
Bibliographie

- [Ami] a) <http://theory.stanford.edu/~amitp/GameProgramming/AStarComparison.html>
Introduction au pathfinding
b) <http://theory.stanford.edu/~amitp/GameProgramming/Heuristics.html>
Heuristiques
c) <http://theory.stanford.edu/~amitp/GameProgramming/ImplementationNotes.html>
Implémentation
- [AP94] Peter Astheimer et Maria-luise Pöche : *Level of detail Generation Its Applications in virtual reality*. In Proc. Of VRST'94, pages 299-312, 1994.
- [Ark98] Arkin (R.C.): *Behaviour-based robotics* - MIT Press, Cambridge, MA. 1998.
- [Bdi+02] Blumberg (B.), Downie (M.), Ivanov (Y.), Berlin (M.), Johnson (M.P.) and Tomlinson (W.): *Integrated Learning for Interactive Synthetic Characters* - Proceedings of the 29th Conference on Computer Graphics and Interactive Techniques (SIGGRAPH-02), ACM Transactions on Graphics, Vol. 21, 3, pp.417-426, ACM Press, July 21-25 2002.
- [Bel98] Salim Belblida : *Modélisation et visualisation par Niveaux de Détails de scènes architecturales complexes*. Thèse de doctorat, Institut National Polytechnique de Lorraine, 1998.
- [Ben04] Benameur Sabrina : *Implémentation D'une méthode D'intégration De La Multirésolution Dans Un Système Masse-Ressort : Application A L'Animation De Tissu* .Mémoire de Magister .Option : Intelligence Artificielle et Image 2004.
- [Blo+06] Cyril Brom¹, Jiří Lukavský², Ondřej Šerý¹, Tomáš Poch¹, Pavel Šafřata¹: *Affordances and level-of-detail AI for virtual humans*. This work is partially

supported by the Program “Information Society”; the project 1ET100300517, This work was presented at Game Set and Match 2 Conference, Delft, The Netherlands.

- [Bmt90] Boulic (R.), Magnenat Thalmann (N.) et Thalmann (D.): *A global human walking model with real-time kinematic personification* - Visual Computer, vol. 6(6), pp. 344-358, 1990.
- [Bmt95] Boulic (R.), Mas (R.) et Thalmann (D.): *Position control of the center of mass for articulated figures in multiple support*, - Dans: Computer Animation and Simulation'95, éd. Par Springer-Verlag (New-York), pp. 130-144. - Maastricht, Netherlands, 1995.
- [BM96] Boulic (R.) et Mas (R.): *Hierarchical kinematic behaviors for complex articulated figures* - Dans: Advanced Interactive Animation, éd. Par Thalmann (Daniel) et Magnenat-Thalmann (Nadia), chap. 3. Prentice-Hall Europe, 1996
- [Bpw93] Badler (N.), Phillips (C.) et Webber (B.): *Simulating Humans*. - Computer Graphics Animation and Control. Oxford University Press, New York, NY, 1993
- [Bsp07] Brom, C., Sery, O., Poch, T.: *Simulation Level of Detail for Virtual Humans*. In: Pelachaud, C., Martin, J.-C., André, E., Chollet, G., Karpouzis, K., Pelé, D. (eds.) IVA 2007. LNCS (LNAI), vol. 4722, pp. 1–14. Springer, Heidelberg (2007)
- [BT98] Becheiraz (P.) et Thalmann, (D.) : *A Behavioral Animation System for Autonomous Actors personified by Emotions* – Dans: Proceedings of the First Workshop on Embodied Conversational Characters (WECC '98), Lake Tahoe, California. 1998.
- [Bro86] Brooks (R.A.): *A robust layered control system for a mobile robot* – IEEE Journal of Robotics and Automation, pp 14-23, 1986.
- [Bro02] Brockington, M.: *Level-Of-Detail AI for a Large Role-Playing Game*. In: AI Game Programming Wisdom, pp. 419–425. Charles River Media (2002)
- [Cab97] Brian Cabral. OpenGL Optimizer 1.0: The power of silicon Graphics' Next-Generation Visualization Technology, Developer News 1997 <http://student.cosy.sbg.ac.at/~maus/lod/sourcen/lokaleSeiten/opengloptimize-MJ97.html>
- [Caf01] Cheney, S., Arıkan, O., Forsyth, D.A.: *Proxy Simulations For Efficient Dynamics*. In: Proceedings of Eurographics (2001)

