A Complete Bibliography of *Computer Animation and Virtual Worlds*

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Khorloo:2022:VRA

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Alonso:2022:SLC


Chang:2022:DAC


Xu:2022:AGA


Shi:2022:ROB


Wu:2022:PBN


Ju:2022:IED


Lv:2022:ECS

Chen:2022:ADL

Ma:2022:MNA

Yu:2022:RSH

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Guo:2022:VVD

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Yu:2022:SCP


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Endo:2022:CSU


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Gulec:2023:PVI


Chen:2023:DND


Shang:2023:IIC


Li:2023:RVR


Li:2023:CA

Huang:2023:DCB


Du:2023:UIE


Agic:2023:ILT


Masood:2023:HPV


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Thalmann:2023:EIB


Anonymous:2023:Ile


Fang:2023:SAI


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Liang:2023:VSG


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Ji:2023:LAP


Li:2023:TBP


Lin:2023:FGU

Lu:2023:CSB


Qi:2023:SJE


Shit:2023:EDB


So:2023:NCV


Thalmann:2023:Eic


Visconti:2023:CTC


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Bao:2024:TAG


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Gao:2024:PFM


Guerroudji:2024:VBA


Hu:2024:MDC


Kim:2024:RTR


Li:2024:FCS


Hu:2024:MDC


Li:2024:MTS


Li:2024:MTS

Xuanfeng Li, Jian Lu, Jian Zhou, Wei Liu, and Kaibing Zhang. Multitemporal scale aggregation refinement graph convolutional network


Wang:2024:HSS


Xinru:2024:NJG


Xiong:2024:DDR


Xu:2024:BBS


Yu:2024:ALA


Zang:2024:SFI


Zhang:2024:ADF


Zhou:2024:EHP

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Zhou:2024:MCH


Zhu:2024:TTM


Anonymous:2024:Ib


Bellenger:2024:FER


Kumar:2024:DRF


Zehhua:2024:FSV


Anonymous:2024:Iic


Cai:2024:MSC


Guo:2024:PPO


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