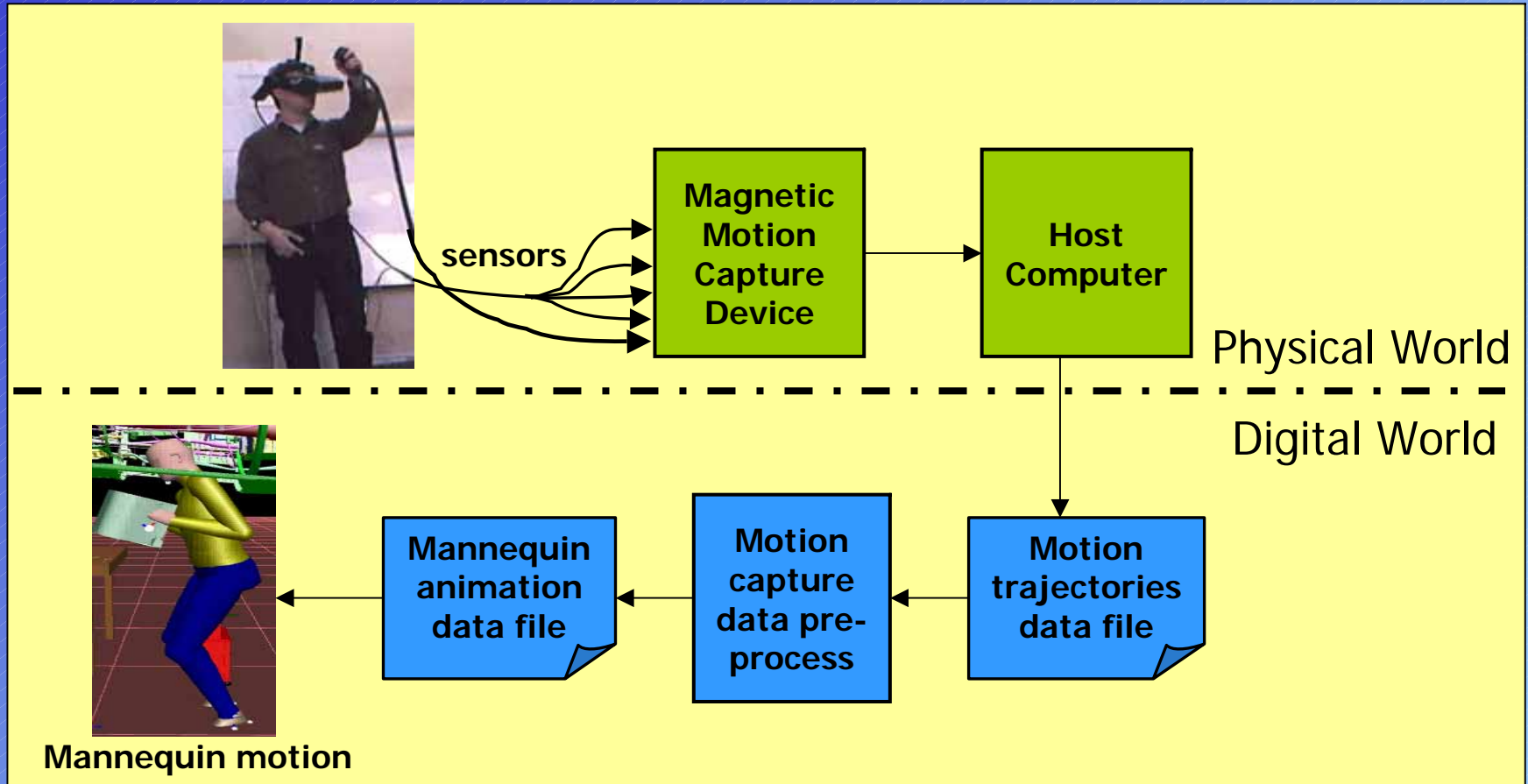
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Digital Human Simulation



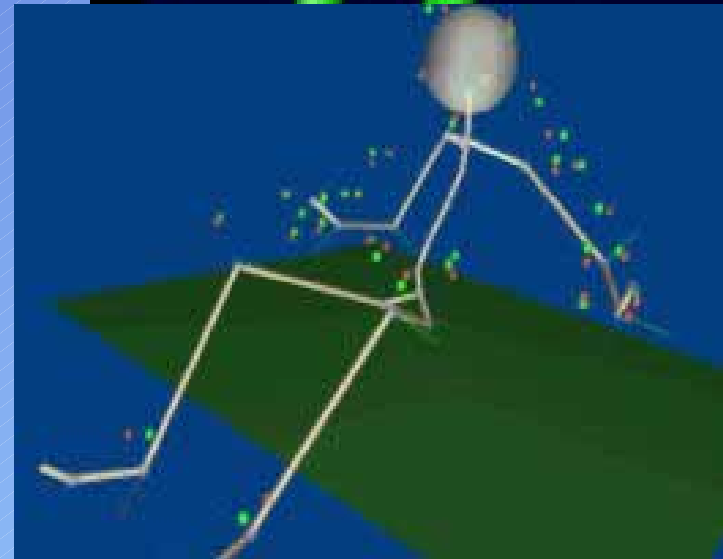
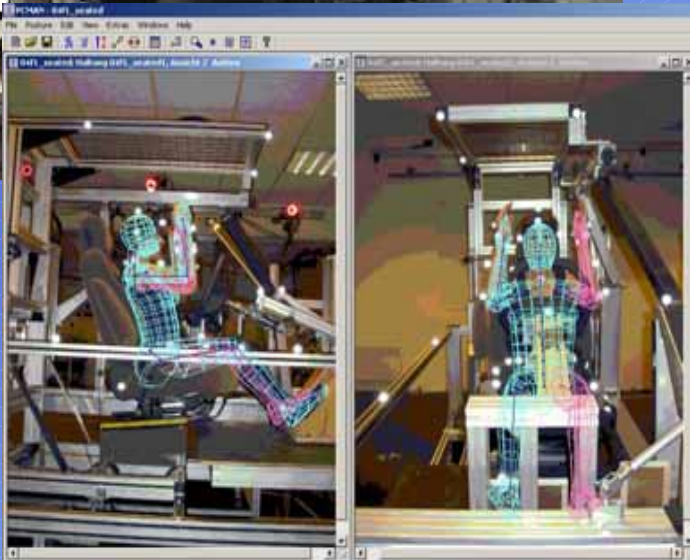
