


Application to Animating a Digital Actor on Flat Terrain



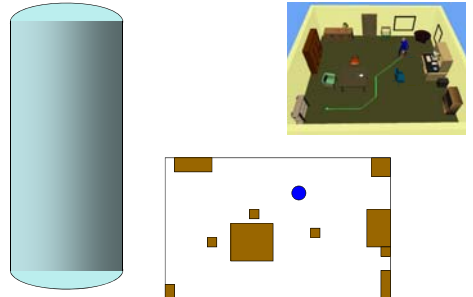
The actor

The environment

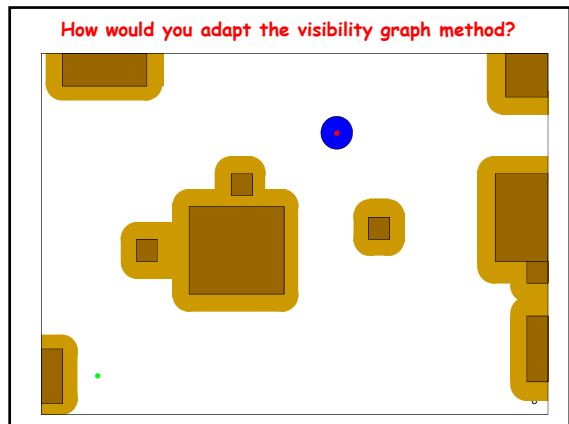
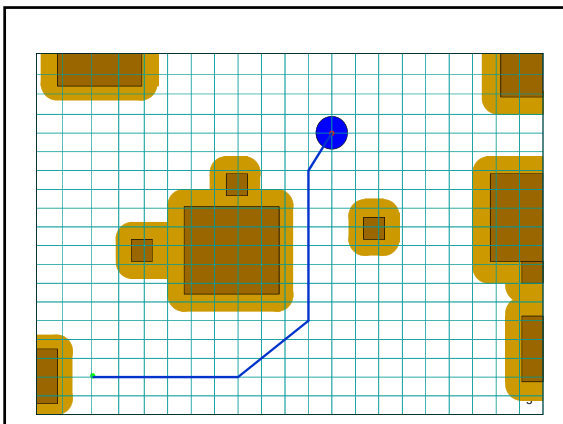
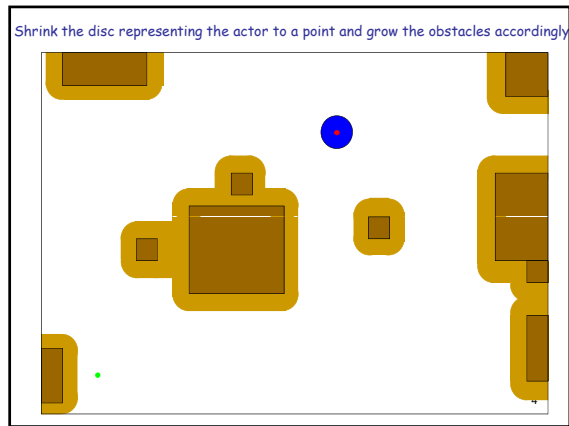
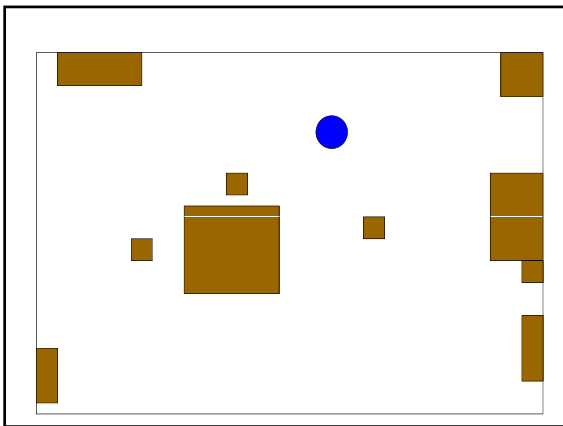
