

Moving Crowds

A Linear Animation System for Crowd Simulation

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- Middle LOD crowd animation system

- Designed to work with high-level planning modules
- Full motion parameterisation solution for crowds + evaluation

- World-space animation generation

- Efficient, compatible with current skinning techniques
- Inherently allows the use of pre-simulated cloth

- Live demo

- Demonstrating both the full system and each of the methods used



Frame Blending & Skinning Performance

