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Abstract

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Contents

Chapter 1

Introduction

The game industry is continously growing and evolving. As with other industries, new ways of creating games are being developed. Game engines offer a plethora of tools and features that can aid game designers in bringing their ideas to life.

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Chapter 2

Related Work

2.1 Automatic Object Placement

In recent years, there have been many different approaches to solve the problem of automatic object placement in virtual environments. Some of these approaches include rule-based methods, optimization-based techniques, physics based approaches and machine learning-based algorithms. Answer Set Programming (ASP) is a relatively new declarative programming paradigm that has shown promise in solving combinatorial problems, including object placement.

This chapter will provide an overview of the existing literature related to automatic object placement in virtual environments. It will cover various approaches and techniques used by researchers in this field, highlighting the strengths and weaknesses of each method. The chapter will also provide a detailed discussion of the current state of the art in automatic object placement using ASP and how it can be applied to develop virtual background scenes. Finally, it will identify the research gaps and open problems that need to be addressed to further advance this field.

[1] – Geometric placment with constraints [2] – 3D Scene Generation from natural language

[3] – ASP in procedural content generation

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