

Generalized Microscopic Crowd Simulation using Costs in Velocity Space: Supplementary Images

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1 EXPLANATION

This supplementary file contains images of various simulation scenarios. For each scenario, we show the results of 8 different navigation algorithms, as discussed in the main paper. All images show the trajectories of agents over time. The background squares measure 1 m² each. Screenshots were taken at different moments per scenario.

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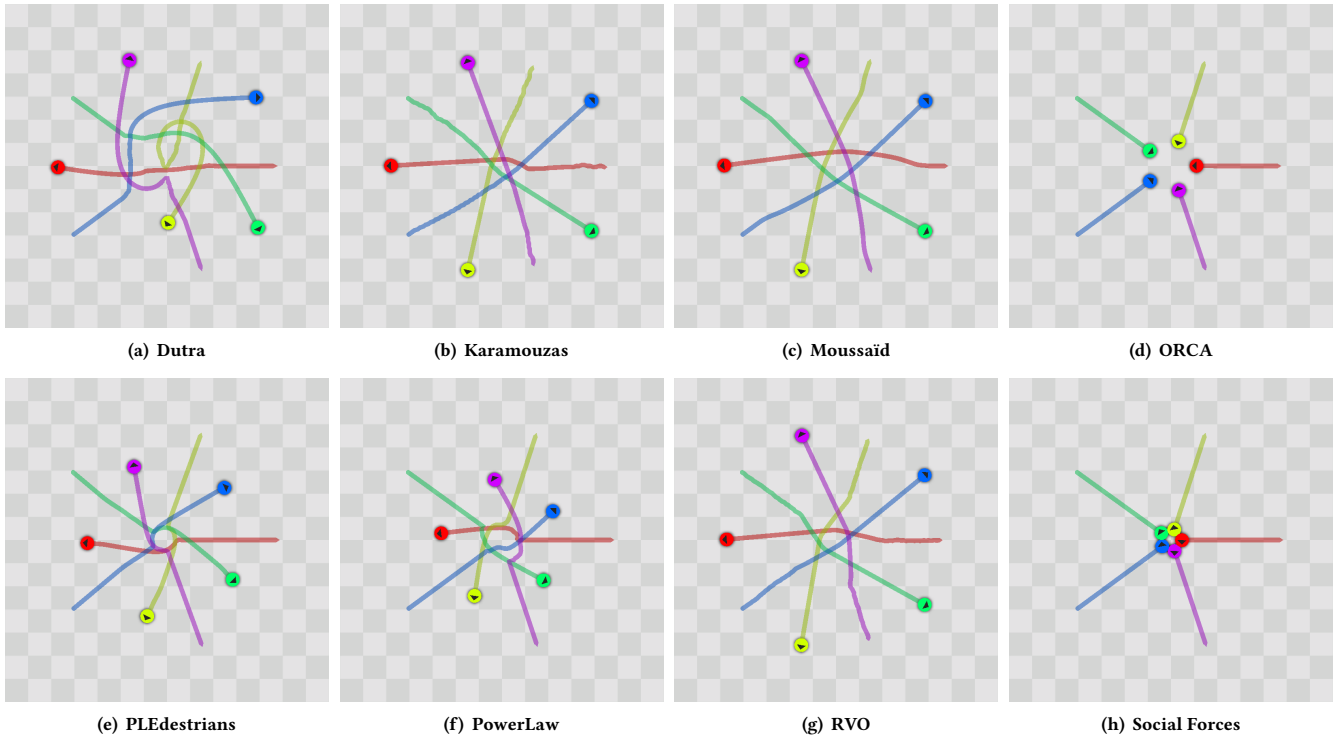


Figure 1: *Circle5*: 5 agents moving to the opposite ends of a circle. Screenshots were taken after 10 s.

