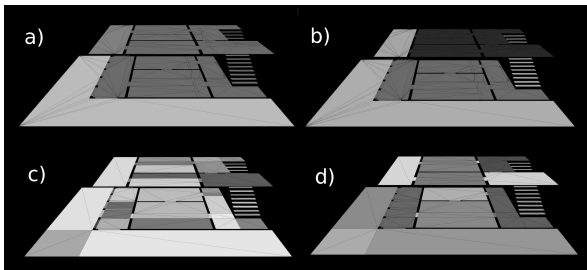C. J .Jorgensen and F. Lamarche (2011). From geometry to spatial reasoning: automatic structuring of 3D virtual environments. MIG 2011, The Fourth International Conference on Motion in Games 2011.

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