



Call for Papers

The Second International Workshop on Motion in Games 2009 (MIG09)

Website: <http://www.motioningames.org>
Venue: Woudschoten Conference Centre, Zeist, the Netherlands
When: November 21 till November 24, 2009

Following the very successful Motion in Games event in June 2008, we are organizing the Second International Workshop on Motion in Games from 21-24 November 2009 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 workshop Motion in Games is to bring together researchers from this variety of fields to present the most recent results and to initiate collaboration. The workshop is organized by the Dutch research project GATE¹. The workshop 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.

The workshop proceedings will be published as a volume in the *Lecture Notes in Computer Science* series, by Springer²³. A selection of the best papers will be published as a special issue in the *Computer Animation and Virtual Worlds* journal published by Wiley.

Papers should be submitted in the *Springer LNCS format* and have a maximum of 12 pages. The relevant topics for this workshop 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

Authors of accepted papers get a discount on the conference fee. For more information about the submission guidelines, venue and paper style, please visit the workshop website (<http://www.motioningames.org>). You can contact the organisation by sending an e-mail to info@motioningames.org.

Important dates

Paper submission: July 15, 2009
Notification of acceptance: August 31, 2009
Final camera-ready submission: September 15, 2009

¹ <http://gate.gameresearch.nl>

² <http://www.springer.com/computer/lncs>

³ See <http://www.springer.com/computer/computer+imaging/book/978-3-540-89219-9> for the proceedings of MIG 2008.

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