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EDITORIAL

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This special issue contains 24 full papers selected from the Computer Animation and Social Agents 2021 Conference (CASA2021). This conference was founded by the Computer Graphics Society (CGS) in 1988 in Geneva and is the oldest conference on Computer Animation in the world. It has been held in many countries around the world and in recent years in Beijing, China (2018), Paris, France (2019), Bournemouth, UK (2020), and this year in Ottawa, Canada. The two last conferences have been organized virtually due to the Covid-19 pandemy.

We have altogether received 60 submissions, out of which 24 papers have been accepted in this issue and will be presented in six sessions with the order:

- Avatars and Agents
- Recognition and Modeling
- Character Motion
- Rendering and Simulation
- Semantics and Image Processing
- VR/AR System

We would like to thank the authors for sharing their research findings by submitting papers to CASA2021. We are very grateful to the Program Committee members for reviewing the papers and to all the people who have contributed to the success of CASA2021.

The conference is organized by the University of Ottawa under the guidance of the CGS.

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