TPA 4: Stadium crowd rendering

Many sports titles feature stadia that require some degree of crowd rendering technology. Your job is to create an animation for portion of a stadium with a hooting crowd.

Input:
 Models for various hooting pose's and Stadium portion.

Output:
  The implementation should have controls to increase or decrease crowd density. Various crowd pose's are desirable. Use your imagination to create an interesting crowd.

Figure 1: Examples of Scenes, you are required to render.

References

1. Wolfgang Engel, Chapter 3, GPU Pro-3 Advanced rendering techniques, CRC Press.
2. www.crcnetbase.com/doi/abs/10.1201/b11642-5
3. Crowd simulation with CUDA - Greenleaf
www.greenleaf.dk/projects/cudacrowd