

Figure 1. An overview of the stages in the system for automatic creation of movie summaries.

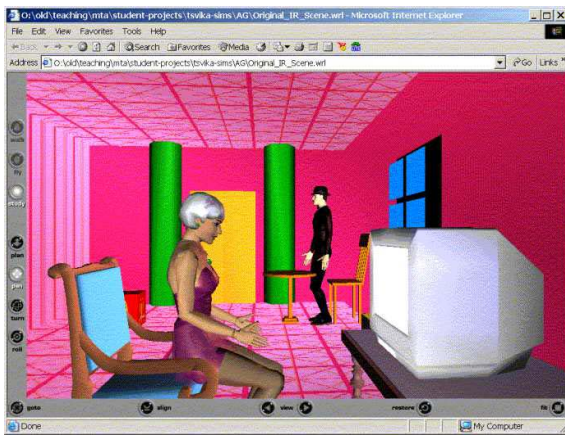


Figure 2. The VRML environment and characters used for modelling of a life-simulation

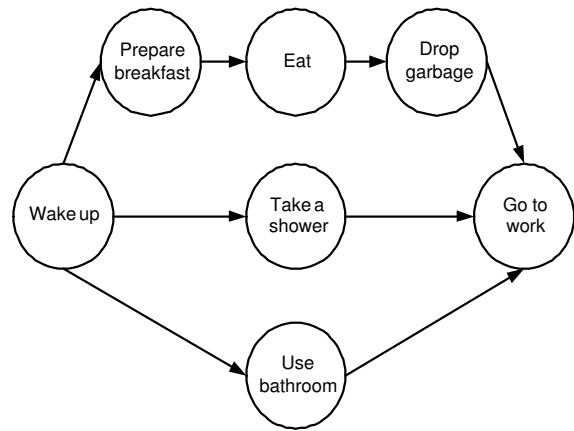


Figure 3. An example of a DAG representing a routine.

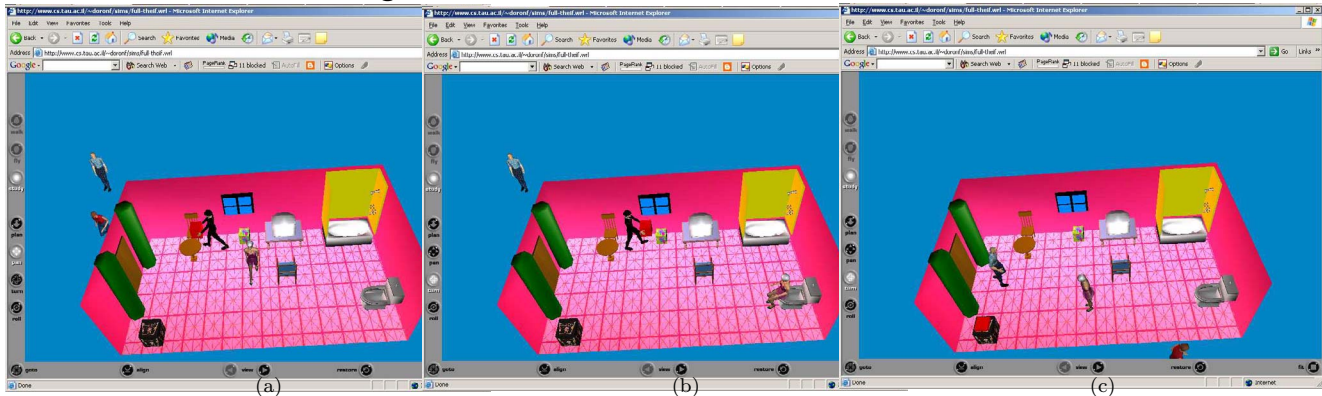


Figure 4. (a) Start of scene: girl is jogging; thief is lurking outside; inside the house morning routine is performed. (b) Middle of scene: girl is still jogging; inside the house morning routine is continued. (c) Towards the end of scene: Joe has gone off to work; the thief is entering the house; Nana is scared and runs outside; the girl is still jogging (see bottom of frame).