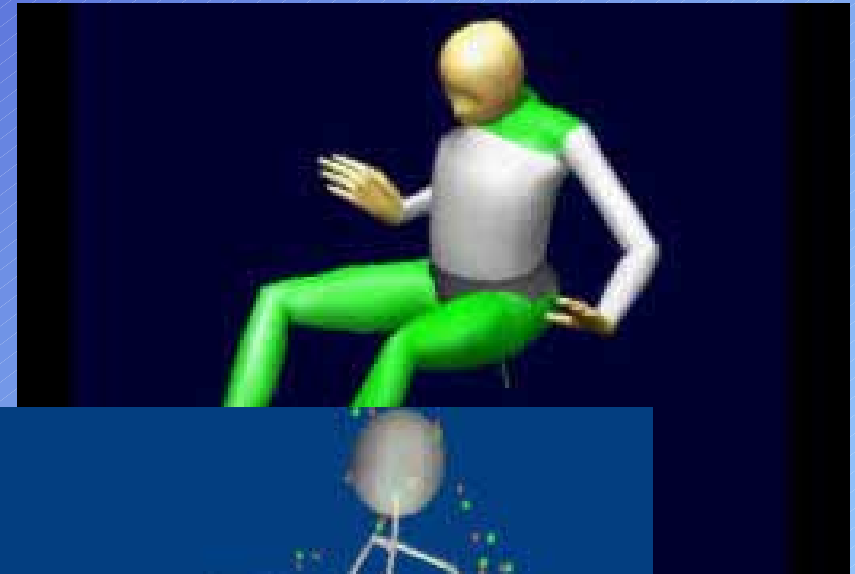
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Real-time Driving of a Mannequin using VR Peripherals



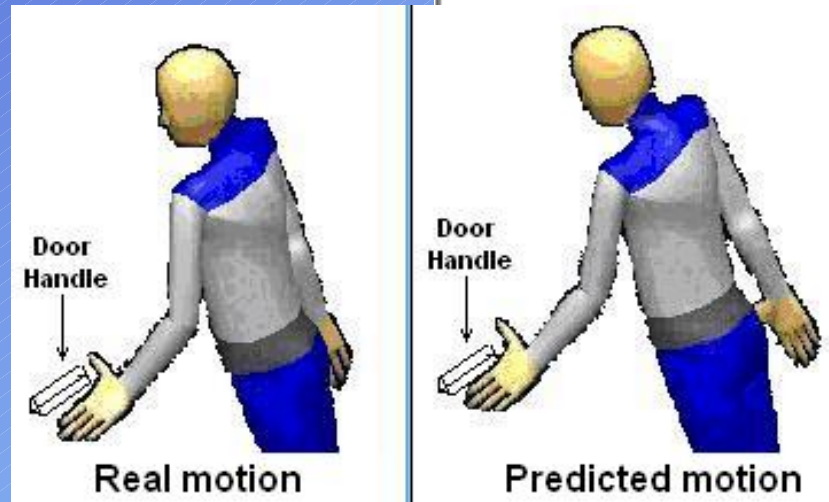
