



Behaviours for crowds

6 Months Graduate Internship

Project Description

The internship is part of a crowd simulation in a theme park. The simulation aims to provide park designers with tools to compare several park layouts according to the virtual visitors behaviours and reactions. The visitors behaviours must be realistic enough so that the emergent crowd situations are as close as possible to the ones observed in reality. The simulation is created with a graphical editor that helps to place interactive objects in the virtual parks, and set their attributes.

Topic Description

When visiting a theme park, real visitors do not behave like robots trying to attend to the attractions only. They exhibit social behaviours that may or may not have an impact on their navigation, but are aesthetically important. This includes group talking, watching a show, ...

The aim of the internship is to design and develop those behaviours to make the simulation more realistic and lifelike. This includes developing the necessary codes to these behaviours, and make sure that they work effectively and efficiently.

Internship Description

The internship will take place within our R&D team, localized in a warm and friendly open space of the 11th district of Paris. The payment is about 400 euros monthly. Applications can be sent to contact@spirops.com.

Keywords

Artificial Intelligence, Crowd Simulation, Navigation behaviours, Social behaviours, SpirOpsAI, C++

More internship opportunities on <http://www.spirops.com/jobs.php>