

# MOTION PLANNING AND CROWD SIMULATION

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# INTRODUCTION

## MOTION PLANNING

- Provide a system with autonomy of action/motion
- Automatic generation of motion among obstacles
- Robotics, ...
- ... but also Computer Graphics



## CROWD SIMULATION

- Reproduce, predict or study a real crowd movement
- Compute the motion of a dense set of many entities
- Studied in many fields: Physics, Mathematics, Biology, ...
- ... but also Computer Graphics