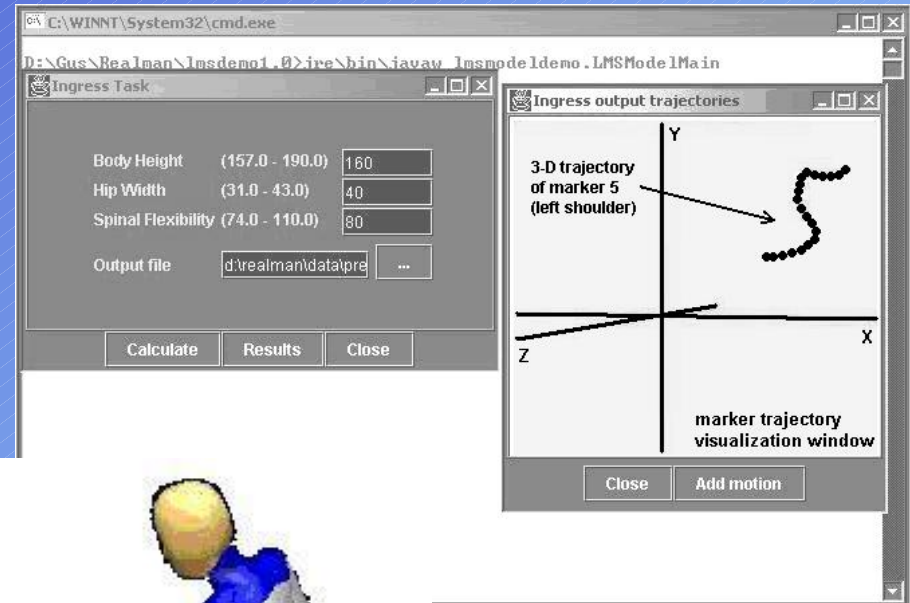
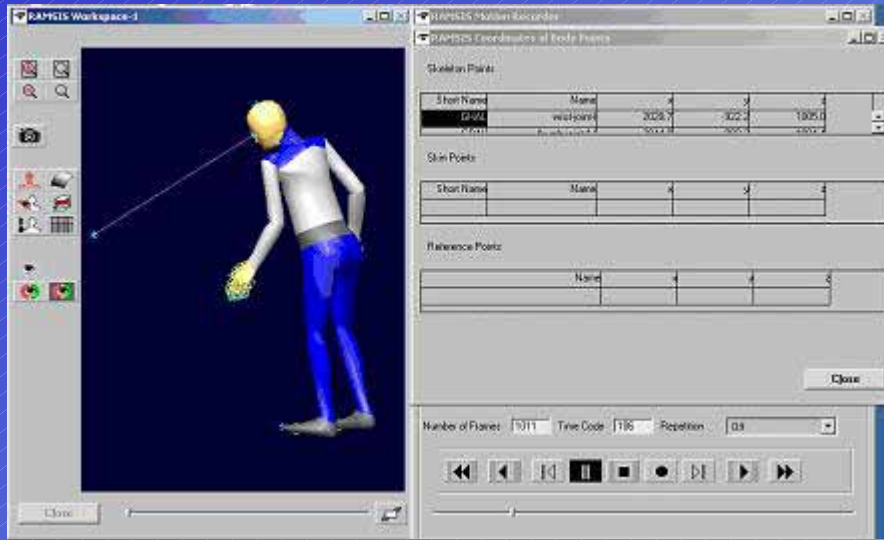
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Digital Human Motion Reconstruction



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