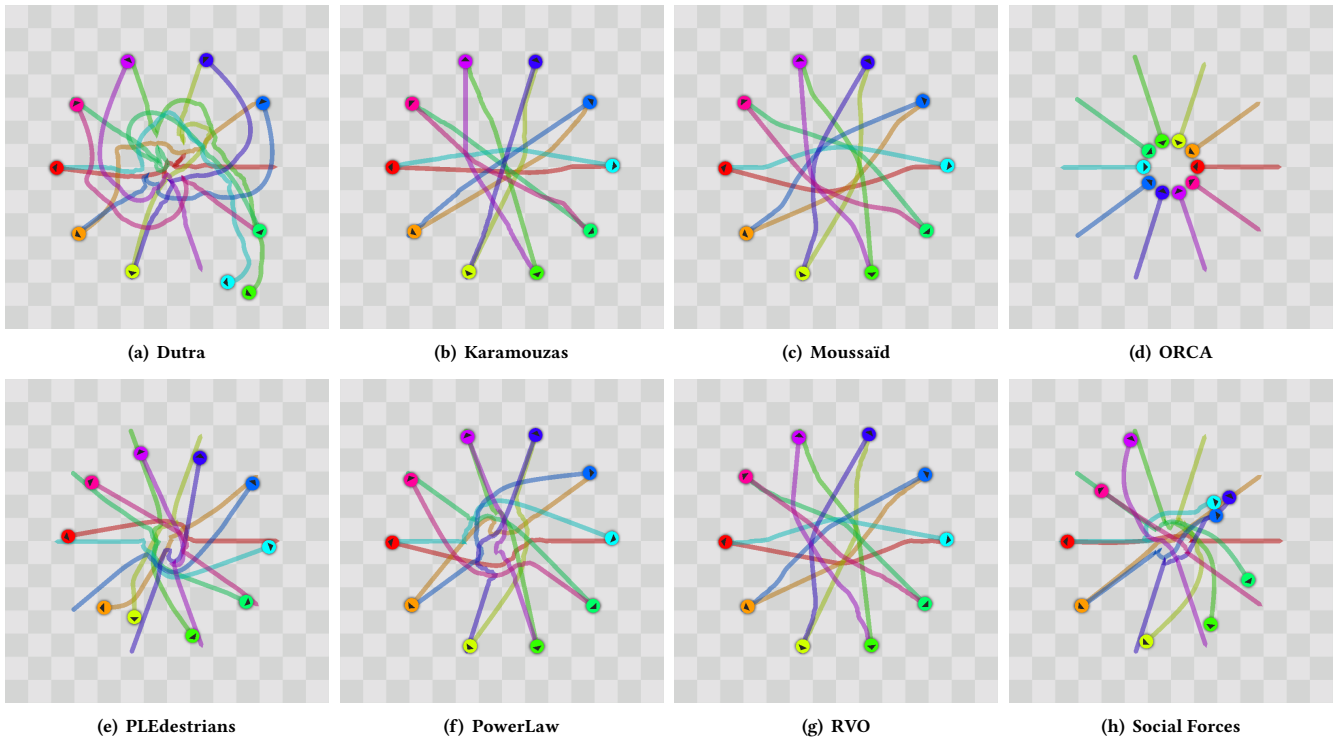


Figure 2: *Circle10*: 10 agents moving to the opposite ends of a circle. Screenshots were taken after 15 s.

