**Introduction**

*Scenario Description*
Immersive virtual environments enlivened by virtual agents driven by a crowd simulation

*Requirements*
- Direct and interactive, VR-based authoring tool for pedestrian flows
- Usable for experts and novice users

*Long-term Research Objectives*
- Difference between VR-based and state-of-the-art 2D authoring w.r.t. usability, time to author, plausibility of resulting flows, etc.
- Useful tool during scene explorations

**WiP: Sketching**

- *Barriers* as invious obstacles in the navMesh
- Configurable *sections* as waypoints, editable as graph
- Allows for *3rd person* and *1st person* experience

*FlowControl elements for section and transition configuration*

**Proof-of-Concept**

*Take Aways*
- Sketching applicable to VR
- VR mode offers meaningful option to evaluate flows
- Promising start of research

*Next Steps:*
- Improving design, e.g., position of UIs, extension of sections, deletion of complete barriers
- Extending feature set
- Research on objectives

Pilot study task: reconfiguring a pre-defined pedestrian flow