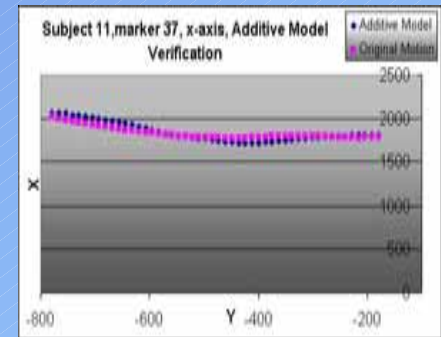
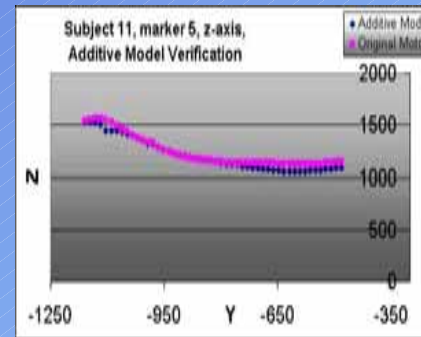
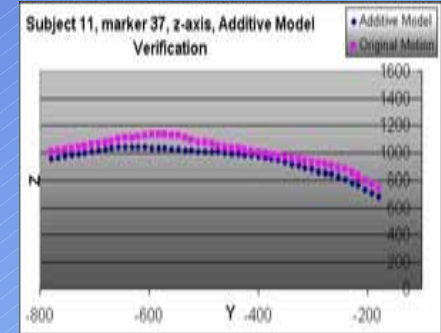
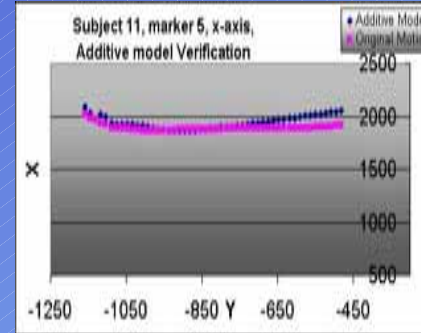
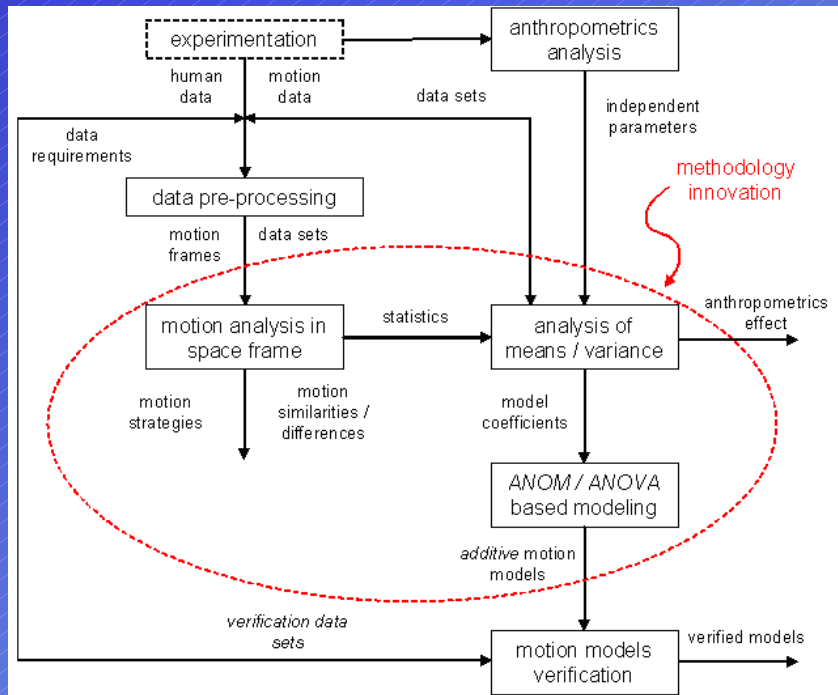
