

The future of avatars and human interaction in VR, AR and mixed reality applications.

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As HMDs and AR technology have become increasingly popular and cheaper, the number of applications is also rapidly increasing. An important remaining challenge with such environments is the faithful representation of virtual humanoids. Not necessarily their visual appearance as much as the naturalness of their motion, behavior and responses. Simulating and animating correctly virtual humanoid for immersive VR and AR sits at the crossing between several research fields: Computer Graphics, Computer Animation, Computer Vision, Machine Learning and Virtual Reality and Mixed Reality. This Think Tank aims at

discussing the integration of the latest advancements in the fields mentioned above with the purpose of enhancing VR, AR and mixed reality for populated environments. This session should open the discussion regarding how these different fields could work together to achieve real breakthroughs that go beyond the current state of the art in interaction between avatars and humans.