

The Second International Workshop on Motion in Games 2009 – Program

Day 0 Saturday November 21

17:00 – 18:00	Registration Welcome drinks and snacks
19:00 – 21:00	Diner

Day 1 Sunday November 22

9:00 – 9:15	Registration and coffee
9:15 – 9:30	Opening session
9:30 – 10:30	Behaviour and Affect – I Nadia Magnenat-Thalmann and Maher Ben Moussa <i>Emotional humans and social robots for interactive games applications</i> Stéphane Donikian <i>A comparative review of reactive behaviour models as proposed in computer graphics and cognitive sciences</i>
10:30 – 11:00	Coffee break
11:00 – 12:00	Motion Analysis and Synthesis – I Ben van Basten, Ioannis Karamouzas and Sander Jansen <i>Exploiting motion capture to enhance avoidance behaviour in games</i> Edmond S.L. Ho and Taku Komura <i>Real-time character control for wrestling games</i>
12:00 – 13:30	Lunch
13:30 – 15:00	Crowds Alon Lerner, Yiorgos Chrysanthou, Ariel Shamir and Daniel Cohen-Or <i>Data driven evaluation of crowds</i> Carol O'Sullivan <i>Variety is the spice of (virtual) life</i> Ming Lin <i>Interactive modeling, simulation and control of large-scale crowds and traffic</i>
15:00 – 15:30	Coffee break
15:30 – 17:00	Navigation and Steering – I Jean-Paul Laumond <i>Human and humanoid locomotion</i> Roland Geraerts <i>Camera Planning in virtual environments using the corridor map method</i> Shawn Singh, Mubbasir Kapadia, Glenn Reinman and Petros Faloutsos <i>An open framework for developing, evaluating, and sharing steering algorithms</i>
17:15 – 23:15	Social event and diner

Day 2		Monday November 23
9:00	– 9:30	Coffee
9:30	– 10:30	Avoidance Behaviour – I Liangjun Zhang, Jia Pan and Dinesh Manocha <i>Motion planning and synthesis of human-like characters in constrained environments</i> Sébastien Paris, Anton Gerdelan and Carol O'Sullivan <i>CA-LOD: Collision avoidance level of detail for scalable, controllable crowds</i>
10:30	– 11:00	Coffee break
11:00	– 12:00	Rendering and Video Shang Ma, Xiaohui Liang, Zhuo Yu and Wei Ren <i>Light space cascaded shadow maps for large scale dynamic environments</i> Peter Quax, Fabian Di Fiore, Panagiotis Issaris, Wim Lamotte and Frank Van Reeth <i>Practical and scalable transmission of segmented video sequences to multiple players using H.264</i>
12:00	– 13:30	Lunch
13:30	– 15:00	Physics Ronan Boulic and Daniel Raunhardt <i>Integrated analytic and linearized inverse kinematics for precise full body interactions</i> Brian Allen and Petros Faloutsos <i>Evolved controllers for physical character locomotion</i> Lihua You, Richard Southern and Jian Jun Zhang <i>Adaptive physics – inspired facial animation</i>
15:00	– 15:30	Coffee break
15:30	– 17:00	Navigation and Steering – II Leonard van Driel and Rafael Bidarra <i>A semantic navigation model for video games</i> Ben van Basten and Arjan Egges <i>Path abstraction for combined navigation and animation</i> Yijiang Zhang, Julien Pettré, Qunsheng Peng and Stéphane Donikian <i>Data based steering of virtual human using a velocity-space approach</i>
17:00	– 18:00	Snacks
19:00	– 21:00	Diner

Day 3 **Tuesday November 24**

9:00	–	9:30	Coffee
9:30	–	10:30	Avoidance Behaviour – II René van den Berg, Juan M. Rejen and Rafael Bidarra <i>Collision avoidance between avatars of real and virtual individuals</i> Ioannis Karamouzas and Mark Overmars <i>A predictive collision avoidance model for pedestrian simulation</i>
10:30	–	11:00	Coffee break
11:00	–	12:00	Behaviour and Affect – II Catherine Pelachaud <i>Large palette of expressive behaviours for virtual agents</i> Anton Nijholt, Dennis Reidsma and Herwin van Welbergen <i>Synchronicity and virtual humans: towards mutually coordinated multimodal interaction</i>
12:00	–	13:30	Lunch
13:30	–	15:00	Motion Analysis and Synthesis – II Scott King <i>Automated lip-synchronized animation from text</i> Schubert Carvalho, Ronan Boulic and Daniel Thalmann <i>Motion pattern encapsulation for data-Driven constraint-based motion editing</i> Anne-Hélène Olivier, Richard Kulpa, Julien Pettré and Armel Crétual <i>A velocity-curvature space approach for walking motions analysis</i>
15:00	–	15:15	Closing session
