

Motion in Games (MIG08) – Program

Day 0 (Saturday June 14, 2008)

19:00 – 20:30	Registration
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Welcome drinks and tapas (Location: Bar of the NH hotel)

Day 1 (Sunday June 15, 2008)

8:30	Bus leaves from NH hotel to the workshop site
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9:00 – 9:30	Registration & Opening Session (Arno Kamphuis)
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9:30 – 10:30	Session: Crowd Simulation I – Chair: Arno Kamphuis
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Populate Your Game Scene – Julien Pettré

Hierarchical Path Planning for Virtual Crowds – Kai Yip Wong, Celine Loscos

10:30 – 11:00	Coffee Break
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11:00 – 12:30	Session: Crowd Simulation II – Chair: Daniel Thalmann
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Example-Based Simulation of Secondary Agents – Marios Kyriakou, Yiorgos Chrysanthou

Real-Time Path Planning and Navigation for Multi-Agent and Crowd Simulations – Ming C. Lin, Avneesh Sud, Jur van den Berg, Russell Gayle, Sean Curtis, Hengchin Yeh, Stephen Guy, Eric Andersen, Sachin Patil, Jason Sewall, Dinesh Manocha

Using the Corridor Map Method for Path Planning for a Large Number of Characters – Roland Geraerts, Arno Kamphuis, Ioannis Karamouzas, Mark Overmars

12:30 – 13:30	Lunch
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13:30 – 15:30	Session: Virtual Humans – Chair: Jean-Paul Laumond
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Towards Embodied and Situated Virtual Humans – Stéphane Donikian, Sébastien Paris

From Motion Capture to Real-Time Character Animation – Franck Multon, Richard Kulpa, Ludovic Hoyet, Taku Komura

	<p>Towards Robust Dynamic Controllers for High-Fidelity Character Locomotion – Zoran Popović</p> <p>Adaptative Body, Motion and Cloth – Nadia Magnenat-Thalmann, Etienne Lyard, Mustafa Kasap, Pascal Volino</p>
15:30 – 16:00	Coffee Break
16:00 – 17:30	Discussion Panel: Characters and Crowds – Chair: Mark Overmars
17:45 – ...	Boat sightseeing in Utrecht Buffet at the Castle/brewery ‘Oudaen’

Day 2 (Monday June 16, 2008)

8:30	Bus leaves from NH hotel to the workshop site
9:00 – 10:30	<p>Session: Motion Synthesis I – Chair: Sung Yong Shin</p> <p>Motion Modeling: Can We Get Rid of Motion Capture? – Daniel Thalmann</p> <p>Simulating Interactions of Characters – Taku Komura, Hubert Shum, Edmond Ho</p> <p>Motion Prediction for Online Gaming – Rynson Lau, Addison Chan</p>
10:30 – 11:00	Coffee Break
11:00 – 12:30	<p>Session: Interfaces – Chair: Fabian Di Fiore</p> <p>Design and Research Issues for Movement-Based Interfaces – Anton Nijholt Dennis Reidsma, Betsy van Dijk</p> <p>An Immersive Motion Interface with Edutainment Contents for Elderly People – HyungSeok Kim, YoughTae Roh, Jee-In Kim</p>
12:00 – 13:30	Lunch
13:30 – 15:30	<p>Session: Navigation and Steering – Chair: Julien Pettré</p> <p>Watch Out! A Framework for Evaluating Steering Behaviors – Shawn Singh, Mishali Naik, Mubbasir Kapadia, Petros Faloutsos, Glenn Reinman</p> <p>Arc-Based Collision Avoidance for Relaxed Steering – Ronan Boulic</p> <p>Opening Doors in Motion Analysis Research – Arjan Egges</p> <p>Whole-Body Locomotion, Manipulation and Reaching for Humanoids – Eiiichi Yoshida, Jean-Paul Laumond, Claudia Esteves, Oussama Kanoun, Takeshi Sakaguchi, Kazuhito Yokoi</p>

15:30 – 16:00	Coffee Break
16:00 – 17:30	<p>Session: Facial and Behavioral Animation – Chair: Zsófia Ruttkay</p> <p>Autonomous Digital Actors – Ken Perlin, Gerry Seidman</p> <p>Conveying Emotions Through Facially Animated Avatars in Networked Virtual Environments – Fabian Di Fiore, Peter Quax, Cedric Vanaken, Wim Lamotte, Frank van Reeth</p> <p>Animating Speech in Games – Scott King</p>
18:00 – ...	Dinner at the ‘Oude Muntkelder’

Day 3 (Tuesday June 17, 2008)

8:30	Bus leaves from NH hotel to the workshop site
9:00 – 10:00	<p>Session: Motion Synthesis II – Chair: HyungSeok Kim</p> <p>Automatic Estimation of Skeletal Motion from Optical Motion Capture Data – Zhidong Xiao, Hammadi Nait-Charif, Jian Zhang</p> <p>More Motion Capture In Games - Can we make example-based approaches scale? – Michael Gleicher</p>
10:00 – 10:30	Industry Presentation: Xsens Technologies – Ferry Bult
10:30 – 11:00	Coffee Break
11:00 – 12:00	<p>Session: Motion Synthesis III – Chair: Zoran Popovic</p> <p>Informed Use of Motion Synthesis Methods – Zsófia Ruttkay, Herwin van Welbergen, Balazs Varga</p> <p>Two-Character Motion Control: Challenge and Promise – Sung Yong Shin</p>
12:00 – 13:30	Lunch
13:30 – 14:00	Industry Presentation: Vicon – Andy Ray
14:00 – 15:00	Discussion Panel: The Future of Motion Capture
15:00 – 15:30	Closing Session (Arjan Egges)