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Efficient elimination of foot sliding for crowds

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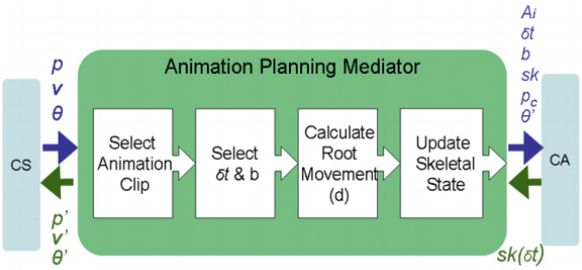

This poster presents an efficient Animation Planning Mediator (APM) designed to animate virtual characters inreal time for crowd simulation. The APM selects the most appropriate animation clip available for each characterand modifies the skeletal configuration to satisfy constraints given by the virtual environment and crowd simulation(CS) module, such as eliminating foot-sliding. Using a reduced number of animation clips, we blend within andbetween animation clips to increase the number of possible locomotion types and to adjust the animations to thevelocity of each agent as indicated by the CS module. A key advantage of our approach is that it can be easilyintegrated with any existing real-time crowd simulation module working in continuous space

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