

# Local Avoidance Techniques for Crowd Simulation

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## Abstract

This is the abstract

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## 1 Introduction

This is the introduction, I will talk about crowd simulations and their usage in games, animation VFX.

## 2 Local Avoidance in Crowd Simulation

what is local avoidance, how does it differ from global nav and AI. Various methods, Boids, Social Forces, RVO. analyse them and how good/useful they are

## 3 RVO

RVO is a method of collision avoidance, it is agent based and can be used in crowd simulation. It originates from robots (cite).

### 3.1 How RVO Works

It works by magic...

### 3.2 RVO Implementation

pseudo code of some form can probably go here.

## **4 Optimizations**

Changing the VO so not so conservative in dense areas.

Moving heavy computation to a compute shader.

## **6 Bibliography/Citations**

## **5 Conclusion**

My conclusion and evaluation.