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Collana	Image Processing, Computer Vision, Pattern Recognition, and Graphics, , 3004-9954 ; ; 5277
Disciplina	794.81
Soggetti	Computer graphics
	Computer engineering
	Computer networks
	User interfaces (Computer systems)
	Human-computer interaction
	Image processing - Digital techniques
	Computer vision
	Application software
	Multimedia systems
	Computer Graphics
	Computer Engineering and Networks
	User Interfaces and Human Computer Interaction
	Computer Imaging, Vision, Pattern Recognition and Graphics
	Computer and Information Systems Applications
	Multimedia Information Systems
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Crowd Simulation -- Texture Synthesis Based Simulation of Secondary Agents -- Using the Corridor Map Method for Path Planning for a Large Number of Characters -- Real-Time Path Planning and Navigation for Multi-agent and Crowd Simulations -- Populate Your Game Scene -- Hierarchical Path Planning for Virtual Crowds -- Virtual Humans --

Towards Embodied and Situated Virtual Humans -- Adaptive Body, Motion and Cloth -- From Motion Capture to Real-Time Character Animation -- Motion Synthesis -- More Motion Capture in Games — Can We Make Example-Based Approaches Scale? -- Simulating Interactions of Characters -- Motion Prediction for Online Gaming -- Two-Character Motion Control: Challenge and Promise -- Motion Modeling: Can We Get Rid of Motion Capture? -- Informed Use of Motion Synthesis Methods -- Automatic Estimation of Skeletal Motion from Optical Motion Capture Data -- Interfaces -- An Immersive Motion Interface with Edutainment Contents for Elderly People -- Design of Experience and Flow in Movement-Based Interaction -- Navigation and Steering -- Relaxed Steering towards Oriented Region Goals -- Opening Doors in Motion Analysis Research -- Watch Out! A Framework for Evaluating Steering Behaviors -- Whole-Body Locomotion, Manipulation and Reaching for Humanoids -- Facial and Behavioral Animation -- Conveying Emotions through Facially Animated Avatars in Networked Virtual Environments -- Animating Speech in Games -- Autonomous Digital Actors.

Sommario/riassunto	This book constitutes the thoroughly refereed post-workshop proceedings of the First International Workshop on Motion in Games, held in Utrecht, The Netherlands, during June 14-17, 2008, in collaboration with the NLGD Festival of Games. The 24 revised papers presented during the workshop cover topics on crowd simulation; virtual humans; motion synthesis; interfaces; navigation and steering; and facial and behavioral animation.