Papers Session IV

Character Simulation, Optimization, and Control

David Allen   Mordatch, Igor, Emanuel Todorov, and Zoran Popović. "**Discovery of complex behaviors through contact-invariant optimization**." *ACM Transactions on Graphics (TOG)* 31, no. 4 (2012): 43.
http://homes.cs.washington.edu/~mordatch/cio/

Ting Liu   Tan, Jie, Yuting Gu, C. Karen Liu, and Greg Turk. "**Learning Bicycle Stunts**." *ACM TRANSACTIONS ON GRAPHICS* 33, no. 4 (2014).
http://www.cc.gatech.edu/~jtan34/project/learningBicycleStunts.html

Keng Hua Sing   Han, Daseong, Junyong Noh, Xiaogang Jin, Joseph S Shin, and Sung Y Shin. "**On-line real-time physics-based predictive motion control with balance recovery**." In *Computer Graphics Forum*, vol. 33, no. 2, pp. 245-254. 2014.
http://vml.kaist.ac.kr/publication/journal/2014/2014Daseong_CGF.html

Crowds

Andrew Zeng   Best, A., S. Narang, S. Curtis, and D. Manocha. "**Densesense: Interactive crowd simulation using density-dependent filters**." In *Symposium on Computer Animation*, pp. 97-102. 2014. http://gamma.cs.unc.edu/DenseSense/

(Also see the following paper:)
Narang, S., A. Best, S. Curtis, and D. Manocha. " **Generating Pedestrian Trajectories Consistent with the Fundamental Diagram based on Physiological and Psychological Factors**." Accepted to PLOS ONE 2015.
http://gamma.cs.unc.edu/DenseSense/