3D Clothes Animation
and Fashion Show Simulation

Nadia Magnenat Thalmann

MIRALab, University of Geneve, Switzerland

In this paper, we first describe the State-of-the-Art in cloth modeling and animation, followed by our first approach to modeling a skirt, then any dress, for a fixed synthetic actress. In this system, clothes were assembled from panels directly on the actress. We then describe a more general system able to create autonomous clothes which may be worn by any synthetic human. We explain the method for creating both the clothes and the virtual humans.