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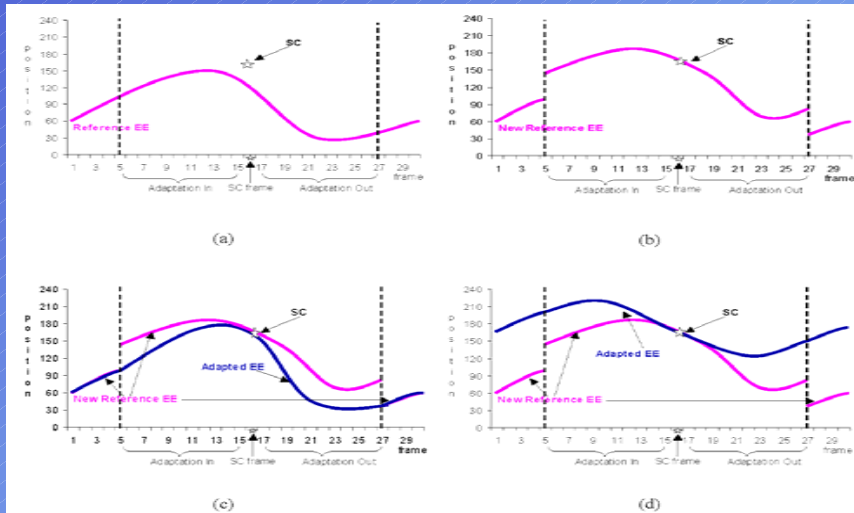
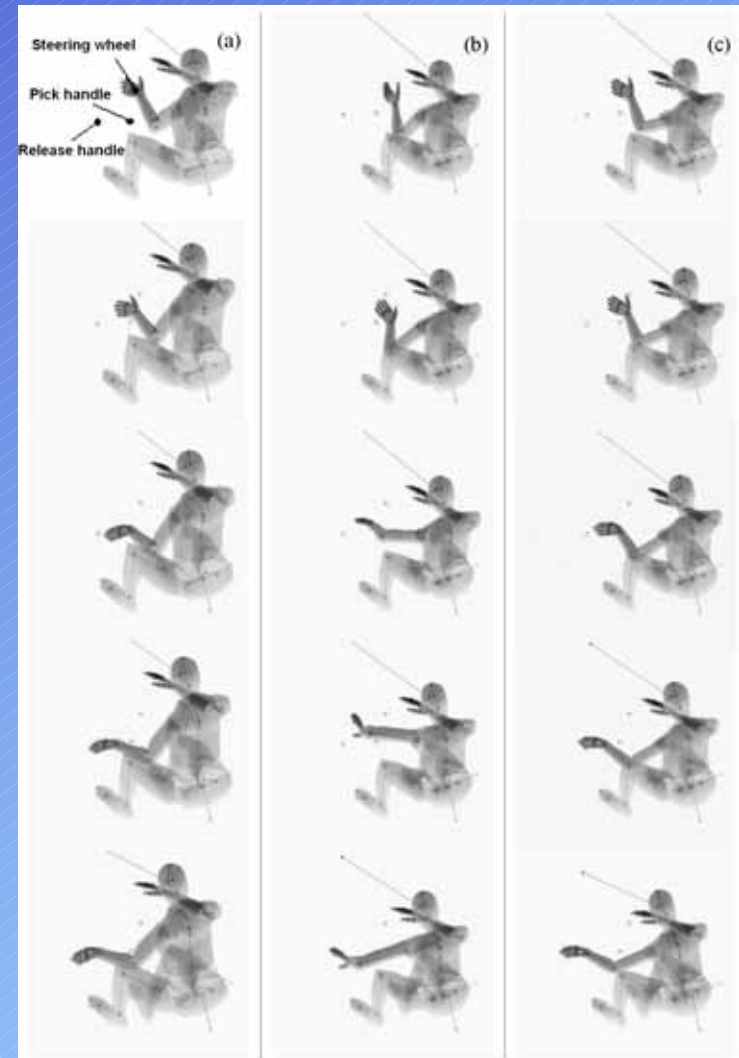
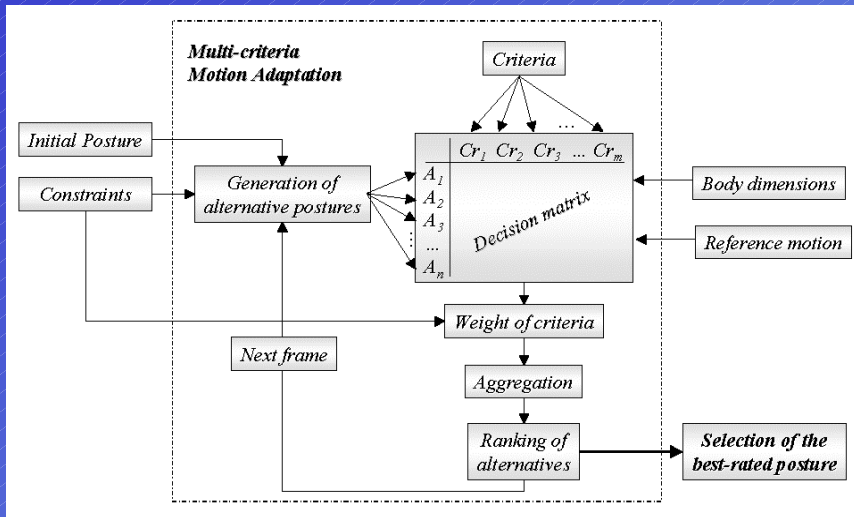
