

First International Workshop on Crowd Simulation (V-CROWDS'05)

EPFL, Lausanne – Switzerland, November 24 and 25, 2005

DAY1: Thursday, November 24

- 8h30-9h15 Registration
- 9h15-9h30 Welcome address by Prof. Daniel Thalmann, VRIlab, EPFL
- 9h30-10h15 Invited Speaker: Alex Gerodimos
Real-life Applications of Pedestrian Simulation
- 10h15-10h30 Coffee Break
- 10h30-12h00 Papers Session I

Modelling Gathering Events in Virtual Environments Using Ontologies
Daniel Costa de Paiva, Andre Tavares, Renata Vieira, Soraia Raupp Musse

Crowd Simulation Incorporating Agent Psychological Models, Roles and Communication
Nuria Pelechano, Kevin O'Brien, Barry Silverman, Norman Badler

Emotional Communicative Body Animation for Multiple Characters
Arjan Egges and Nadia Magnenat-Thalmann

- 12h00-13h30 Lunch
- 13h30-14h15 Invited Speaker: Yiorgos Chrysanthou
Adding Pedestrians to a Virtual City

- 14h15-16h30 Papers Session II
- Tactical Path Finding in Urban Environments**
Arno Kamphuis, Michiel Rook, Mark H. Overmars

Reaching Oriented Targets with Funnelling Trajectories
Ronan Boulic

- 15h15-15h30 Coffee Break
- Simulation of Crowd Problems for Computer Vision**
Ernesto L. Andrade, Robert B. Fisher

A Navigation Graph for Real-time Crowd Animation on Multilayered and Uneven Terrain
Julien Pettré, Jean-Paul Laumond, Daniel Thalmann

16h30-17h30 Papers Session III

Somatotype based Automatic Generation of Virtual Characters

André Tavares de Silva, Soraia Raupp Musse

LOD Human Representations: A Comparative Study

Rachel McDonnel, Simon Dobbyn, Caroll O'Sullivan

19h00 Dinner

DAY2: Friday, November 25

8h30-9h00 Registration

9h00-10h30 Papers Session IV

Concurrency on Social Forces Simulation Model

Otávio C. Cordeiro, Adriana Braun, Cesar B. Silveira, Soraia R. Musse, Gerson G. H. Cavalheiro

Models for Crowd Movement and Egress Simulation

Hubert Klüpfel, Michael Schreckenberg, Tim Meyer-König

Street Boy Intelligent System: An Agent-Based Computational Model

Cybele L. Reis, Emmanuel P. L. Passos, Nelson F. F. Ebecken

10h30-10h45 Coffee Break

10h45-12h15 Papers Session V

A Multi-Agent Geo-Simulation Approach to Assess the Impact of Environment Changes on Crowd Behavior

Bernard Moulin, Walid Ali

Towards more Realistic and Efficient Virtual Environment Description and Usage

Sébastien Paris, Stéphane Donikian, Nicolas Bonvalet

Steering a Virtual Crowd Based on a Semantically Augmented Navigation Graph

Barbara Yersin, Jonathan Maïm, Pablo de Heras Ciechowski, Sébastien Schertenleib, Daniel Thalmann

12h15-14h00 Lunch

14h00-15h00 Visit VRlab, EPFL