

1. Record Nr.	UNINA9910483831903321
Titolo	Motion in Games : Second International Workshop, MIG 2009, Zeist, The Netherlands, November 21-24, 2009 // edited by Arjan Egges, Roland Geraerts, Mark Overmars
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2009
ISBN	3-642-10347-2
Edizione	[1st ed. 2009.]
Descrizione fisica	1 online resource (XI, 269 p.)
Collana	Image Processing, Computer Vision, Pattern Recognition, and Graphics, , 3004-9954 ; ; 5884
Classificazione	DAT 758f SS 4800
Altri autori (Persone)	EggesArjan GeraertsRoland OvermarsMark H. <1958->
Disciplina	004n/a
Soggetti	Computer graphics User interfaces (Computer systems) Human-computer interaction Computer simulation Image processing - Digital techniques Computer vision Pattern recognition systems Interactive multimedia Multimedia systems Computer Graphics User Interfaces and Human Computer Interaction Computer Modelling Computer Imaging, Vision, Pattern Recognition and Graphics Automated Pattern Recognition Media Design
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Avoidance Behaviour -- Collision Avoidance between Avatars of Real and Virtual Individuals -- CA-LOD: Collision Avoidance Level of Detail

for Scalable, Controllable Crowds -- Exploiting Motion Capture to Enhance Avoidance Behaviour in Games -- A Predictive Collision Avoidance Model for Pedestrian Simulation -- Behaviour and Affect -- Applying Affect Recognition in Serious Games: The PlayMancer Project -- A Comparative Review of Reactive Behaviour Models as Proposed in Computer Graphics and Cognitive Sciences -- Crowd Simulation -- Data Driven Evaluation of Crowds -- Variety Is the Spice of (Virtual) Life -- Interactive Modeling, Simulation and Control of Large-Scale Crowds and Traffic -- Motion Analysis and Synthesis -- A Velocity-Curvature Space Approach for Walking Motions Analysis -- Motion Pattern Encapsulation for Data-Driven Constraint-Based Motion Editing -- Real-Time Character Control for Wrestling Games -- Motion Planning and Synthesis of Human-Like Characters in Constrained Environments -- Navigation and Steering -- A Semantic Navigation Model for Video Games -- An Open Framework for Developing, Evaluating, and Sharing Steering Algorithms -- Data Based Steering of Virtual Human Using a Velocity-Space Approach -- Path Abstraction for Combined Navigation and Animation -- Camera Planning in Virtual Environments Using the Corridor Map Method -- Physics -- Adaptive Physics-Inspired Facial Animation -- Evolved Controllers for Simulated Locomotion -- Integrated Analytic and Linearized Inverse Kinematics for Precise Full Body Interactions -- Rendering and Video -- Light Space Cascaded Shadow Maps for Large Scale Dynamic Environments -- Practical and Scalable Transmission of Segmented Video Sequences to Multiple Players Using H.264.

Sommario/riassunto

This book constitutes the proceedings of the Second International Workshop on Motion in Games, held in Zeist, The Netherlands, in November 2009. The 23 papers presented in this volume were carefully reviewed and selected. The topics covered are avoidance behaviour, behaviour and affect, crowd simulation, motion analysis and synthesis, navigation and steering, physics, rendering and video. .
