

# List of Publications

Mark H. Overmars

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## Journal publications to appear

The following papers have been accepted for publication in journals but have not yet appeared.

- [1] G. Aloupis, P. Bose, E. Demaine, S. Langerman, H. Meijer, M.H. Overmars, G. Toussaint, Computing signed permutations of polygons, *International Journal of Computational Geometry and Applications*, 2010, to appear.
- [2] H. van Welbergen, B.J.H. van Basten, A. Egges, Zs. Ruttkay, M.H. Overmars, Real time animation of virtual humans: A trade-off between naturalness and control, *Computer Graphic Forum*, 2010, to appear.

## Refereed conference publications to appear

The following papers have been accepted for publication in refereed conference proceedings but have not yet appeared.

- [1] Simulating human collision avoidance using a velocity-based approach, Proc. VRIPHYS 10, 2010, to appear.
- [2] I. Karamouzas, M.H. Overmars, Simulating the local behaviour of small groups, *Proc VRST 2010*, 2010, to appear.
- [3] I. Karamouzas, P. Heil, M.H. Overmars, Simulating the walking behaviour of small groups in virtual crowds, *Proc. Symposium of Computer Animation (SCA 2010) (poster publication)*, 2010, to appear.
- [4] I. Karamouzas, M.H. Overmars, A velocity-based approach for simulating human collision avoidance, *Proc. IVA 2010*, 2010, to appear.

## Journal publications

- [1] J. van den Berg, M.H. Overmars, Planning time-minimal safe path amidst unpredictably moving obstacles, *International Journal of Robotics Research* **27** (2008), pp. 1274–1294.
- [2] I. Karamouzas, M.H. Overmars, Adding variation to path planning, *Computer Animation and Virtual Worlds* **19** (2008), pp. 283–293.
- [3] E. Demaine, J. Erickson, D. Krizanc, H. Meijer, P. Morin, M.H. Overmars, S. Whitesides, Realizing partitions respecting full and partial order information, *Journal of Discrete Algorithms* **6** (2008), pp. 51–58.
- [4] R. Geraerts, M.H. Overmars, Reachability-based analysis for probabilistic roadmap planners, *Journal of Robotics and Autonomous Systems* **55** (2007), pp. 824–836.

- [5] R. Geraerts, M.H. Overmars, Creating high-quality paths for motion planning, *International Journal of Robotics Research* **26** (2007), pp. 845–863.
- [6] D. Nieuwenhuisen, A.F. van der Stappen, M.H. Overmars, Pushing a disk using compliance, *IEEE Trans. on Robotics* **23** (2007), pp. 431–442.
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- [8] R. Geraerts, M.H. Overmars, The corridor map: A general framework for real-time high-quality path planning, *Computer Animation and Virtual Worlds* **18** (2007), pp. 107–119.
- [9] J-S. Cheong, A.F. van der Stappen, K. Goldberg, M.H. Overmars, E. Rimon, Immobilizing hinged parts, *International Journal on Computational Geometry and Applications* **17** (2007), pp. 45–69.
- [10] M. de Berg, D. Halperin, M.H. Overmars, An intersection-sensitive algorithm for snap rounding, *Comput. Geom.: Theory and Applications* **36** (2007), pp. 159–165.
- [11] P. Agarwal, M.H. Overmars, M. Sharir, Computing maximally separated sets in the plane, *SIAM J. Computing* **36** (2006), pp. 815–834.
- [12] R. Geraerts, M.H. Overmars, Sampling and node adding in probabilistic roadmap planners, *Robotics and Autonomous Systems Journal* **54** (2006), pp. 165–173.
- [13] M. de Berg, J. Gudmundsson, M. Katz, C. Levcopoulos, M.H. Overmars, A.F. van der Stappen. TSP with neighborhoods of varying size, *J. Algorithms* **57** (2005), pp. 22–36.
- [14] J. van den Berg, M.H. Overmars, Using workspace information as a guide to non-uniform sampling in probabilistic roadmap planners, *Int. J. Robotics Research* **24** (2005), pp. 1055–1071.
- [15] J. van den Berg, M.H. Overmars, Roadmap-based motion planning in dynamic environments, *IEEE Trans. on Robotics and Automation* **21** (2005), pp. 885–897.
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## Books

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## Refereed conference publications

- [1] I. Karamouzas, P. Heil, P. van Beek, M.H. Overmars, A predictive collision avoidance model for pedestrian simulation, *A. Egges, R. Geraerts, M. Overmars (Eds): Motion in Games*, Springer Lecture Notes in Computer Science 5884, 2009, pp. 41–52.
- [2] I. Karamouzas, J. Bakker, M.H. Overmars, Density constraints for crowd simulation, *Proceedings Games Innovations Conference, 2009. ICE-GIC 2009*, 2009, 160–168.
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