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author={E. Bevacqua and R. Richard and P. De Loor},
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title={Believability and Co-presence in Human-Virtual Character
Interaction},
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agent systems;virtual reality;adaptive body behavior;adaptive physical
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experience;human agent;human interaction;human virtual character
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computing;rendering (computer graphics);GPU pressure;detail-on-
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dataset;memory pressure;mobile device;native resolution
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size;volume rendering;Computer graphics;Graphics processing
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