

《Virtual Storytelling》

图书基本信息

书名：《Virtual Storytelling. Using Virtual Reality Technologies for Storytelling虚拟角色设计/会议录》

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内容概要

This book constitutes the refereed proceedings of the Third International Conference on Virtual Storytelling, ICVS 2005, held in Strasbourg, France in November/December 2005. The 33 revised full papers presented together with 4 invited papers were carefully reviewed and selected for presentation. The papers are organized in topical sections on virtual reality technologies, virtual characters, drama and emotion, interactive digital storytelling, new ways of narrative, interactivity, and applications.

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书籍目录

Virtual Reality Technologies Virtual Reality Technology and Museum Exhibit A Context-Based Storytelling with a Responsive Multimedia System (RMS) FELIX 3D Display: Human-Machine Interface for Interactive Real Three-Dimensional Imaging Proposing Daily Visual Feedback as an Aide to Reach Personal Goals Sound Navigation in PHASE Installation: Producing Music as Performing a Game Using Haptic Feedback Virtual Characters Action Planning for Virtual Human Performances An Emotional Architecture for Virtual Characters Generating Verbal and Nonverbal Utterances for Virtual Characters Scenejo An Interactive Storytelling Platform Drama and Emotion Did It Make You Cry? Creating Dramatic Agency in Immersive Environments Formal Encoding of Drama Ontology Emotional Spectrum Developed by Virtual Storytelling The Control of Agents' Expressivity in Interactive Drama Agency and the "Emotion Machine" Environment Expression: Telling Stories Through Cameras Lights and Music Interactive Digital Storytelling Toward Interactive Narrative Managing a Non-linear Scenario-A Narrative Evolution Motif Definition and Classification to Structure Non-linear Plots and to Control the Narrative Flow in Interactive Dramas INSCAPE: Storymodels for Interactive Storytelling and Edutainment Applications Meta-Data for Interactive Storytelling New Ways of Narrative Interactivity Applications Author Index

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