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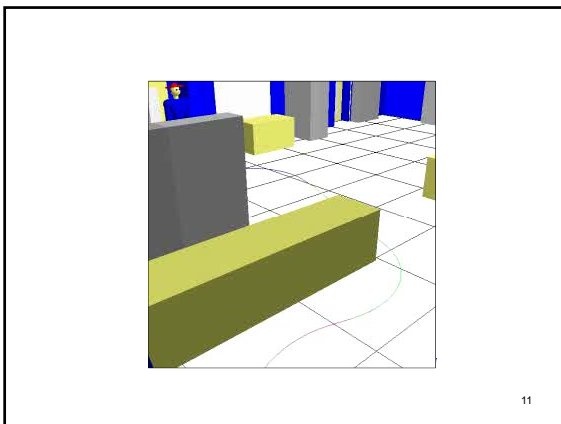
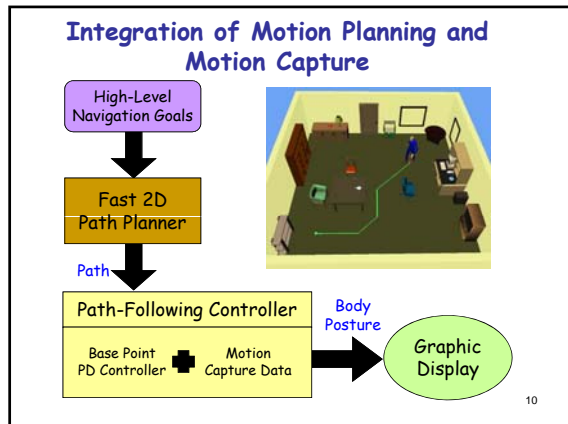
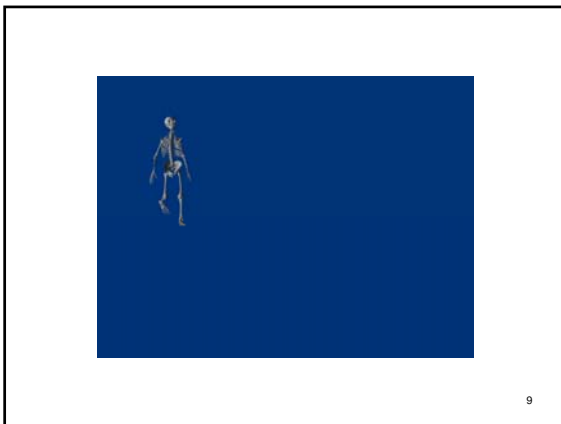
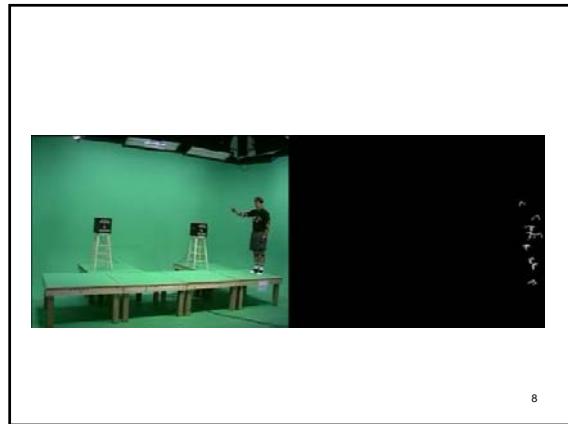
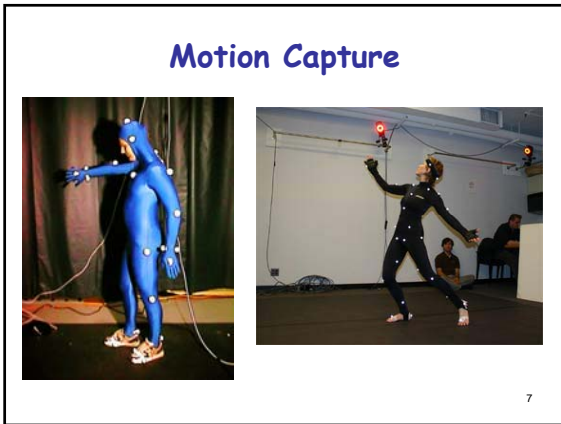
Principle:

