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Conference Paper

A Cloud Based Simulation Service for 3D Crowd Simulations

October 2018

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Conference: 2018 IEEE/ACM 22nd International Symposium on Distributed Simulation and Real Time Applications (DS-RT)

Rafael Pax · Jorge J. Gomez-Sanz · Ismael Sagredo Olivenza · Marlon Cárdenas-Bonett

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Rafael Pax · Marlon Cárdenas-Bonett · Jorge J. Gómez-Sanz · Juan Pavón

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 Jorge J. Gómez-Sanz ·  Rafael Pax ·  Millán Arroyo ·  Marlon Cárdenas-Bonett

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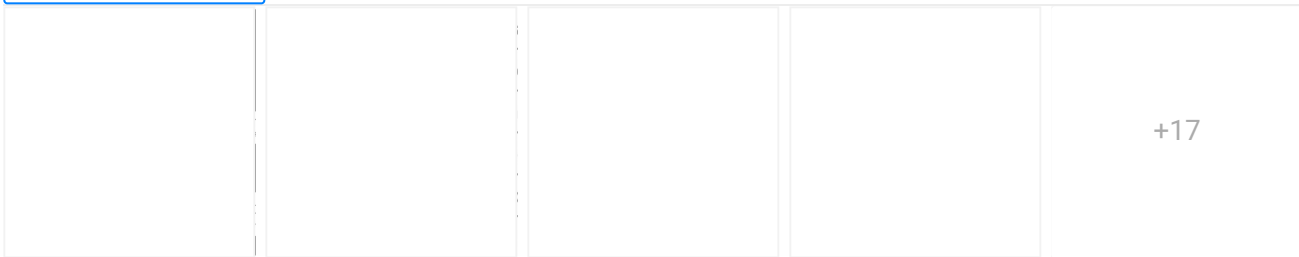
 Daniel Masamune Hall

Game programming design and organization can be difficult and complicated. To simplify the development process, frameworks with an array of tools and utilities known as game engines are used. The main goal of this project is to explore game engine designs and develop a design for a modular an...

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Jan 2014 · SIMULATION: Transactions of The Society for Modeling and Simulation International

 Sixuan Wang ·  G. A. Wainer

Crowd modeling and simulation (M&S) has been used to support the analysis of the behavior of crowds, in order to predict the impact of pedestrian movement and to test design alternatives. In recent years, crowd M&S has become more complex, and new technologies such as CAD (computer-aided design)...

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Dec 2013

 E. Cayirci

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Sep 2013 · Journal of the Illuminating Engineering Society

 Bill Von Neida ·  Dorene Manicria ·  Allan Tweed

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Apr 2012 · Energy and Buildings

 Claudio Martani ·  David Lee ·  Prudence Robinson · [...] ·  Carlo Ratti

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Article

May 1996 · Journal of Fire Protection Engineering

 Matthew Owen ·  E.R. Galea ·  Peter Lawrence

The purpose of this paper is to demonstrate the potential of the EXODUS evacuation model in building environments. The latest PC/workstation version of EXODUS is described and is also applied to a large



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Nov 2010

Yuvraj Agarwal · Bharathan Balaji · Rajesh Gupta · [...] · Thomas Weng

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