- [Ccm02] Cavazza (M.), Charles (F.) et Mead (S. J.): *Planning Characters' Behaviour in interactive storytelling*. Dans the Journal of the Visualization and Computer Animation. Vol. 13, pp. 121-131, 2002.
- [Cdl+95] Chamberlain, B., DeRose, T., Lichinski, D., Salesin, D., et Snyder, J. (1995): *Fast rendering of complex environments using a spatial hierarchy*. Technical Report UW-CSE-95-05-02, University of Washington
- [Cha03] A. J. Champandard: *AI Game Development: Synthetic Creatures with Learning and Reactive Behaviours*, New Riders Publishing, USA, 2003.
- [CH97] Deborah Carlson and Jessica K. Hodgins: *Simulation levels of detail for real-time animation*. In Proceedings of Graphic Interface, pages 1–8, 1997.
- [Con01] Zoran Constantinescu: *levels of detail: Overviews*. First NTNU CSGSC, Norwegian University of Science and Technology, Mai 2001. <http://csgsc.idi.ntnu.no/2001/pages/papers/zoran.pdf>
- [DB97] Dubreuil (N.) et Bechmann (D.): *Facial animation.- Dans: Computer Animation'97*, pp. 98-109. Genève, Suisse, 1997.
- [Deb00] Gilles Debunne: *Animation multirésolution d'objets déformables en temps réel application à la simulation chirurgicale*. Thèse de doctorat. Institut Nationale Polytechnique de Grenoble. Décembre 2000.
- [Don94] Donikian (S.) : *Les modèles comportementaux pour la génération du mouvement d'objets dans une scène*. - Revue Internationale de CFAO et d'Infographie, pp. 847-871, vol. 9, n 6, 1994
- [Don01] Donikian (S.) - *HPTS: a behaviour modelling language for autonomous agents* – Dans: Proceedings of the Fifth International Conference on Autonomous agents, pp. 401-408, ACM Press, May 2001.
- [Ebd+97] Essa (I.), Bassu (S.), Darrell (T.) et Pentland (A.): *Modeling, tracking and interactive animation of faces and heads using input from video.- Dans: Computer Animation'97*, pp. 68-79. Genève, Suisse, 1997.
- [Fgp+98] Fua (P.), Gruen (A.), Plaenkers (R.), D'apuzzo (N.) et Thalmann (Daniel): *Human body modeling and motion analysis from video sequences* - Dans: International Symposium on Real Time Imaging and Dynamic Analysis. – Hakodate, Japon, 1998.

