

PERSEUS : A PERceptual Simulator for Environmental User Spaces

The algorithm consists of providing several representations of the environmental space to the user, including representations that encapsulate the perceptions of a mobile agent. The representations presented include birds' eye views of the landscape, in situ views according to the perspective of a mobile observer, and representations of a territorial partition based on zones of perceptual stability and zones of perceptual transition organised into a hierarchy according to the importance of the landmarks used to derive these zones.
