

(Agent-Based System for Character Motion Animation Control)

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Abstract When user wants to animate character more than one, there can generate an unexpected motion animation like collision between characters. Therefore, this problem should solve using proper control mechanism. This paper proposes an agent-based system that controls a motion animation of character for expressing animation scenario that reflected user's intention. This system provides a method that coordinates a type of motion and avoid collision between characters according to the moving path of character on three dimensional space. Agent communicate with others for synchronizing motion. Agent is extended into a several intelligent agent that coordinates motion of character. Agent system make a possible not only an intended motion animation, but also the scheduling of motion to a whole character animation. It designs automata model using petri-net analysis tool for the conversation of agent as method that passes the information of agents and references current state of agents. we implement agent system to control the motion of character using agent technology. we show an example to control the motion of human character model and the possibility of motion control.

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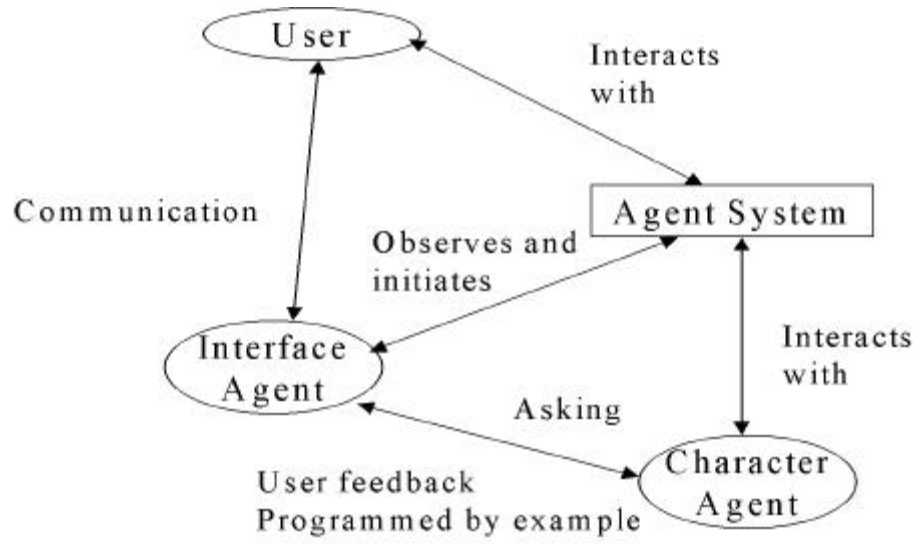
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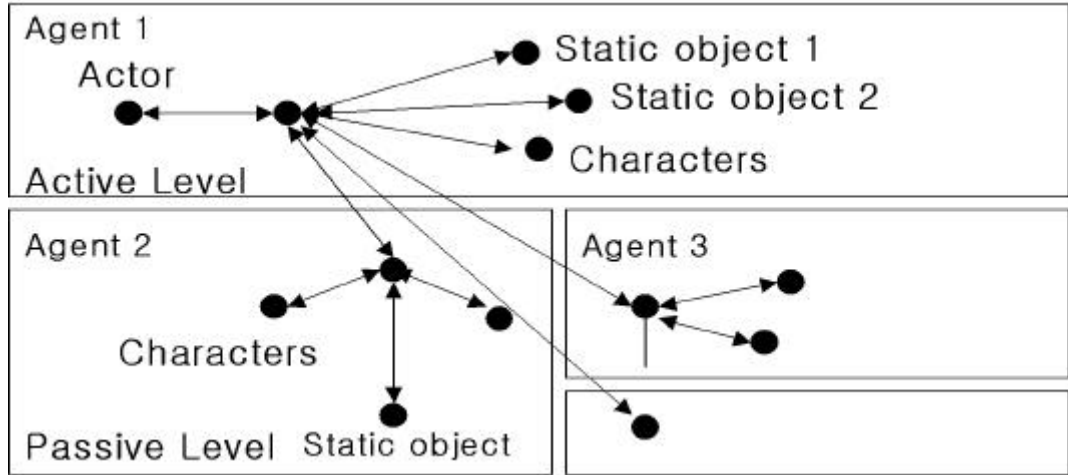
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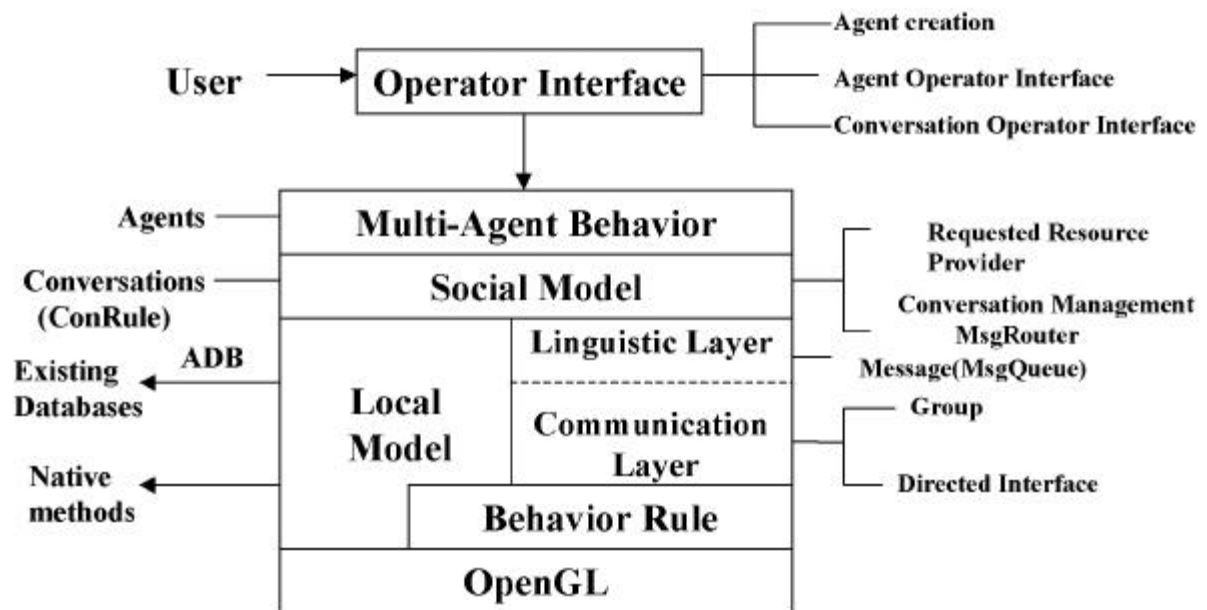
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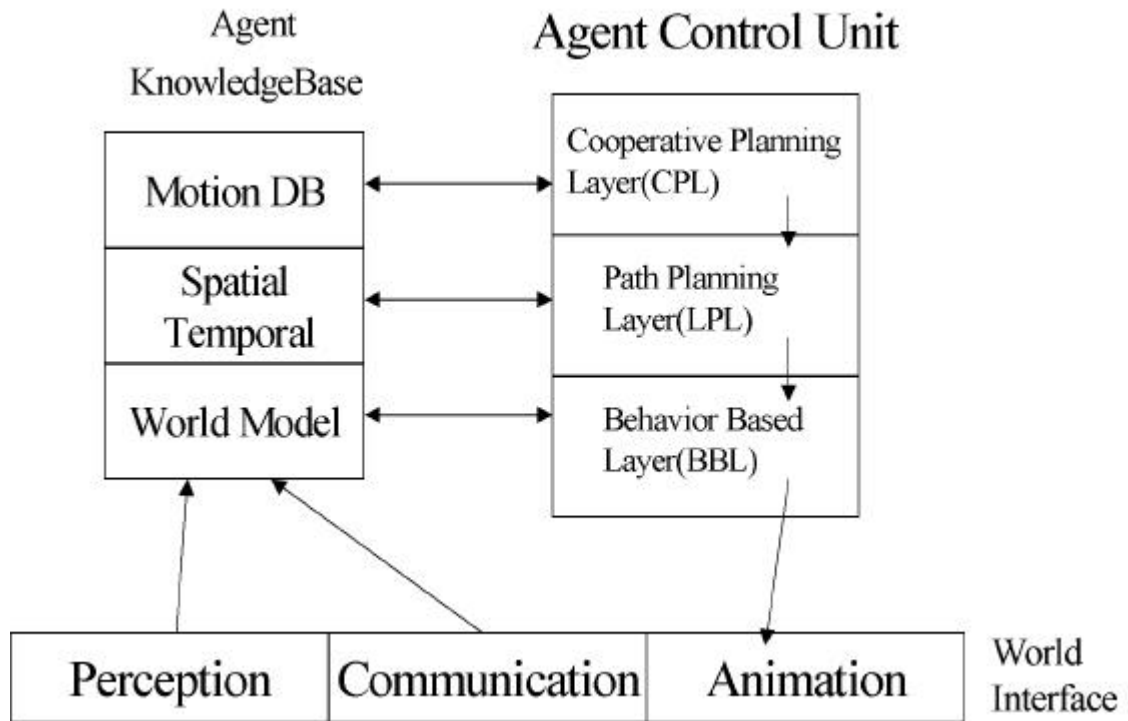