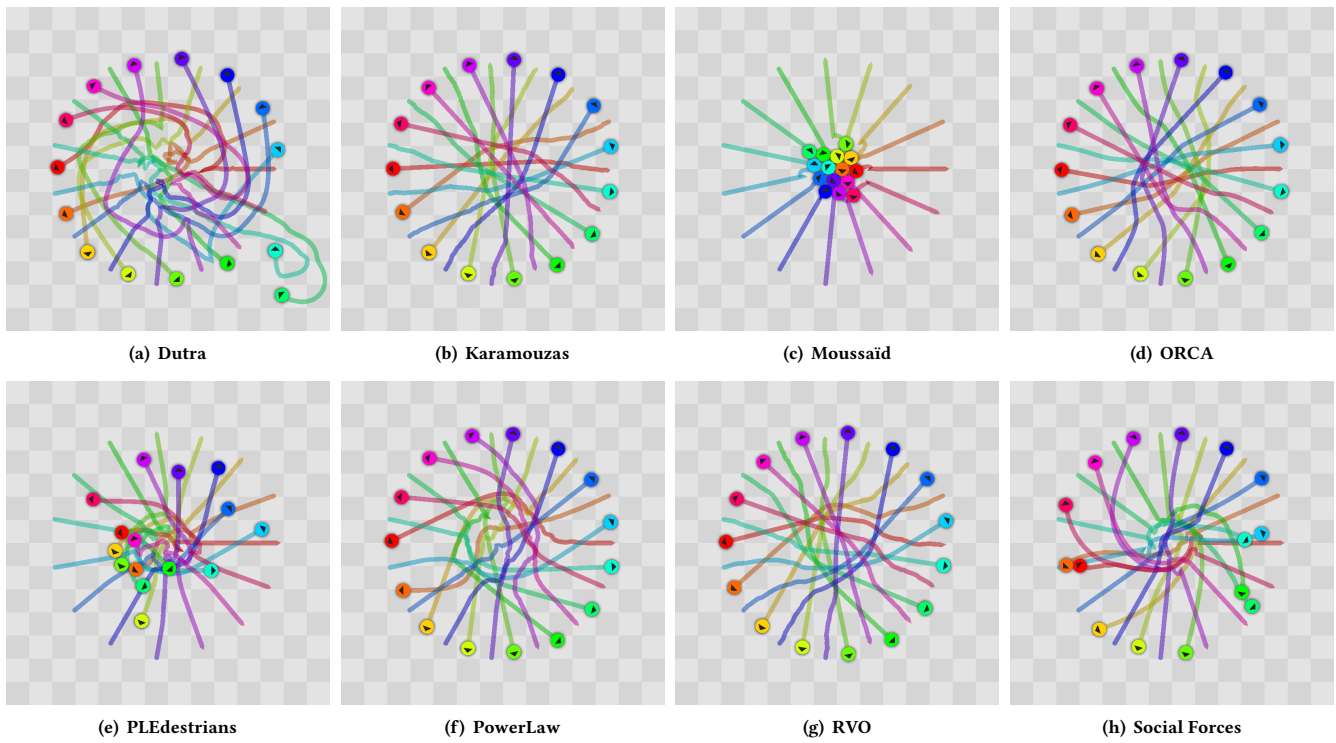


Figure 3: *Circle15*: 15 agents moving to the opposite ends of a circle. Screenshots were taken after 15 s.

