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Soggetti	User interfaces (Computer systems) Computer graphics Special purpose computers Application software Multimedia information systems Artificial intelligence User Interfaces and Human Computer Interaction Computer Graphics Special Purpose and Application-Based Systems Information Systems Applications (incl. Internet) Multimedia Information Systems Artificial Intelligence
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Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	Real-Time Technologies -- Seizing Power: Shaders and Storytellers -- Real-Time Lighting Design for Interactive Narrative -- Interactive Out-of-Core Visualisation of Very Large Landscapes on Commodity Graphics Platform -- A Cinematography System for Virtual Storytelling -- Narrativity and Authoring -- Authoring Highly Generative Interactive Drama -- Character-Focused Narrative Generation for Execution in Virtual Worlds -- Managing Authorship in Plot Conduction -- Authoring Edutainment Stories for Online Players (AESOP): Introducing Gameplay

into Interactive Dramas -- From the Necessity of Film Closure to Inherent VR Wideness -- Virtual StoryTelling: A Methodology for Developing Believable Communication Skills in Virtual Actors -- Mediation and Interface -- Stories in Space: The Concept of the Story Map -- Mediating Action and Background Music -- The Effects of Mediation in a Storytelling Virtual Environment -- Context Design and Cinematic Mediation in Cuthbert Hall Virtual Environment -- Group Interaction and VR Storytelling in Museums -- Beyond Human, Avatar as Multimedia Expression -- Virtual Characters -- Building Virtual Actors Who Can Really Act -- The V-Man Project: Toward Autonomous Virtual Characters -- Tell Me That Bit Again... Bringing Interactivity to a Virtual Storyteller -- A New Automated Workflow for 3D Character Creation Based on 3D Scanned Data -- Using Motivation-Driven Continuous Planning to Control the Behaviour of Virtual Agents -- Mixed Reality -- The Art of Mixing Realities -- ”Just Talking about Art” – Creating Virtual Storytelling Experiences in Mixed Reality -- Users Acting in Mixed Reality Interactive Storytelling -- Is Seeing Touching? Mixed Reality Interaction and Involvement Modalities -- Applications -- Using Virtual Reality for ”New Clowns” -- Storytelling for Recreating Our Selves: ZENetic Computer -- A Distributed Virtual Storytelling System for Firefighters Training -- CITYCLUSTER ”From the Renaissance to the Megabyte Networking Age” A Virtual Reality & High Speed Networking Project -- A Storytelling Concept for Digital Heritage Exchange in Virtual Environments.