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Digital Human Motion Adaptation

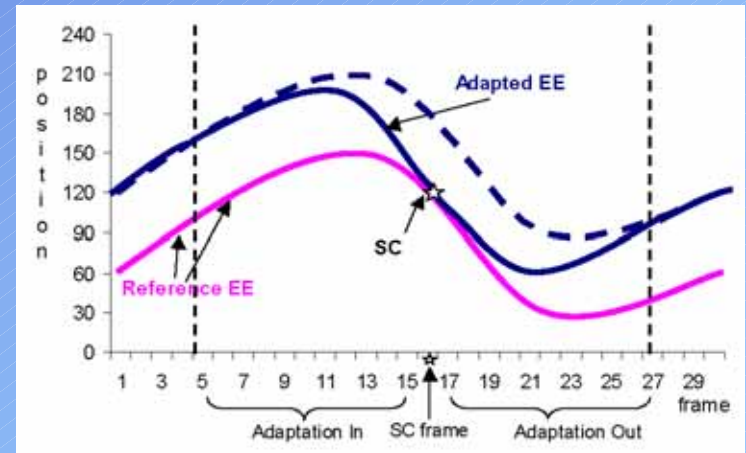
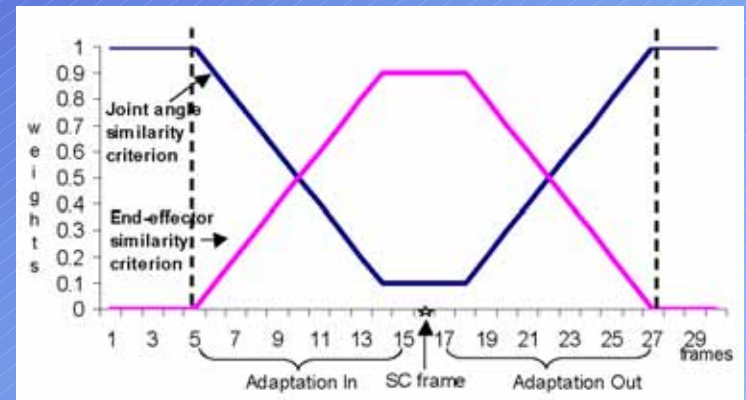
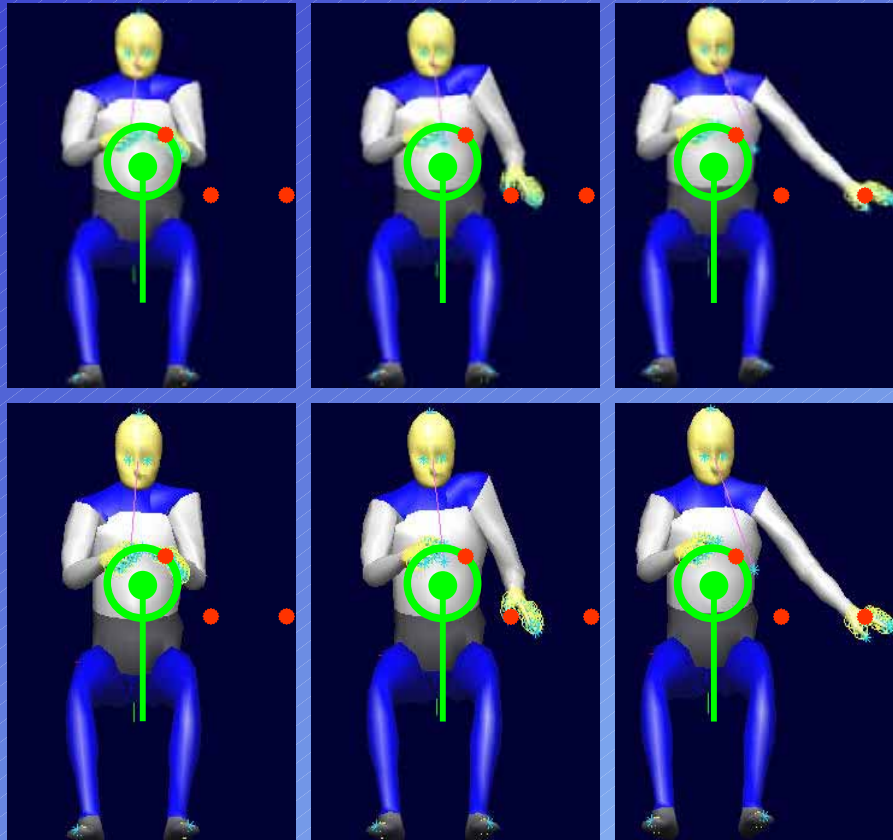


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Human Motion Adaptation: A Multi-Criteria Approach

Door opening task from a driver's seated position



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