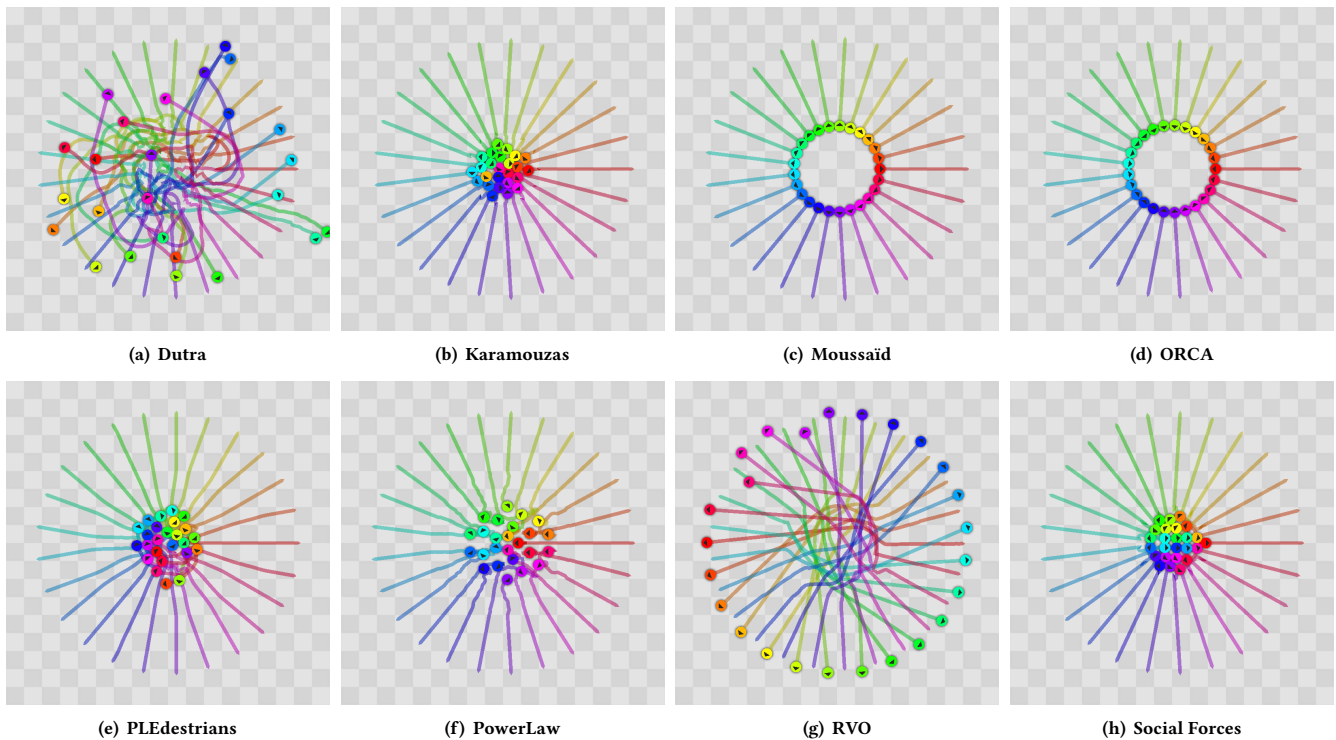


Figure 4: *Circle25*: 25 agents moving to the opposite ends of a circle. Screenshots were taken after 15 s.

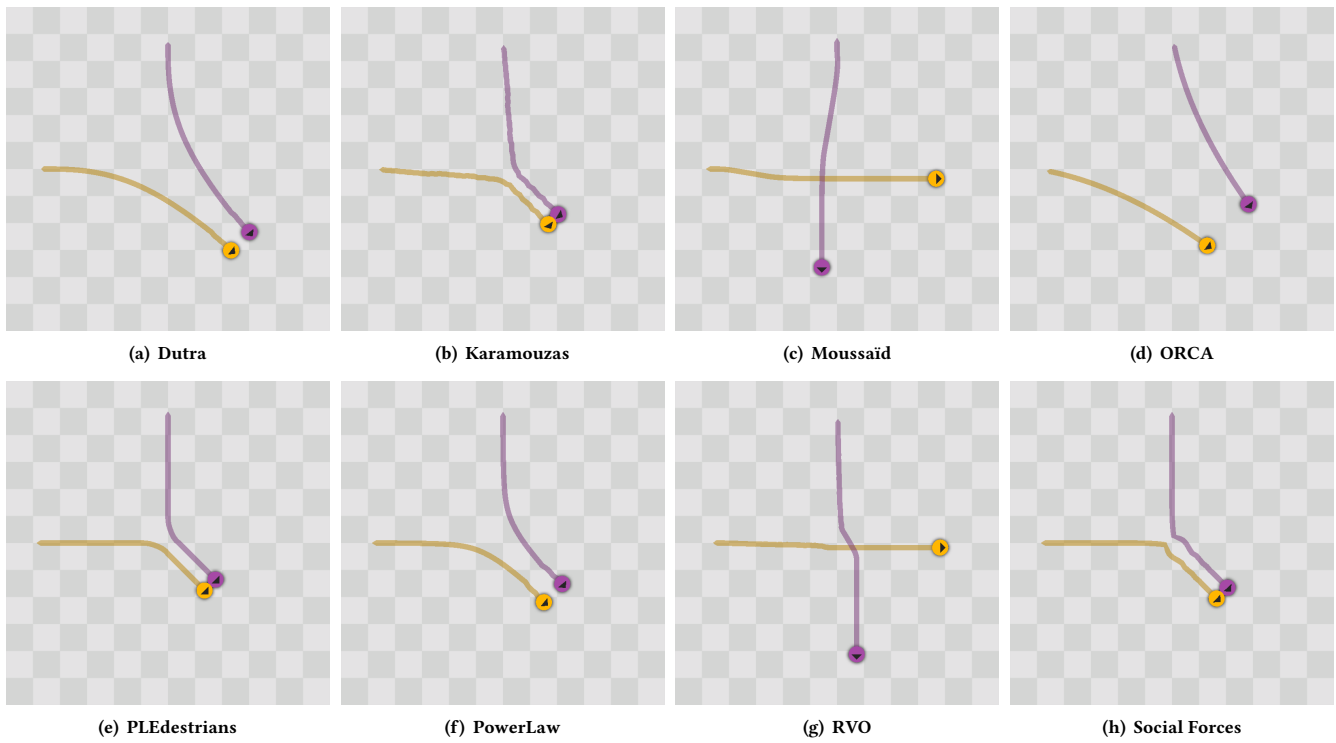


Figure 5: *1to1-90Degrees*: 2 agents crossing at an angle of 90 degrees. Screenshots were taken after 7 s.

