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## Editorial

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**Biographical notes:** Shana S. Smith is a Professor in the Department of Mechanical Engineering at National Taiwan University. Her teaching and research interests include user-centred design, lifecycle design, engineering graphics, virtual reality and technology in education.

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This special issue of the *International Journal of the Digital Human* describes advanced digital human models for product design. The special issue includes five papers. The papers are arranged in the order that the digital human models can be used in the product design process. The first paper describes frameworks and models that can be used to create digital human models, for both the product design process and for other purposes. The second paper describes digital human designers that can be used to fully automate the entire product design process. The third paper describes digital human experience models that can be used to determine user needs early in the product design process. The fourth paper describes multi-dimensional digital human models that can be used to determine ergonomic suitability at the end of the product design process. The fifth paper describes dynamic digital human models that can be used to determine ergonomic suitability at the end of the product design process. As a result, the special issue describes advanced digital human models that can be used to fully automate and significantly improve the product design process.