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| Collana                 | Image Processing, Computer Vision, Pattern Recognition, and Graphics ;<br>; 5277   |
| Disciplina              | 794.81   |
| Soggetti                | Computer games - Programming<br>Computer games - Design<br>Motion - Computer simulation  |
| 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.

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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.

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