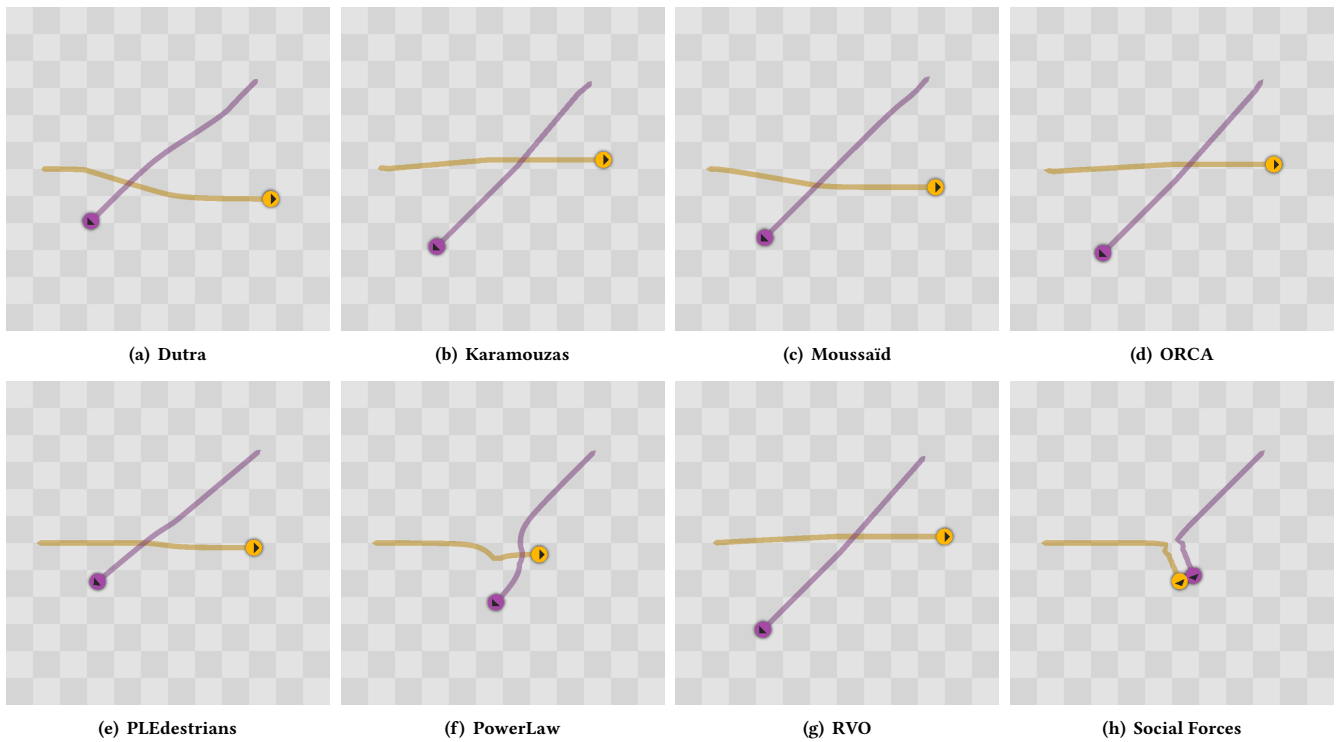


Figure 6: *1to1-135Degrees*: 2 agents crossing at an angle of 135 degrees. Screenshots were taken after 7 s.