- [FM97] Fua (P.) et Miccio (C.): *Fitting sophisticated facial animation models to image data* – Dans: Optical 3-D Measurement Techniques Conference. –Zurich, Suisse, 1997.
- [Fts+93] Funkhouser, T. A et Séquin, C. H. (1993) : *Adaptive display algorithm for interactive frame rates during visualization of complex virtual environments*. In Kajiya, J. T, editor, SIGGRAPH 93, volume 27, pages 247-254.
- [Gcb95] John P.Gralieri, Jonathan Crabtree et Norman I. Badler. *Production and playback of human figure motion for visual simulation*. ACM Transactions on modeling and computer simulation. Juliet 1995.
- [Gmp+00] Giang T, Mooney R, Peters C, O’Sullivan C: *ALOHA: Adaptive Level Of Detail for Human Animation. Towards a new Framework*, Eurographics 2000, Short Papers Programme.
- [HA92] Gérard Hégron et Bruno Arnaldi : *Computer Animation: Motion and deformable control*. Cambridge, Grande-Bretagne, Eurographics Technical Series, Septembre 1992.
- [HA98] Hègron (G.) et Arnaldi (B.) : *Computer Animation: Motion and Deformation Control*. - Cambridge, Grande-Bretagne, - Eurographics’92 Tutorial Notes, Eurographics Technical Series, Septembre 1998.
- [Hfv00] Helbing (D.), Farkas (I.) et Vicsek (T.): *Simulating Dynamical Features of Escape Panic* - Dans: Nature, vol. 407, pp. 487-490, 2000.
- [Hod96] Hodgins (J.) : *Three dimensional human running* - Dans: IEEE Conference on Robotics and Automation ICRA’96. – 1996
- [Kbg+97] Mike KRUS, Patrick Bourdot, Françoise Guisnel et Guillaume THIBAUT : *Levels of Detail and Polygonal Simplification*. ACM Crossroads, (3.4), 1997. <http://camis.kaist.ac.kr/~sskim/Research/LOD.htm>
- [Kkp+06] Kubr, Kulhánek, Poch, Šafrata, Šerý, Šulc : *Intelligent Virtual Environment* Software project, MFF UK. <http://mff.modry.cz/ive/public/download.php>
- [Kle03] Jon Klein. Breve: *A 3d environment for the simulation of decentralized systems and artificial life*. In ICAL2003: Proceedings of the eighth international conference on Artificial life, pages 329–334, Cambridge, MA, USA, 2003. MIT Press.

- [Kru97] Mike Krus: *Maillage Polygonaux et Niveaux de Détails*. Etude bibliographique. Otes et Documents LIMSI N°: 97 – 10, mai 1997. <http://mkrus.free.fr/Papers/LODStr.ps.gz>
- [Kru99] Michael KRUS. *Connexion et facettisation: Gestion Adaptative de Scènes Virtuelles Application à la Navigation dans des Installations Industrielles*. Thèse de Doctorat, Université de Paris XI, juin 1999. <http://www.limsi.fr/Individu/krus/Papers/memoire.pdf.gz>
- [KV03] Klinger (E.) et Viaud-Delmon (I.): *Le traité de la réalité virtuelle* - 2ème édition, Chap. Réalité virtuelle et psychiatrie, pp. 297-324, - Ecole des mines de Paris – Les Presses, Vol 2. , 2003.
- [LP07] Lin, Z., Pan, Z.: *LoD-Based Locomotion Engine for Game Characters*. In: Hui, K.-c., Pan, Z., Chung, R.C.-k., Wang, C.C.L., Jin, X., Göbel, S., Li, E.C.-L. (eds.) EDUTAINMENT 2007. LNCS, vol. 4469, pp. 214–224. Springer, Heidelberg (2007)
- [Lrc+ 03] D. Luebke, M. Reddy, J.D. Cohen, A. Varshney, B. Watson and R. Huebner (eds), Morgan Kaufmann: *Level of Detail for 3D Graphics*, 2003.
- [Ltg+00] Lester (J.), Towns (S. G.), Callaway (C.B.), Voeman (J.L.) et FitzGerald (P.J.) : *Embodies conversational agents* - Chap. Deictic and Emotive Communication in Animated Pedagogical Agents, pp. 123-154, - The MIT Press, 2000.
- [Ltw95] Lee (Y.), Terzopoulos (D.) et Waters (K.). : *Realistic modeling for facial animation*- Dans: SIGGRAPH'95, éd par Cook (Robert), pp. 55-62. – Los Angeles, USA, 1995.
- [Luc97] Michel Lucas : *Synthèse d'image*. Techniques de l'ingénieur E5530. 1997
- [Lue 96] Luebke, D. (1996) : *Hierarchical structures of dynamic polygonal simplification*. Technical Report TR 96-2006, Department of Computer Science, University of North Carolina, Chapel Hill, North Carolina.
- [Mae89] Maes (P.): *How to do the right thing* - Dans: Connection Science Journal, Vol.1 (3) pp. 291-323, 1989.
- [Mat99] Mataric (J.): *Behavior Based Robotic*- Dans: the MIT Encyclopedia of Cognitive Sciences, Robert A. Wilson and Frank C. Keil, eds., MIT Press, pp. 74-77, Avril 1999.

