

ABSTRACT

Aspects concern a method for implementing a scene in a simulated environment, comprising generating, in accordance with user input, a graph representing a scene in a simulated environment, wherein the graph includes a plurality of nodes connected by directed connections specifying a order of the nodes, wherein the nodes comprise, for each simulated entity that acts in the scene, a node associated with the simulated entity which specifies an action of the simulated entity including animation of the simulated entity and sound output of the simulated entity and at least one camera perspective from which the simulated entity is to be shown while performing the action, converting the graph into a time-series based linear structure representing the scene according to the specified order of the nodes, wherein the time-series based linear structure comprises a plurality of tracks including at least one animation track for the simulated entity and at least one sound track and implementing the scene using the time-series based linear structure.

FIG. 11