## Table of Contents

Bridging Digital and Physical Worlds Using Tangible Drag-and-Drop Interfaces	1
Mathieu Hopmann, Mario Gutierrez, Daniel Thalmann, and Frederic Vexo	
Puppet Playing: An Interactive Character Animation System with Hand Motion Control	19
Reconstructing Multiresolution Mesh for Web Visualization Based on PDE Resampling	36
On the Development of a Talking Head System Based on the Use of PDE-Based Parametic Surfaces	56
Real-Time Spatial and Depth Upsampling for Range Data	78
Six Degree-of-Freedom Haptic Rendering for Biomolecular Docking Xiyuan Hou and Olga Sourina	98
Design of a Multiuser Virtual Trade Fair Using a Game Engine	118
Applying Biometric Principles to Avatar Recognition	140
Range Based Cybernavigation in Natural Known Environments	159
Generating Situation Awareness for Time Critical Decision Making  Shang-Ping Ting, Suiping Zhou, and Nan Hu	183
HumDPM: A Decision Process Model for Modeling Human-Like Behaviors in Time-Critical and Uncertain Situations  Linbo Luo, Suiping Zhou, Wentong Cai, Michael Lees, Malcolm Yoke Hean Low, and Kabilen Sornum	206



## XIV Table of Contents

Group-Agreement as a Reliability Measure for Witness Recommendations in Reputation-Based Trust Protocols Sascha Hauke, Martin Pyka, and Dominik Heider	231
Real-Time EEG-Based Emotion Recognition and Its Applications Yisi Liu, Olga Sourina, and Minh Khoa Nguyen	256
Author Index	279