

Annotated References and Resources

This is the official website of Massive software, it contains all the general information about the software, where it was applied, how much it cost to own it.

<http://www.massivesoftware.com/film-television-games/> [Accessed 12 May 2010]

This is a forum that discussed about the different crowd simulation available from other 3D software other than Massive.

Jelsoft Enterprises Ltd., 2000-2010. *massive crowd simulation*.

<http://www.newtek.com/forums/archive/index.php/t-98869.html> [Accessed 12 May 2010]

This is a record of the interview with Stephen Regelous. They have discussed about how he came up creating Massive, and also mention that his concept of creating a CG character that actually have a brain, they have mind of their own and could make decision according to different circumstances.

Macavinta,C., 2002. *Digital Actors in Rings Can Think*.

<http://www.wired.com/entertainment/music/news/2002/12/56778> [Accessed 12 May 2010]

This Site contain the informations of the Light Wave plugin for crowd simulation.

Happy Digital, Ltd.,1999-2009.<http://www.happy-digital.com/instance.asp> [Accessed 12 May 2010]

This is the site provided by Tutor John Macey, contain the tutorials of Massive Software. It trained the user to use Massive with some practical exercise

Macey, J.*Massive*. <http://nccastaff.bournemouth.ac.uk/jmacey/Massive/index.html> [Accessed 12 May 2010]

This is the alternative tutorial that train user on building a traffic crowds.

Massive 101 :Introduction to Massive. [dvd] fxphd.

In this article, the researcher documented their research of crowd behaviour, and introduce the three collision Front collision, Following collision, perpendicular collision which is the basic concept of how Massive design the action of their agent.

Loscos,C., Marchal,D., Meyer,A. 2003.*Intuitive Crowd Behaviour in Dense Urban Environments using Local Laws*, tpcg, Theory and Practice of Computer Graphics, pp.122.

This is a presentation that introduce **Neutral network**, a way enabling program to “learn”, **Genetic Algorithms** Programs are ‘bred’ and their performance in given situations measured against ‘fitness parameters’ the better algorithms are used to breed offspring that inherit the best qualities of parents. **Swarm Intelligence** a simple rule could create complex group behaviours.

Some AI programming Approaches. <http://www.artscatalyst.org/> [Power Point]

This site introduce what is Genetic Algorithms in details, providing examples and how it works. *GENETIC ALGORITHMS*. <http://www.obitko.com/tutorials/genetic-algorithms/introduction.php> [Access 12 May 2010]

This site discuss about the animation 70,000 armies marching in the movie Wolff, E. *AI Armies: Animating Intelligent Characters for the Two Towers*. http://digitalcontentproducer.com/dcc/revfeat/video_ai_armies/ [Accessed 12 May 2010]

This site provided all the references and links to Artificial life, replication, behaviour modelling and synthetic actors. They divided modelling to motion modelling and behaviour modelling. Motion modelling include key framing or motion capture, while behaviour modelling generate it's own action by certain rules.

Pina, A., Eva Cerezo, E., J. Serón ,F. *Computer animation: from avatars to unrestricted autonomous actors*. http://www.sciencedirect.com/science?_ob=ArticleURL&_udi=B6TYG-403W4DY-F&_user=1682380&_coverDate=04%2F30%2F2000&_rdoc=1&_fmt=high&_orig=search&_sort=d&_docanchor=&view=c&_searchStrId=1334768095&_rerunOrigin=google&_acct=C000011378&_version=1&_urlVersion=0&_userid=1682380&md5=0fb71e55aa88e0441d176bc1701e3c02. [Access 12 May 2010]