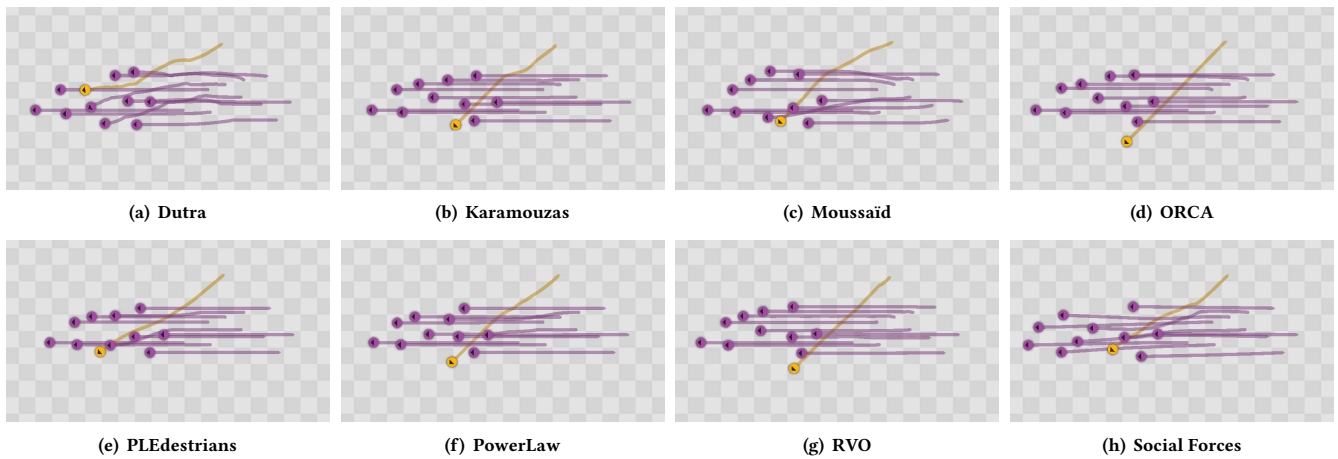


Figure 7: *1to10-45Degrees*: 1 agent and 10 agents crossing at an angle of 45 degrees. Screenshots were taken after 7 s.

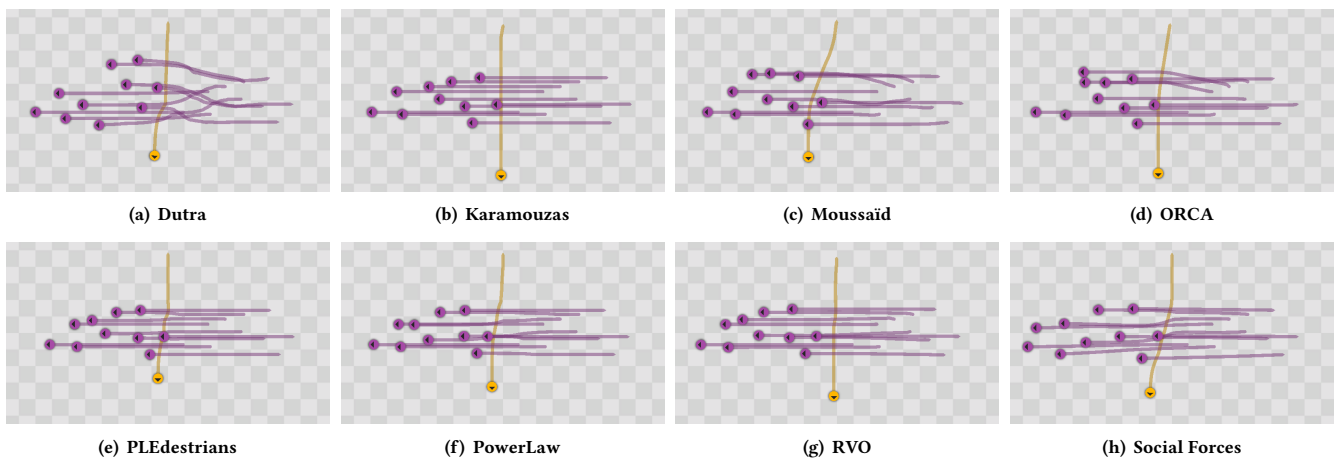


Figure 8: *1to10-90Degrees*: 1 agent and 10 agents crossing at an angle of 90 degrees. Screenshots were taken after 7 s.

