

# Table of Contents

## New Techniques

Under Construction in Europe: Virtual and Mixed Reality for a Rich Media Experience .....	3
<i>Eric Badiqué</i> (European Commission, IST Programme, Brussels, Belgium)	
Generation of True 3D Films .....	10
<i>Jean-Christophe Nebel</i> (3D-MATIC Lab., Univ. of Glasgow, Scotland, UK)	
Spatial Sound Enhancing Virtual Story Telling .....	20
<i>David Murphy, Ian Pitt</i> (Computer Science Dept., University College, Cork, Ireland)	
The VISIONS Project .....	30
<i>Olivier Balet (Virtual Reality Dept., CS SI, Toulouse, France),</i> <i>Paul Kafno (HD Thames Ltd., London, UK),</i> <i>Fred Jordan (ZVisuel, Lausanne, Switzerland),</i> <i>Tony Polichroniadis (Anthropics Technology Ltd., London, UK)</i>	
Programming Agent with Purposes: Application to Autonomous Shooting in Virtual Environment .....	40
<i>Pierre-Alexandre Favier, Pierre De Loor, Jacques Tisseau</i> (Lab. of Software Engineering, ENIB, Brest, France)	
Interactive Immersive Transfiction .....	44
<i>Alok Nandi, Xavier Marichal</i> (alterface, Lowain-la-Neuve, Belgium)	

## Authoring Tools

Interactive Storytelling: People, Stories, and Games .....	51
<i>Andrew Glassner</i> (Seattle, USA)	
An Authoring Tool for Intelligent Educational Games .....	61
<i>Massimo Zancanaro, Alessandro Cappelletti, Claudio Signorini,</i> <i>Carlo Strapparava</i> (ITC-irst, Trento, Italy)	

Generation and Implementation of Mixed-Reality, Narrative  
 Performances Involving Robotic Actors ..... 69  
*Nikitas M. Sgouros, Sophia Kousidou*  
*(Dept. of Informatics, Univ. of Piraeus, Greece)*

**A New Form of Narration**

Film and the Development of Interactive Narrative ..... 81  
*Andy Clarke (Kinonet, London, UK)*  
*Grethe Mitchell (Dept. of Innovation Studies, Univ. of East London, UK)*

Virtual Storytelling as Narrative Potential: Towards an Ecology  
 of Narrative ..... 90  
*Clive Fencott*  
*(School of Computing and Mathematics, Univ. of Teesside, UK)*

Adaptive Narrative: How Autonomous Agents, Hollywood, and  
 Multiprocessing Operating Systems Can Live Happily Ever After ..... 100  
*Jay Douglas, Jonathan Gratch*  
*(Inst. for Creative Technologies, Univ. of Southern California, USA)*

**Virtual Characters**

Learning in Character: Building Autonomous Animated Characters  
 That Learn What They Ought to Learn ..... 113  
*Bruce M. Blumberg*  
*(The Media Lab, MIT, USA)*

Real Characters in Virtual Stories (Promoting Interactive  
 Story-Creation Activities) ..... 127  
*Isabel Machado (ISCTE, INESC & CBLU, Lisbon, Portugal),*  
*Ana Paiva (IST-Technical Univ. of Lisbon & INESC, Lisbon,*  
*Portugal),*  
*Paul Brna (Computer Based Learning Unit, Univ. of Leeds, UK)*

Real-Time Character Animation Using Multi-layered Scripts  
 and Spacetime Optimization ..... 135  
*Eric Menou, Vincent Bonnafous, Jean-Pierre-Jessel, René Caubet*  
*(IRIT-UPS, Toulouse, France)*

Characters in Search of an Author: AI-Based Virtual Storytelling ..... 145  
*Marc Cavazza, Fred Charles, Steven J. Mead*  
*(School of Computing and Mathematics, Univ. of Teesside, UK)*

Virtual Agents' Self-Perception in Story Telling ..... 155  
*Eric Maffre, Jacques Tisseau, Marc Parenthoën*  
*(Lab. of Software Engineering, ENIB, Brest, France)*

## Applications

Reflections from a Hobby Horse .....	161
<i>Paul Kafno</i>	
<i>(HD Thames Ltd, London, UK)</i>	
DocToon© - A Mediator in the Hospital of the XXIst Century .....	171
<i>Benoît Labaye, Nadia Guérin, Sébastien Dohogne</i>	
<i>(DocToon©Project, Liège, Belgium)</i>	
The Interplay between <i>Form, Story, and History: The Use</i> of Narrative in Cultural and Educational Virtual Reality .....	181
<i>Maria Roussou</i>	
<i>(Foundation of the Hellenic World, Athens, Greece)</i>	
Virtual Storytelling of Cooperative Activities in a Theatre of Work .....	191
<i>Leonie Schäfer, Wolfgang Prinz (GMD, Sankt Augustin, Germany),</i>	
<i>Amanda Oldroyd (BTexact Technologies, Ipswich, UK),</i>	
<i>Lesley Gavin (University College, London, UK)</i>	
Virtual Storytelling for Training: An Application to Fire Fighting in Industrial Environment .....	201
<i>Ronan Querrec, Pierre Chevaillier</i>	
<i>(Lab. of Software Engineering, ENIB, Brest, France)</i>	
Computer Animation and Virtual Reality for Live Art Performance .....	205
<i>Jean-Pierre Jessel (IRIT-UPS, Toulouse, France),</i>	
<i>Céline Jaspard, Jean-Jacques Flores (Animação, Toulouse, France)</i>	
Virtual House of European Culture: e-AGORA (Electronic Arts for Geographically Open Real Audience) .....	208
<i>Jaroslav Adamec, Jiri Cizek, Michal Masa</i>	
<i>(Czech Technical University, Prague, Czech Republic),</i>	
<i>Pascal Silondi, Pavel Smetana (CIANT, Prague, Czech Republic),</i>	
<i>Jiri Zara (Czech Technical University, Prague, Czech Republic)</i>	
<b>Author Index</b> .....	213



<http://www.springer.com/978-3-540-42611-0>

Virtual Storytelling. Using Virtual Reality Technologies  
for Storytelling

International Conference ICVS 2001 Avignon, France,

September 27-28, 2001 Proceedings

Balet, O.; Subsol, G.; Torguet, P. (Eds.)

2001, XII, 220 p., Softcover

ISBN: 978-3-540-42611-0