《相互作用的数码讲故事和游戏技术》

图书基本信息

书名：《相互作用的数码讲故事和游戏技术/会议录Technologies for interactive digital storytelling and entertainment》

13位ISBN编号：9783540499343

10位ISBN编号：3540499342

出版时间：2007-02-02

出版社：Springer

作者：G鳟el, Stefan (EDT)/ Malkewitz, Rainer (EDT)/ Iurgel, Ido (EDT)

页数：384

版权说明：本站所提供下载的PDF图书仅提供预览和简介以及在线试读，请支持正版图书。

更多资源请访问：www.tushu000.com

《相互作用的数码讲故事和游戏技术》

内容概要

This book constitutes the refereed proceedings of the Third International Conference on Technologies for Interactive Digital Storytelling and Entertainment, TIDSE 2006, held in Darmstadt, Germany in December 2006. The 37 revised full papers presented were carefully reviewed and selected for inclusion in the book; they cover a broad spectrum, from conceptual ideas, theories, systems and technological questions, to best practice examples in the different storytelling application domains, with a focus on entertainment and games. The papers are organized in topical sections on interactive narrative systems, theory, story authoring, virtual characters, storytelling and games, as well as applications.

《相互作用的数码讲故事和游戏技术》

书籍目录

Interactive Narrative Systems　Believable Agents and Intelligent Story Adaptation for Interactive Storytelling　An Event-Driven, Stochastic, Undirected Narrative (EDSUN) Framework for Interactive Contents　A Simple Story: Using an Agents' Based Context-Aware Architecture for Storytelling　Hypervideo vs. Storytelling Integrating Narrative Intelligence into Hypervideo　A Fabula Model for Emergent Narrative　Telling Stories Through Space: The Mindstage ProjectTheory　Narratology for Interactive Storytelling: A Critical Introduction　Insights into the Design of Computer Entertainment from Schemas in Film　Minstrel Reloaded: From the Magic of Lisp to the Formal Semantics of OWL　Structuring Hypermedia Novels　The Hacker: New Mythical Content of Narrative Games　The Interactive Artwork as the Aesthetic Object: Aesthetic Technolog Converging Technological　Applications and Aesthetic Discourses　SRST: A Storytelling Model Using Rhetorical RelationsStory Authoring　Scribe: A Tool for Authoring Event Driven Interactive Drama　Integrating VR-Authoring and Context Sensing: Towards the Creatior of Context-Aware Stories　U-Create: Creative Authoring Tools for Edutainment Applications　Towards Accessible Authoring Tools for Interactive Storytelling　Mixed Reality Based Interactive 3D Story Composition Tool　Sharing Knowledge in Virtual Environments　Pre-conference Demo Workshop "Little Red Cap": The Authoring Process in Interactive StorytellingVirtual Characters　Failing Believably: Toward Drama Management with Autonomous Actors in Interactive Narratives　Personality Templates and Social Hierarchies Using Stereotypes……Storytelling and GamesApplicationsAtuhor Index

《相互作用的数码讲故事和游戏技术》

版权说明

本站所提供下载的PDF图书仅提供预览和简介，请支持正版图书。

更多资源请访问:www.tushu000.com