- [Mdc+02] Brian MacNamee, Simon Dobbyn, Padraig Cunningham, Carol O’Sullivan *Men Behaving Appropriately: Integrating the Role Passing Technique into the ALOHA System*. Proceedings of the AISB’02,2002.(remplacer 15 par 2)
- [Mor98] Moreau (G.) : *Modélisation du comportement pour la simulation interactive: application au trafic routier multimodal*.- Rennes, Thèse de doctorat, Université de Rennes I, Novembre 1998.
- [MP43] Warren S. McCulloch & Walter Pitts: *A logical calculus of ideas immanent in nervous activity*. Bulletin of mathematical biophysics 5:115– 133. Reprinted in McCulloch, W. S., Embodiments of mind. Cambridge, MA: MIT Press. (1943).
- [Mul96] Multon (F.) : *Animation d’humanoïdes synthétiques par un modèle biomécanique* - Dans: 4ème Journées de l’Association Française Graphique. – Dijon, novembre 1996.
- [NG05] Niederberger, C., Gross, M.: *Level-of-detail for cognitive real-time characters*. The Visual Computer: Int. Journal of Computer Graphics 21(3), 188–202 (2005).
- [NS76] Newell (A.) et Simon (H.A.) : *Computer Science as Empirical Enquiry* – Dans: Communications of the ACM, Vol. 19, pp. 113-126, 1976.
- [NT97] Noser (H.) et Thalmann (D.): *Sensor based synthetic actors in a tennis game simulation*. - Dans: Computer Graphics International'97. pp. 189-198. - Hasselt, Belgium, Juin 1997.
- [OD10] Osborne, D., Dickinson, P.: *Improving Games AI Performance using Grouped Hierarchical Level of Detail*. In: Proc. of the 36th Annual Convention of the Society for the Study of Artificial Intelligence and Simulation of Behaviour (2010)
- [Ode06] Russell Smith: *Open Dynamics Engine V0.5 user guide*, 2006.
- [OT90] Ortony (A.) et Turner (T.J.): *What’s basic about basic emotions?* - Psychological Review, 97(3). pp. 315-331, 1990.
- [Oua09] N.Ouannes : *La phylogenèse pour la création de créatures artificielles*. Thèse de magister en informatique, option : synthèse d’image et vie artificielle, 2009
- [Par98] Rick Parent: *Computer animation : Algorithmes and techniques*, publier par Morgan Kaufmann. 1998

- [PB88] Phillips (C.) et Badler (N. I.). - *Jack: a toolkit for manipulating articulated figures*- Dans: ACM /SIGGRAPH Symposium on user interface software,- Banff, Canada, October 1988
- [Pcm+06] Pettré, J., de Heras Ciechomski, P., Maim, J., Yersin, B., Laumond, J.P., Thalmann, D.: *Real-time navigating crowds: scalable simulation and rendering*. *Comput. Animat. Virtual Worlds* 17(3-4), 445–455 (2006)
- [Pgo09] Paris, S., Gerdelan, A., O’Sullivan, C.: *CA-LOD: Collision Avoidance Level of Detail for Scalable, Controllable Crowds*. In: Egges, A. (ed.) *MIG 2009*. LNCS, vol. 5884, pp. 13–28. Springer, Heidelberg (2009)
- [Phm93] Prusinkiewics (P.), Hammel (M. S.) et Mijolsness (E.): *Animation of plant development*. Dans: SIGGRAPH’93, éd. Par Kajiya (James T.). pp. 351-360, - Anaheim, USA, 1993.
- [Red94] Martin Reddy : *Reducing Lags in Virtual Reality Systems using Motion Sensitive Levels of Detail*. Proceedings of the 2nd UK VR-SIG Conference.
- [Red97] Martin Reddy : *Perceptually Modulated Level of Detail for Virtual Environments*. PHD Theses, University of Edinburgh, 1997
<http://www.icsa.informatics.ed.ac.uk/reports/csg-theses/CST-134-97.ps.gz>
- [Rei97] Reich (B.D.): *An architecture for behavioural locomotion* - Thèse de Doctorat, Departement of Computer and Information Science, University o Pennsylvania, 1997.
- [Rey87] Reynolds (C.W.): *Flocks, herds and schools: a distributed behavioural model* – Dans: SIGGRAPH’87, Vol. 21(4) of *Computer Graphics*, pp 25-34, ACM Press, Anaheim (USA), 1987.
- [Rey99] Reynolds (C. W.): *Steering Behaviors For Autonomous Characters*. – GDC 99. pp. 763-782 A. Yu (Ed.) Miller Freeman, San Fransisco, 1999.
- [Rmt90] Renault (O.), Magnenat-Thalmann (N.) et Thalmann (D.): *A vision based approach to behavioural animation*. - *Journal of Visualization and Computer Animation*, pp. 18-21 vol. 1, n 1, 1990
- [Scv+02] C. O’Sullivan, J. Cassell, H. Vilhjálmsson, J. Dingliana., S. Dobbyn, B. McNamee, C. Peters and T. Giang: *Levels of Detail for Crowds and Groups* . submitted to *COMPUTER GRAPHICS Forum* (9/2002). Volume xx (200y), Number z, pp. 1–8.