Bound the actor by a cylinder and project all objects the ground

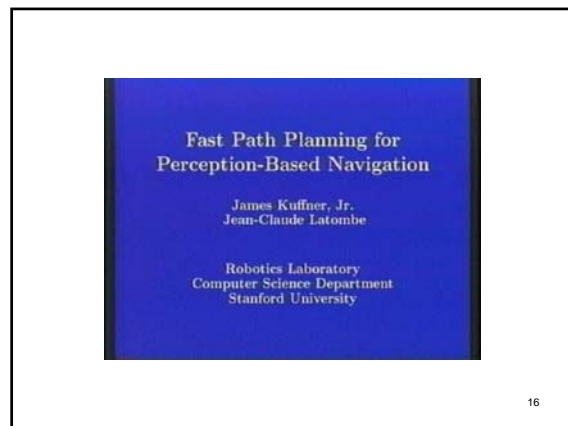
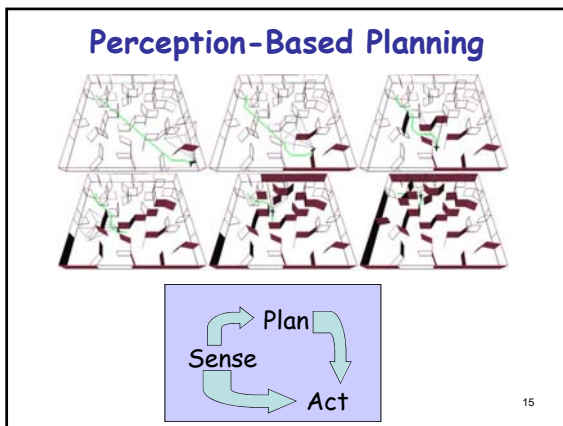
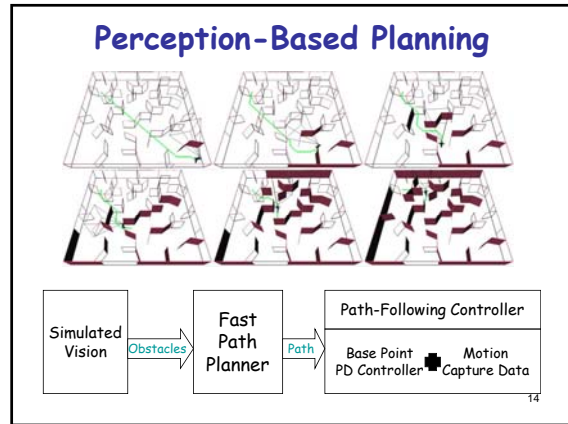
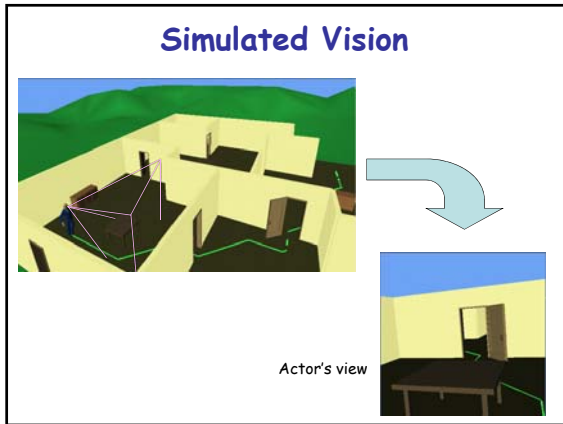


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- ### Extensions?
- Small obstacle
 - Soft, but uniform terrain
 - Gap in terrain
 - Stairs
 - ...
 - Rough, irregular, possibly steep terrain
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- ### Actor that remembers and learns
- Should a digital actor remember the objects it sees and their locations?
 - How could it detect that the environment has changed between two visits?
 - What could it learn about objects?