



## Call for Papers

# The Third International Conference on Motion in Games 2010 (MIG2010)

Website: <http://www.motioningames.org>

Venue: Woudschoten Conference Centre, Zeist, the Netherlands

When: November 14-16, 2010

Following the very successful Motion in Games event in 2008 and 2009, we are organizing the Third International Conference on Motion in Games from 14-16 November 2010 in Zeist, the Netherlands.

Games have become a very important medium for both education and entertainment. Motion plays a crucial role in computer games. Characters move around, objects are manipulated or move due to physical constraints, entities are animated, and the camera moves through the scene. Even the motion of the player nowadays is used as input to games. Motion is currently studied in many different areas of research, including graphics and animation, game technology, robotics, simulation, computer vision, and also physics, psychology, and urban studies. Cross-fertilization between these communities can considerably advance the state-of-the-art in this area. The goal of the Motion in Games conference is to bring together researchers from this variety of fields to present the most recent results and to initiate collaboration. The conference is organized by the Dutch research project GATE<sup>1</sup>. The conference will consist of a regular paper session, as well as presentations by a selection of internationally renowned speakers in the field of games and simulations.

Papers should be submitted in the *Springer LNCS format* and have a maximum of 12 pages. The relevant topics for this conference include, but are not limited to:

- Animation Systems
- Animation Algorithms and Techniques
- Character Animation
- Behavioral Animation
- Facial Animation
- Particle Systems
- Simulation of Natural Environments
- Natural Motion Simulation
- Virtual Humans
- Crowd Simulation
- Path Planning
- Navigation and Way-finding
- Flocking and Steering Behavior
- Camera Motion
- Object Manipulation
- Motion Capture Techniques
- Motion Analysis and Synthesis
- Gesture Recognition
- Physics-based Motion

### Important Dates

Paper submission: July 8, 2010

Notification of acceptance: August 24, 2010

### Program Chairs

Ronan Boulic - VRLab, EPFL, Lausanne, Switzerland

Yiorgos Chrysanthou - Dept. of Computer Science, University of Cyprus, Nicosia, Cyprus

Taku Komura - Edinburgh University, UK

### Local Chairs

Roland Geraerts - Games and Virtual Worlds group, Utrecht University, the Netherlands

Arjan Egges - Games and Virtual Worlds group, Utrecht University, the Netherlands

Mark Overmars - Games and Virtual Worlds group, Utrecht University, the Netherlands

### Program Committee (tentative)

Allbeck, Jan M. - Dept. of Computer Science, George Mason University, USA

Badler, Norman - Dept. of Comp. and Inform. Science, University of Pennsylvania, USA

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<sup>1</sup> <http://gate.gameresearch.nl>

Donikian, Stéphane - IRISA, Rennes, France  
Faloutsos, Petros - Dept. of Computer Science, University of California, USA  
Gross, Markus - ETH Zurich, Dept. of Computer Science, Switzerland  
Lau, Manfred - JST ERATO Igarashi Design Interface Project, CMU, USA  
Laumond, Jean-Paul - LAAS, Toulouse, France  
Lin, Ming - Dept. of Computer Science, University of North Carolina, USA  
Liu, Karen - School of Interactive Computing, Georgia Institute of Technology, USA  
Magnenat-Thalmann, Nadia - MIRALab, Geneva, Switzerland  
Manocha, Dinesh - Dept. of Computer Science, University of North Carolina, USA  
Multon, Franck - CNRS-INRIA, France  
Nijholt, Anton - Dept. of Computer Science, Universiteit Twente, the Netherlands  
van de Panne, Michiel - Dept. of Computer Science, Univ. of British Columbia, Canada  
Pelachaud, Catherine - CNRS, France  
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Zordan, Victor - Dept. of Computer Science and Engineering, University of California, USA

**Contact**

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