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	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. . |