

Ashish shah (i7973101, MADE0910) -Personal Inquiry -

Talk notes

Literature Resources:

This will be used for segments of information outlining the level of detail required in crowd simulations and how important it is.

- O'Sullivan, C et al, 2002. Trinity College Dublin MIT Media Lab. Crowd and Group Simulation with Levels of Detail for Geometry, Motion and Behaviour

Web based resources:

introduction

this website was referred in order to get an initial introduction to massive and to find more resources on the same

massivesoftware .Available from :<http://www.massivesoftware.com/> [Accessed 27 april 2010]

this article provide information about the working of massive

Perry , Tood .,2007. Available from :<http://www.animationmagazine.net/article/7267#> [Accessed 1may 2010]

article gives an overview on the advantages of using massive in studios and its advantage

Bares, Jordi ., 2005. Available from

http://digitalcontentproducer.com/dcc/revfeat/video_massive_software/ [Accessed 1may 2010]

this article gives overview an artist who worked on the lord of the rings and used massive as a tool for crowd simulation and help develop the core module for massive

Rankin, ollie ., 2005 . Available from <http://31770.net/oneofeach/showreel/showreel.html> [Accessed 3 May 2010]

This was used for tutorial reference to get familiar with the Massive interface and foundational concepts on how to use it for simple simulations.

- NCCA. (2010). Massive Tutorials. Available:
<http://nccastaff.bournemouth.ac.uk/jmacey/Massive/Docs/learning/tutorials/index.html>.
[Last accessed 04 may10]

this article gave an overview of the proprietary software Alice used by MPC

Trainor, Sophie., 2004
http://features.cgsociety.org/story.php?story_id=2111 [6 may 2010]

this article gave an overview of the proprietary software Alice used by MPC on 2010

Seymour, Mike., 2008
<http://www.fxguide.com/article469.html> [6 may 2010]

this article is an artist who used Alice and worked on Troy

Petersen, Wolfgang., 2004
<http://www.kolve.com/vfxwork/vfxwork.htm> [6 may 2010]

a tutorial on the SideFX website to create crowd simulation in Houdini

<http://www.sidefx.com/docs/houdini9.5/howto/crowds>[7 may 2010]

this article shows how Massive has been used to create forest system in AVATAR

Duniop, Renee., 2010
http://features.cgsociety.org/story_custom.php?story_id=5434 [1 may 2010]

cd dvd rom

geoff, Tobin., 2010

MSV101 – Introduction to Massive [DvD]: fxphd

media

pictures

Avatar, 2009. Film . Directed by james Cameron .USA: Twentieth century fox film corporation

video

lord of the ring ,2002. Film Directed by Peter Jakson . New Zealand :New line cinema