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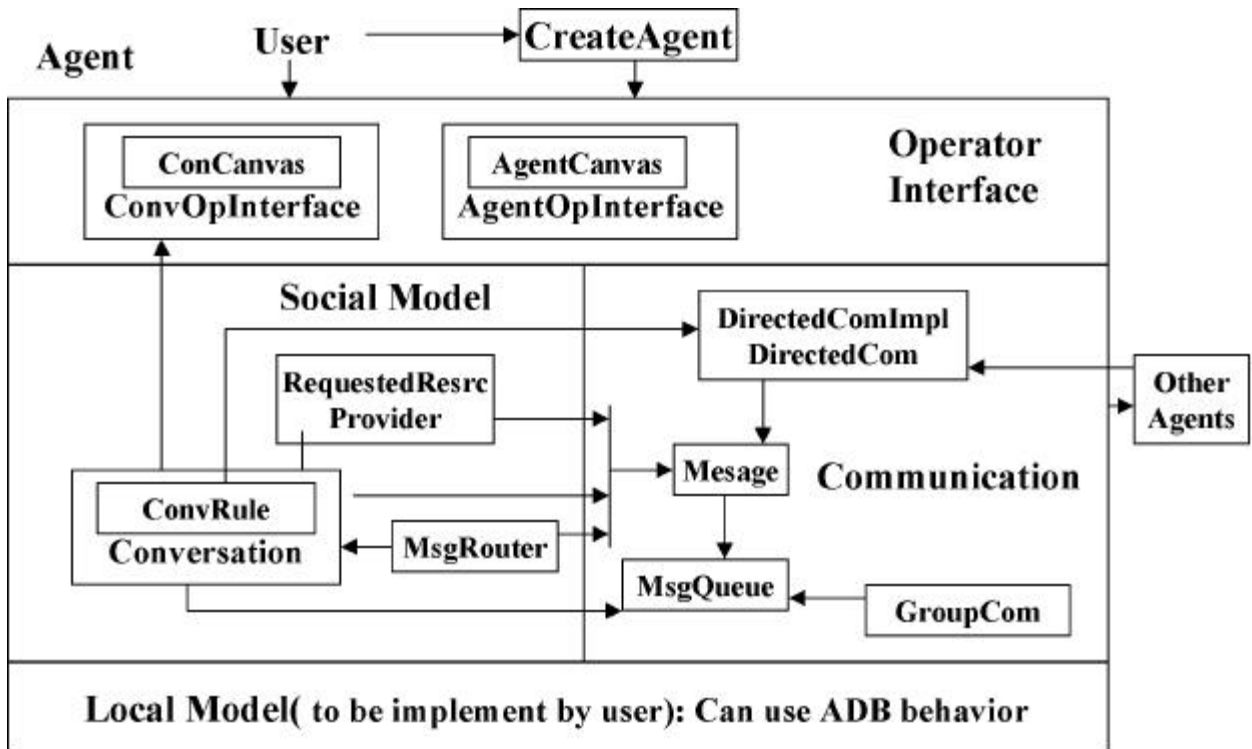
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- declarative message:

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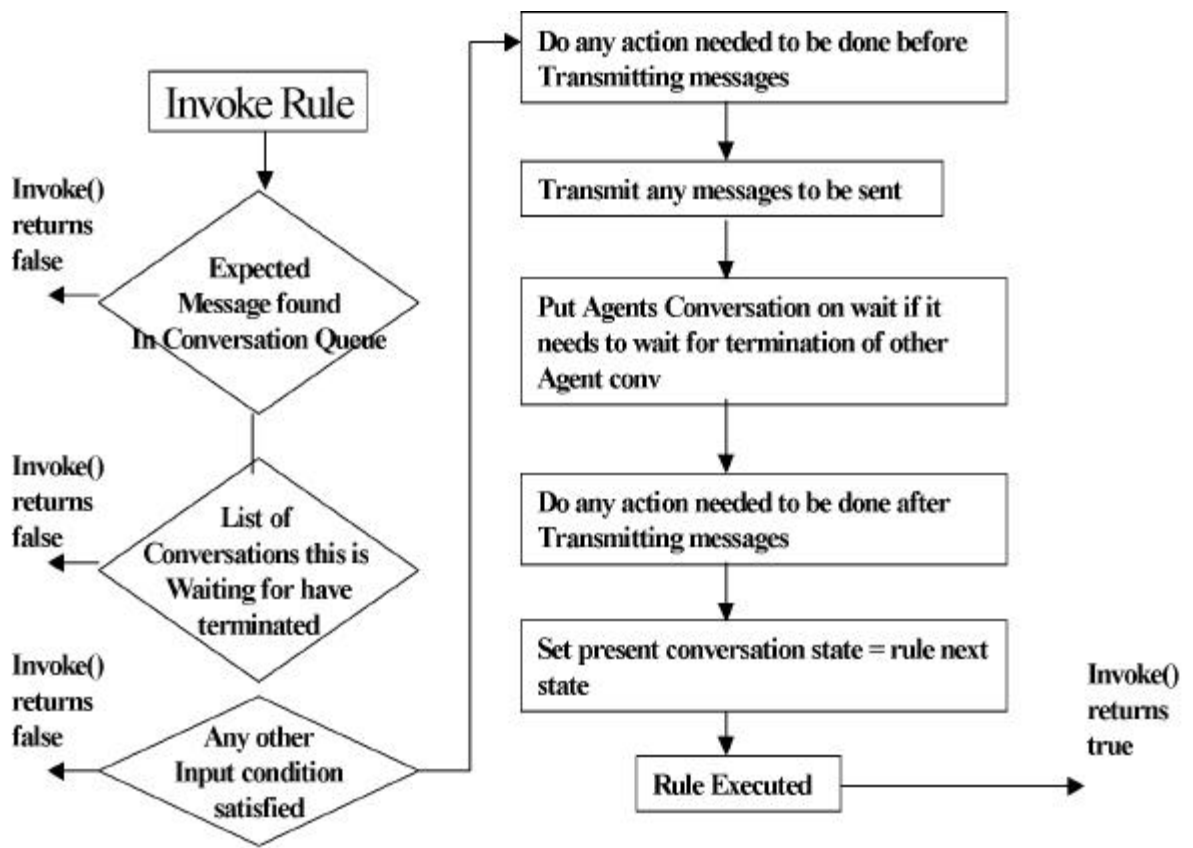
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. Places Transitions

4 PN= (P, T, IN, OUT) . P={p1, p2, p3 .. pn} Places()