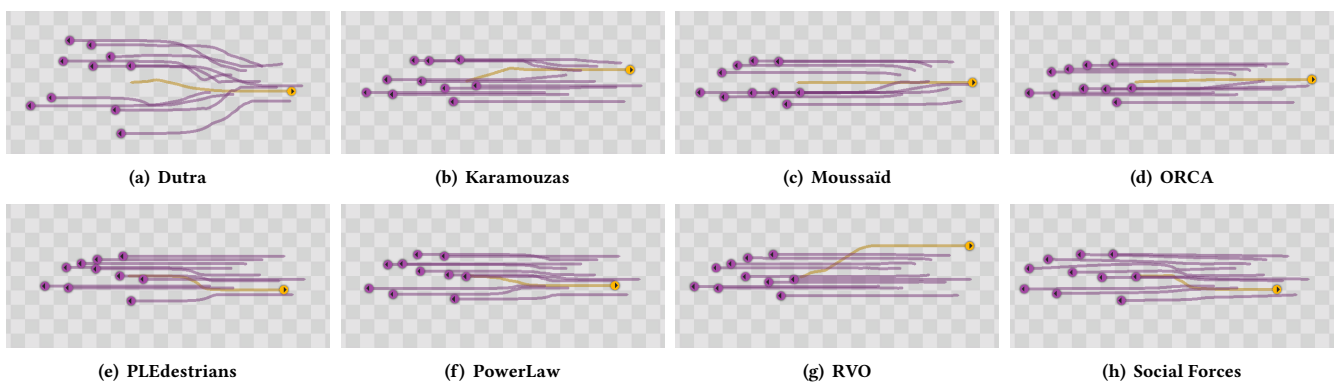


Figure 9: *1to10-180Degrees*: 1 agent and 10 agents crossing at an angle of 180 degrees. Screenshots were taken after 10 s.

