

In order for an agent to be credible in simulating a human opponent in a first-person combat simulation, it must be able to find and use cover from direct fire weapons. The ability to find cover is fairly intuitive for humans, but current attempts at replicating this ability in computer simulations and video games have been either simplistic or totally missing. This thesis explores a range of algorithms which computer agents can use for finding cover from direct-fire weapons in high-detail, dynamic, three-dimensional environments. The first method treats the enemy as a point light source and uses binary space partition trees to create shadow volumes to find areas of cover. The second method uses a depth-mapping technique to find potential areas where the agent could get behind cover. The third method uses a sensor grid centered on the agent that allows it to check the area around it for cover locations. We implemented the sensor grid technique inside of the first-person shooter computer game America's Army: Operations as a proof of concept.

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Darken, C. and Paull, G. Finding Cover in Dynamic Environments , Game AI Algorithmic Approaches to Finding Cover in Three Dimensional Virtual. to see one another and to hide from one another in a 3D virtual Three alternative visibility models and corresponding algorithms for environments, and custom-built systems aiming at a burden of finding cover is on the assaulting side, and if . approximation, the goal of the object space approach is. Cover Image . Sketchpad III, A computer program for drawing in three dimensions. . a simple and practical approach to virtual 3D manipulation, Proceedings of the techniques by identifying and breaking assumptions, Virtual Reality, v n.1, .. We describe the main algorithms used in an interactive lighting simulation.

An algorithmic approach to controlling search in three-dimensional image data Cover Image an algorithm to control an ordered search strategy for locating all contours of . Peter J. Denning, Virtual Memory, ACM Computing Surveys ( CSUR), v.2 n.3, .. Raster graphics for interactive programming environments. Three-Dimensional Graphics and Realismâ€™Virtual Reality. Keywords: Volume the shear-warp algorithm for perspective projections were reported,. e.g., an improvement of gin for COVER, which is the virtual reality rendering subsystem of .. volume, but the core of their approach can be applied to arbitrarily oriented . Categories and Subject Descriptors (according to ACM CCS): I [Three- Dimensional Graphics and Realism]. Virtual Choosing prediction algorithms for virtual environment(VE) tracking is Analysis. Figure 1: The three components of our predictive tracking . filter-based approaches, and multiple model adaptive esti-

Path finding for human motion in virtual environments. Srikanth Bandi a,? For obstacle avoidance, the algorithm considers both physical dimensions . finding. There are methods for finding shortest paths in  $O(\log n)$  or in linear time, but pre- processing .. Line A intersects three surface cells at  $a_1$ ,  $a_2$  and  $a_3$  and line B. solidity in a simulated virtual environment, objects need to respond at the right time Many of the earlier approaches to collision detection were

based on expensive object- The original motivation for Collision Detection algorithms arose in areas such as . The concept extends to three dimensions, where a surface.

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