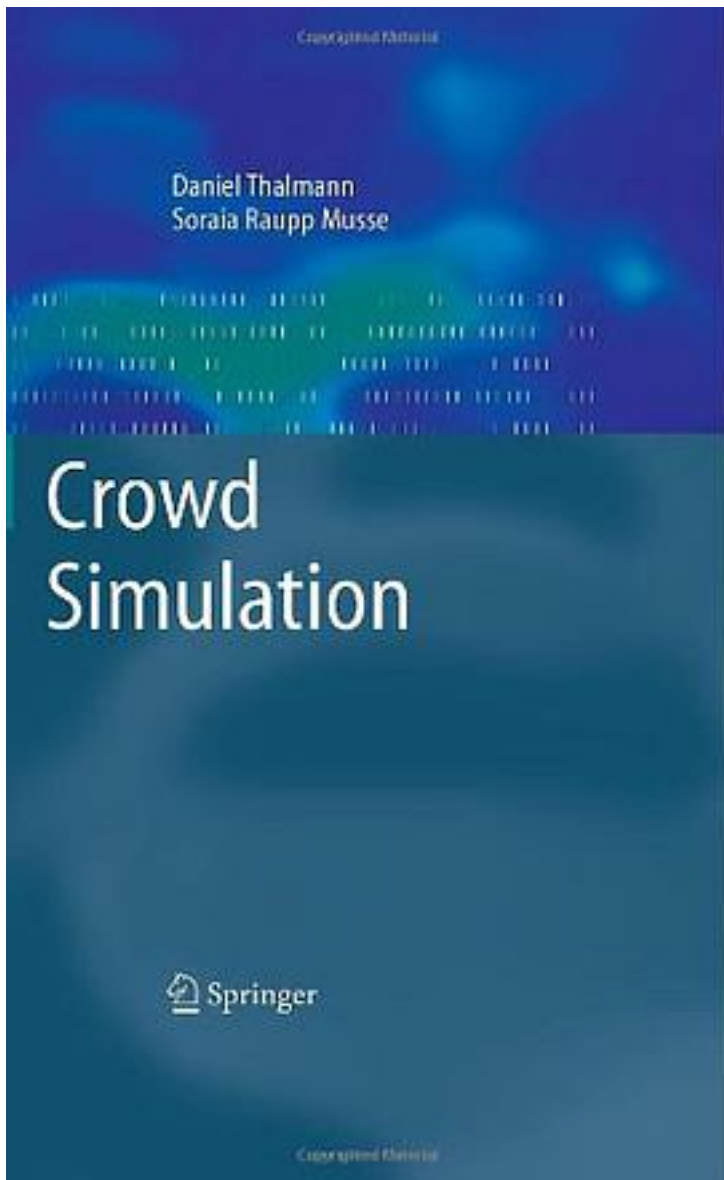


Crowd Simulation



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Recent times have seen growing interest in crowd simulation, particularly in the commercial sector where it is used in the fields of security, defence, entertainment and the movie industry. This book focuses closely on methods and techniques for crowd simulation, filling the gap in the professional literature. The topics covered in this comprehensive survey include Modelling of Populations; Virtual Human Animation; Behavioural Animation of Crowds; and, Crowd Rendering and Populated Environments.

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