- [Sdd99] Sanza (C.), Destruel (C). et Duthen (Y.) : *Autonomous Actors in an Interactive Real-Time Environment* – Dans: ICVC'99, International Conference on Visual Computing, Goa, Inde, Février 1999.
- [Smi02] Russell Smith: *How to make new joints in ODE*. Copyright © 2002 February 24, 2002
- [Sps+06] Ondřej Šerý, Tomáš Poch, Pavel Šafrata, and Cyril Brom.: *Level-Of-Detail in Behavior of Virtual Humans*, Accepted for publication in proceedings of Current Trends in Theory and Practice of Computer Science, SOFSEM 2006, LNCS 3831, 565-574
- [Tha98] Daniel Thalmann : *Infographie*. Ecole polytechnique fédérale de lausanne. Mars 1998.
- [Tra07] Trung Hau TRAN : *Approches évolutives pour le comportement adaptatif d'entités autonomes*, Thèse de doctorat 2007.
- [Trg+03] Traun (D.), Rickel (J.), Gratch (J.) et Marsella (S.): *Negotiation over tasks in hybrid human-agent teams for simulation-based training* - Dans: Proceedings of the Second International Joint Conference on Autonomous Agents and Multiagent Systems (AAMAS'03). pp. 441-456. – Melbourne, Australia, Juillet 2003.
- [TT94] Tu (X.) et Terzopoulos (D.): *Artificial Fishes: physics, locomotion, perception, behaviour*. – Dans: SIGGRAPH 94 Conference Proceedings, pp 43-50, Orlando, FL, USA, 1994.
- [Val99] Bernard Valton: *Gestion de la complexité de scènes animées et interactives : contributions à la conception et à la représentation*. PhD thesis, Université de Rennes 1, 1999. <ftp://ftp.irisa.fr/techreports/theses/1999/valton.ps.gz>
- [Wka10] Michael Wißner, Felix Kistler, and Elisabeth André: *Level of Detail AI for Virtual Characters in Games and Simulation*. R. Boulic, Y. Chrysantou, and T. Komura (Eds.): MIG 2010, LNCS 6459, pp. 206–217, 2010
- [WM00] Wright, I., and Marschall, J.: *More AI in Less Processor Time: Egocentric, AI*. In: Gamasutra on line 2000. http://www.gamasutra.com/features/20000619/wright_01.htm
- [Woo02] Wooldridge, M.: *An Introduction to MultiAgent Systems*. John Wiley & Sons (2002).

- [Zds11] S.Zertal, N.Djedi, C.Sanza, S. Sanchez, Y. Duthen, « Exploitation des niveaux de détails dans la simulation des comportements d'humains virtuels », 1st International Conference on Information Systems and Technologies « ICIST 2011 », Tebessa .Algérie
- [Zel90] Zeltzer (D.): *Making Them Move: mechanics, control and animation of articulated figures*. - Chap. Task-level graphical simulation: Abstraction, representation, and control, pp. 3-33. 1990.