

The main goal of this work is to implement an editor for IVE which is the simulator of virtual humans developed at MFF UK. Our editor should primarily open up IVE for teaching of algorithms for control of virtual humans. The part of the work is also the search from field of tools for prototyping control algorithms of virtual agents in computer games and teaching applications. There is also introduced the project IVE itself. Also our own demo world was made for testing purposes and there arised two tutorials which are part of the extensive user documentation.