CORRECTION

Correction to: Research on simulation of 3D human animation vision technology based on an enhanced machine learning algorithm

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Correction to:

> **Neural Computing and Applications**
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In the original article, the first author name and the second affiliation are wrong. It is modified from Henning Yuan to Zhenning Yuan. And, It is modified from "Department of Formative Convergence Arts, Huxi University, Seoul, 31499, Korea" to "Department of Formative Convergence Arts, Hoseo University, Asan 31499, Korea".

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