

Librería
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This book deals with the conceptual design as well as with the realization of virtual characters, which, unlike previous works in this research area, are not limited to a use in virtual worlds. The presented Migrating Character approach on the contrary allows virtual characters to act and interact with the physical world. Different technical solutions allowing a Migrating Character to move throughout physical space, either completely autonomously or in conjunction with a user, are introduced and discussed as well as resulting implications for the characters behavior. While traditional virtual characters are acting in a well defined virtual world, Migrating Characters need to adapt to changing environmental setups in a very flexible way. A Migrating Character must be capable of determining these environmental changes by means of sensors. Furthermore, based on this data, an adequate adaptation of the characters behavior has to be realized. Apart from a theoretical discussion of the necessary enhancements of a virtual character when taking the step from virtual to real worlds, different exemplary Migrating Character implementations are introduced in the course of the book.