

# Table of Contents

## Real-Time Technologies

Seizing Power: Shaders and Storytellers . . . . .	3
<i>Kevin Björke</i>	
Real-Time Lighting Design for Interactive Narrative . . . . .	12
<i>Magy Seif El-Nasr and Ian Horswill</i>	
Interactive Out-of-Core Visualisation of Very Large Landscapes on Commodity Graphics Platform . . . . .	21
<i>Paolo Cignoni, Fabio Ganovelli, Enrico Gobbetti, Fabio Marton, Federico Ponchio, and Roberto Scopigno</i>	
A Cinematography System for Virtual Storytelling . . . . .	30
<i>Nicolas Courty, Fabrice Lamarche, Stéphane Donikian, and Éric Marchand</i>	

## Narrativity and Authoring

Authoring Highly Generative Interactive Drama . . . . .	37
<i>Nicolas Szilas, Olivier Marty, and Jean-Hugues Réty</i>	
Character-Focused Narrative Generation for Execution in Virtual Worlds . . . . .	47
<i>Mark O. Riedl and R. Michael Young</i>	
Managing Authorship in Plot Conduction . . . . .	57
<i>Daniel Sobral, Isabel Machado, and Ana Paiva</i>	
Authoring Edutainment Stories for Online Players (AESOP): Introducing Gameplay into Interactive Dramas . . . . .	65
<i>Barry G. Silverman, Michael Johns, Ransom Weaver, and Joshua Mosley</i>	
From the Necessity of Film Closure to Inherent VR Wideness . . . . .	74
<i>Nelson Zagalo, Vasco Branco, and Anthony Barker</i>	
Virtual StoryTelling: A Methodology for Developing Believable Communication Skills in Virtual Actors . . . . .	78
<i>Sandrine Darcy, Julie Dudgdale, Mehdi El Jed, Nico Pallamin, and Bernard Pavard</i>	

## Mediation and Interface

Stories in Space: The Concept of the Story Map . . . . .	85
<i>Michael Nitsche and Maureen Thomas</i>	

Mediating Action and Background Music . . . . .	94
<i>Pietro Casella and Ana Paiva</i>	
The Effects of Mediation in a Storytelling Virtual Environment . . . . .	102
<i>Sarah Brown, Ilda Ladeira, Cara Winterbottom, and Edwin Blake</i>	
Context Design and Cinematic Mediation in <i>Cuthbert Hall</i> Virtual Environment . .	112
<i>Stanislav Roudavski and François Penz</i>	
Group Interaction and VR Storytelling in Museums . . . . .	116
<i>Raúl Cid</i>	
Beyond Human, Avatar as Multimedia Expression . . . . .	120
<i>Ron Broglio and Stephen Guynup</i>	
<b>Virtual Characters</b>	
Building Virtual Actors Who Can Really Act . . . . .	127
<i>Ken Perlin</i>	
The V-Man Project: Toward Autonomous Virtual Characters . . . . .	135
<i>Eric Menou, Laurent Philippon, Stéphane Sanchez, Jérôme Duchon, and Olivier Balet</i>	
Tell Me That Bit Again... Bringing Interactivity to a Virtual Storyteller . . . . .	146
<i>André Silva, Guilherme Raimundo, and Ana Paiva</i>	
A New Automated Workflow for 3D Character Creation Based on 3D Scanned Data . . . . .	155
<i>Alexander Sibiryakov, Xiangyang Ju, and Jean-Christophe Nebel</i>	
Using Motivation-Driven Continuous Planning to Control the Behaviour of Virtual Agents . . . . .	159
<i>Nikos Avradinis, Ruth Aylett, and Themis Panayiotopoulos</i>	
<b>Mixed Reality</b>	
The Art of Mixing Realities . . . . .	165
<i>Sally Jane Norman</i>	
“Just Talking about Art” – Creating Virtual Storytelling Experiences in Mixed Reality . . . . .	179
<i>Ulrike Spierling and Ido Iurgel</i>	
Users Acting in Mixed Reality Interactive Storytelling . . . . .	189
<i>Marc Cavazza, Olivier Martin, Fred Charles, Steven J. Mead, and Xavier Marichal</i>	
Is Seeing Touching? Mixed Reality Interaction and Involvement Modalities . . . . .	198
<i>Alok Nandi and Xavier Marichal</i>	

## Applications

Using Virtual Reality for “New Clowns” .....	211
<i>Martin Hachet and Pascal Guitton</i>	
Storytelling for Recreating Our Selves: ZENetic Computer .....	220
<i>Naoko Tosa, Koji Miyazaki, Hideki Murasato, and Seigo Matsuoka</i>	
A Distributed Virtual Storytelling System for Firefighters Training .....	227
<i>Eric Perdigau, Patrice Torguet, Cédric Sanza, and Jean-Pierre Jessel</i>	
CITYCLUSTER – “From the Renaissance to the Megabyte Networking Age” – A Virtual Reality & High Speed Networking Project .....	231
<i>Franz Fischnaller</i>	
A Storytelling Concept for Digital Heritage Exchange in Virtual Environments . . .	235
<i>Stefan Conrad, Ernst Krujiff, Martin Suttrop, Frank Hasenbrink, and Alex Lechner</i>	
<b>Author Index</b> .....	239

Virtual Storytelling; Using Virtual Reality Technologies  
for Storytelling

Second International Conference, ICVS 2003, Toulouse,  
France, November 20-21, 2003, Proceedings

Balet, O.; Subsol, G.; Torguet, P. (Eds.)

2003, XII, 244 p., Softcover

ISBN: 978-3-540-20535-7