Application to Animating a Digital Actor on Flat Terrain

The actor

The environment

Principle:

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

Shrink the disc representing the actor to a point and grow the obstacles accordingly

How would you adapt the visibility graph method?
Motion Capture

Integration of Motion Planning and Motion Capture

Extensions?

- Small obstacle
- Soft, but uniform terrain
- Gap in terrain
- Stairs
- ...
- Rough, irregular, possibly steep terrain
Simulated Vision

Perception-Based Planning

Perception-Based Planning

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?