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3.3 Real-Time Multiplayer Games in Browser
3.4 Content Generation;
3.4.1 Content Generation at Development Time; 3.4.2 Content Generation at Run Time; 3.5 Example Game: Caves; 3.5.1 Game Architecture; 3.5.2 Characters; 3.5.3 Quests; 3.5.4 Monsters; 3.5.5 Lessons Learned from Proof-of-Concept Implementation; 3.6 Related Work; 3.7 Conclusions; References; Chapter 4: Automatic Narratives in MMORPGs; 4.1 Introduction; 4.2 Basics of Interactive Drama Management; 4.2.1 Plot Element Structures; 4.2.2 Story Aesthetic Metrics; 4.2.3 Player Modeling; 4.2.4 Quest as an Ideal Storytelling Unit
4.3 Generating Quest in MMORPGs
4.3.1 Quest Structures; 4.3.2 Aesthetic Metrics for MMORPG Quests; 4.3.3 A Model for Quest Generators; 4.4 Believable Characters; 4.5 Creating Memorials; 4.5.1 Video; 4.5.2 Comics; 4.5.3 Automatic Memorial Comic/Video Generation Model; References; Chapter 5: Collision Detection with Navigation Meshes; 5.1 Introduction; 5.2 Related Work; 5.2.1 Spatial Data Structures; 5.2.2 Navigation Mesh Generation Techniques; 5.3 Methodology; 5.3.1 Insertion of Objects; 5.3.2 Removal of Objects; 5.3.3 Updating Object Positions; 5.3.4 Find Collidable Objects
5.4 Experimentation
5.5 Conclusions; Acknowledgments; References; Chapter 6: Mass Population: Plausible and Practical Crowd Simulation; 6.1 Introduction; 6.2 How It All Started; 6.2.1 Path Planning; 6.2.2 Selection and Concatenation of Animation Clips; 6.2.3 Physical Simulation; 6.2.4 Interpolation and Concatenation of Example Motions; 6.3 Let the People Walk; 6.3.1 Positioning the Agents; 6.3.2 Snap-Together Motions; 6.3.3 Speed Up Your Rendering; 6.3.4 Giving Your Characters a Personality; 6.4 Plausible Crowds; 6.4.1 Illusions of Variety; 6.4.2 Uncovering and Hiding Artifacts
6.4.3 Developer Guidelines

Sommario/riassunto

"The first book to draw the various traditional and emerging facets of gaming together into a single volume, Handbook of Digital Games explores all the necessary facets to design modern digital game, including MPEG-4, MPEG-7, MPEG-21, Virtual Reality, autonomous Artificial Intelligence, social media function, and multi-generational aspect of modern computer games. Featuring over twenty-five international experts from both academia and game industry, this valuable handbook covers all the basics and current trends of computer games for the engineers in the game industry"--

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