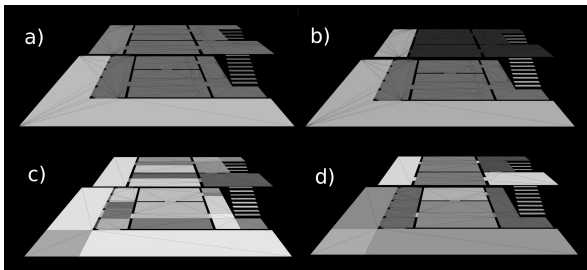


C. J .Jorgensen and F. Lamarche (2011). From geometry to spatial reasoning: automatic structuring of 3D virtual environments. MIG 2011, The Fourth International Conference on Motion in Games 2011.

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**Abstract** : In this paper, we address the problem of automatically creating a meaningful s



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