



Keynote Address of Prof. Daniel Thalman

The Generation of Animated Population for Virtual Heritage

In this presentation, we will explain how we can generate large crowds of people to represent inhabited cities of the past. We will emphasize the methods to represent varieties in populations using colors, textures, shapes, and heights. The role of simple and complex accessories will be presented as well as the generation of various animation models. We will also discuss the importance of visual attention and grouping.