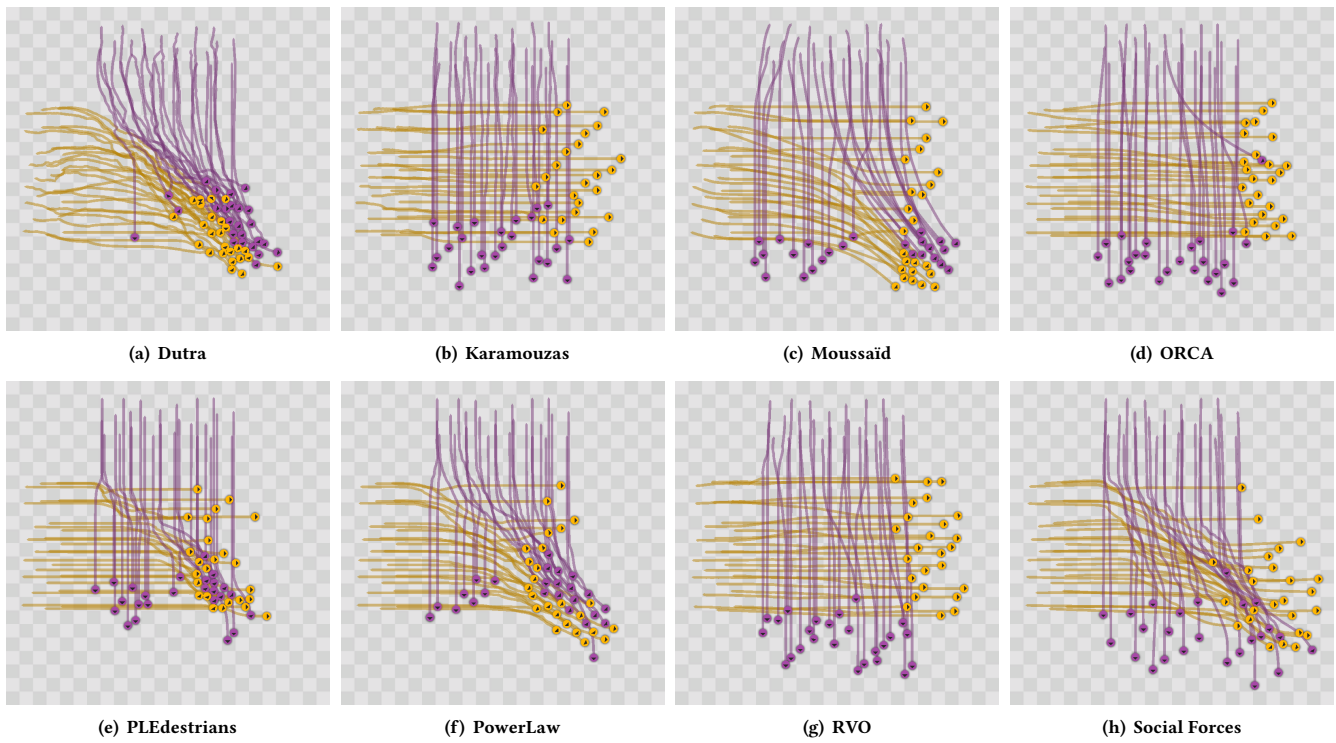


Figure 10: *25to25-90Degrees*: Two groups of 25 agents crossing at an angle of 90 degrees. Screenshots were taken after 13 s.

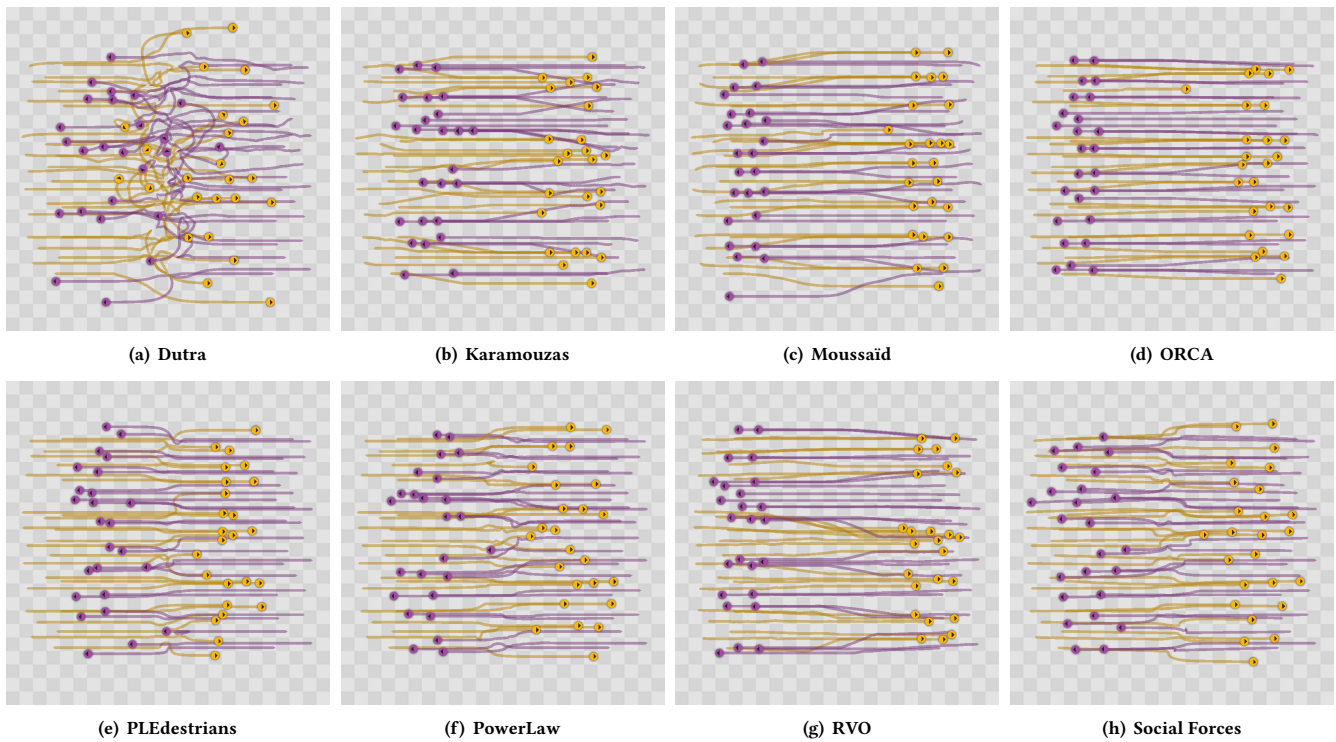


Figure 11: *25to25-180Degrees*: Two groups of 25 agents crossing at an angle of 180 degrees. Screenshots were taken after 13 s.