, T={t1, t2, t3 .. tn} transitions()

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P1 P9

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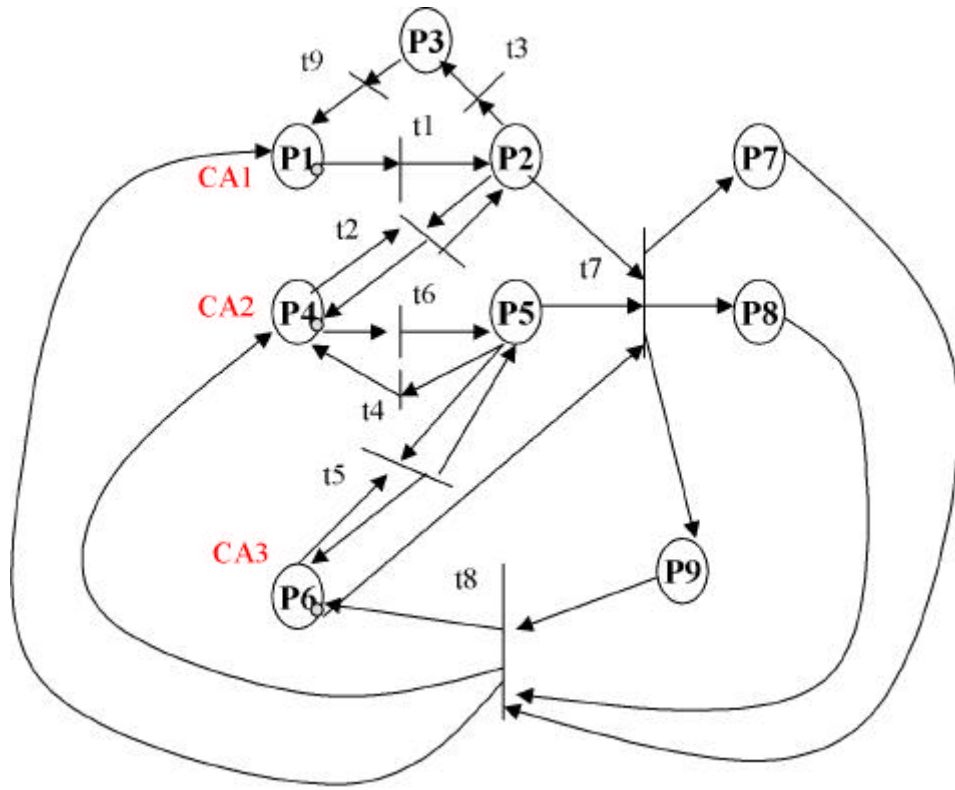
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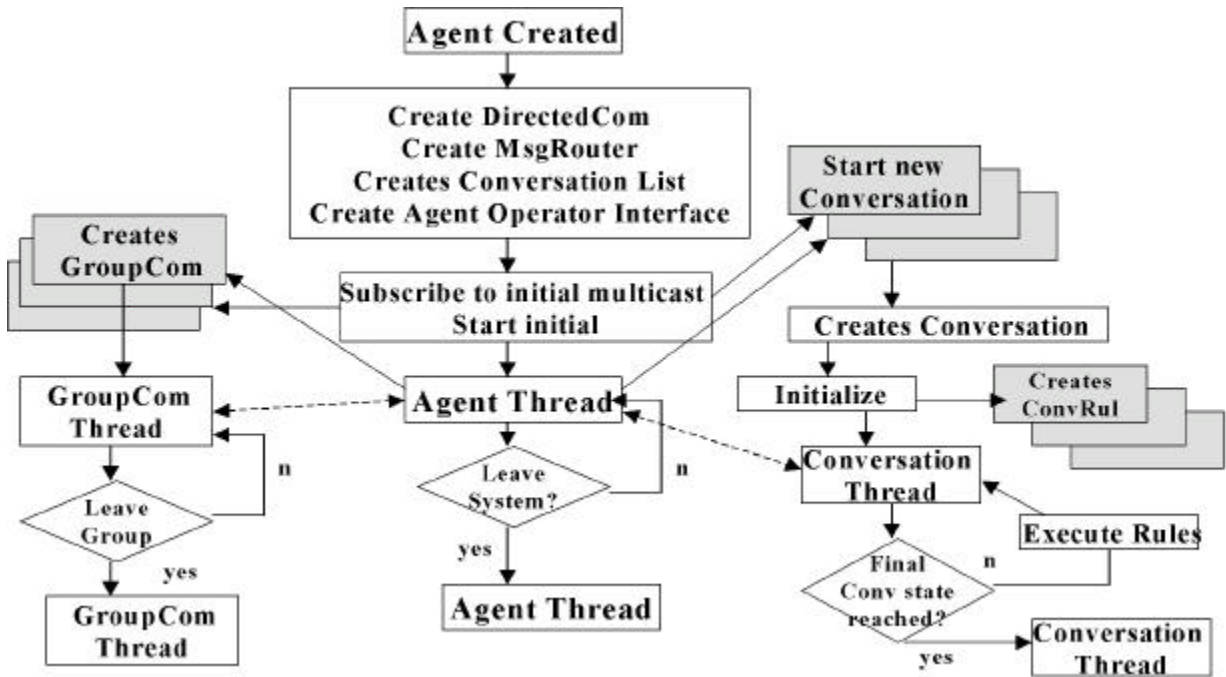
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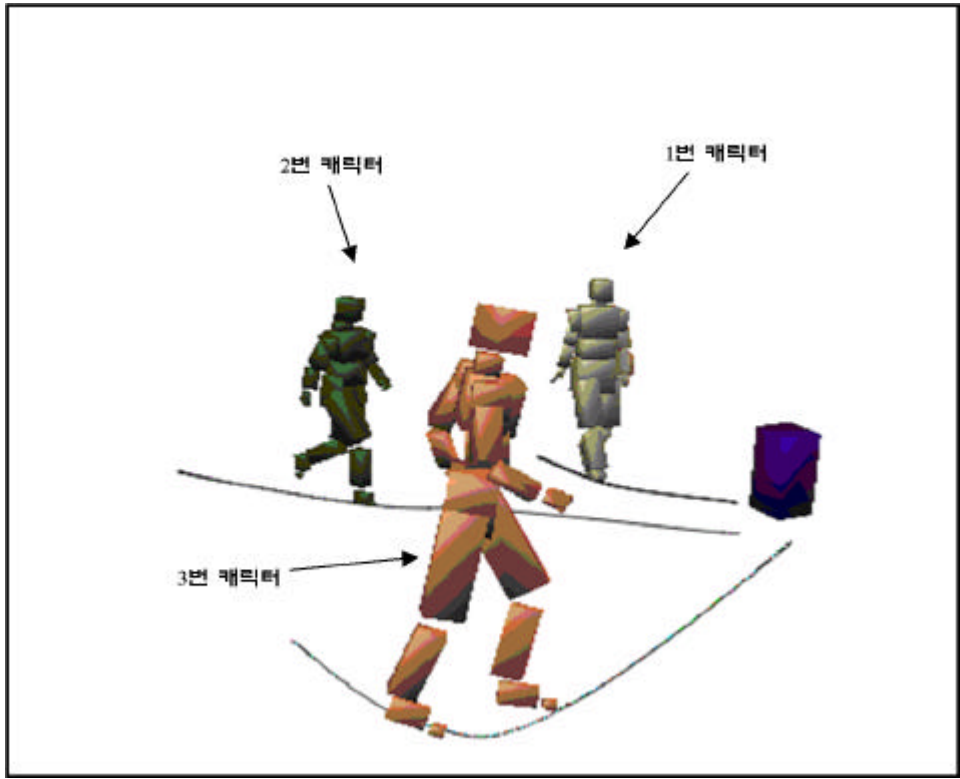
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