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Titolo	Simulating heterogeneous crowds with interactive behaviors / / edited by Nuria Pelechano, Jan M. Allbeck, Mubbasir Kapadia, and Norman I. Badler
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Edizione	[1st ed.]
Descrizione fisica	1 online resource (299 pages) : illustrations, tables
Disciplina	777.7
Soggetti	Computer animation Crowds - Computer simulation Collective behavior - Computer simulation
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	Section I. Navigation and steering -- Section II. Editing and realism -- Section III. Evaluation -- Section IV. Applications -- Section V. Conclusions.
Sommario/riassunto	This book provides a deep understanding of state-of-art methods for simulation of heterogeneous crowds in computer graphics. It will cover different aspects that are necessary to achieve plausible crowd behaviors. The book will be a review of the most recent literature in this field that can help professionals and graduate students interested in this field to get up to date with the latest contributions, and open problems for their possible future research. The chapter contributors are well known researchers and practitioners in the field and they include their latest contributions in the different topics required to achieve believable heterogeneous crowd simulation. Provides crowd simulation methodology to populate virtual environments, for video

games or any kind of applications that requires believable multi-agent behavior Presents the latest contributions on crowd simulation, animation, planning, rendering and evaluation with detailed algorithms for implementation purposes Includes perspectives of both academic researchers and industrial practitioners with reference to open source solutions and commercial applications, where appropriate