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Editor's Note

Finishing our fourth year with this issue, PACMCGIT is maturing as a specialized journal in the series of the Proceedings of the ACM (PACM). PACMCGIT specifically focuses on Computer Graphics and Interactive Techniques (CGIT) and supports a wide set of topics within the broad and dynamic fields of CGIT-related research domains. In this issue, our second issue with the ACM SIGGRAPH / Eurographics Symposium on Computer Animation, we are excited to bring forward the latest in cutting edge research in motion synthesis. In addition to adding the ACM SIGGRAPH Art Papers program in a special issue this year, PACMCGIT is growing in visibility and citations, and is now being indexed by Web of Science (WoS) Emerging Science Citation Index (ESCI).

Continuing in the SCA and PACMCGIT tradition, the fourteen papers in this issue present advances across the breadth of computer animation, including deformable solids, character control, motion capture, fluid simulation, perception, and more. These papers were all rigorously reviewed through a two-cycle review process that included a substantial revision period and a second round of reviewing by the Program Committee. All papers were deemed to be of very high quality, representing significant advances for the field. In addition to appearing in the journal, all of the papers include presentation at 20th annual ACM SIGGRAPH / Eurographics Symposium on Computer Animation (SCA), held online September 7th to 10th, 2021.

The work in this volume addresses many timely topics in computer animation research. Character animation work includes new tools for motion capture, retargetting and physics-based control. Other works develop metrics for evaluating crowd motion, tackle the challenging problem of motion style, and extend agent capabilities to make use of acoustic input. New physics-based techniques enable more effective and compelling simulations of elastic bodies, fluids and granular materials, and frictional contact interactions. Finally, we have two works on detailed reconstruction of cloth wrinkles and simulatable trees respectively.

Rahul Narain, Indian Institute of Technology Delhi, Associate Editor

Michael Neff, University of California - Davis, Associate Editor

Victor Zordan, Clemson University, Editor in Chief