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Computer simulation and animation are well known for their uses in visualizing and explaining complex and dynamic events. They are also useful in the analysis and understanding of these same types of events.

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The sixteen papers in this volume present novel animation techniques and animation systems that simulate the dynamics and interactions of physical objects (solid, fluid, and gaseous) as well as the behaviors of living systems such as plants, lower animals, and humans (growth and metamorphosis, motion control, locomotion, etc.).

7 Types of Computer Animation Software Worth Knowing ...

If you have a deep understanding of animation principles, then each piece of software can be viewed as merely a different tool for accomplishing what you need, but there's no denying that each program has its own perks that are unique from the rest.

Computer simulation - Wikipedia

Computer simulation is the reproduction of the behavior of a system using a computer to simulate the outcomes of a mathematical model associated with said system.

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The 20 research papers in this volume demonstrate novel models and concepts in animation and graphics simulation. Special emphasis is given on innovative approaches to Modelling Human Motion, Models of Collision Detection and Perception, Facial Animation and Communication, Specific Animation Models, Realistic Rendering for Animation, and Behavioral Animation.