

The Third International Conference on Motion in Games 2010 – Program

Day 1		Sunday (November 14)	
9:00	–	9:30	Registration and coffee, Opening session
9:30	–	10:30	Body Simulation Demetri Terzopoulos <i>Simulating Humans and Lower Animals</i> Thomas Geijtenbeek, Antonie van den Bogert, Ben van Basten and Arjan Egges <i>Evaluating the Physical Realism of Character Animations using Musculoskeletal Models</i>
10:30	–	11:00	Coffee break
11:00	–	12:00	Navigation Joseph Harrison, Christopher Vo and Jyh-Ming Lien <i>Scalable and Robust Shepherding via Deformable Shape</i> Marcelo Kallmann <i>Navigation Queries from Triangular Meshes</i>
12:00	–	13:30	Lunch
13:30	–	15:00	Body Control Wenjia Huang, Mubbasir Kapadia and Demetri Terzopoulos <i>Full-Body Hybrid Motor Control for Reaching</i> Brian Allen, Michael Neff and Petros Faloutsos <i>Pose Control in Dynamic Conditions</i> Ronan Boulic, Damien Maupu, Manuel Peinado and Daniel Raunhardt <i>Spatial Awareness in Full-Body Immersive Interactions: Where do we stand?</i>
15:00	–	15:30	Coffee break
15:30	–	17:00	Motion Planning Manfred Lau and James Kuffner <i>Scalable Precomputed Search Trees</i> Athanasios Krontiris, Sushil Louis and Kostas Bekris <i>Simulating Formations of Non-Holonomic Systems with Control Limits Along Curvilinear Coordinates</i> Marjan van den Akker, Roland Geraerts, Han Hoogeveen and Corien Prins <i>Path Planning for Groups using Column Generation</i>
17:15	–	23:30	Social Event

Day 2		Monday (November 15)	
9:00	–	9:30	Coffee
9:30	–	10:30	Physically-Based Character Control
			<p>Michiel van de Panne <i>Skills-in-a-box: Towards abstract models of motor skills</i></p> <p>Victor Zordan <i>Angular momentum control in coordinated behaviors</i></p>
10:30	–	11:00	Coffee break
11:00	–	12:00	Crowd and formation
			<p>Samuel Rodriguez, Jory Denny, Takis Zourtos and Nancy Amato <i>Toward Simulating Realistic Pursuit-Evasion Using a Roadmap-Based Approach</i></p> <p>Christopher Vo and Jyh-Ming Lien <i>Following a Large Unpredictable Group of Targets Among Obstacles</i></p>
12:00	–	13:30	Lunch
13:30	–	15:00	Geometry
			<p>Galina Pasko, Denis Kravtsov and Alexander Pasko <i>Real-Time Space-Time Blending with Improved User Control</i></p> <p>Jie Long, Cory Reimschuessel, Anthony Hall, Ontario Britton and Michael Jones <i>Motion Capture for a Natural Tree in the Wind</i></p> <p>Damien Rohmer, Stefanie Hahmann and Marie-Paule Cani <i>Active Geometry for Game Characters</i></p>
15:00	–	15:30	Coffee break
15:30	–	17:00	Autonomous Characters
			<p>Jan M. Allbeck <i>CAROSA: A Tool for Authoring NPCs</i></p> <p>Ugo Erra, Bernardino Frola and Vittorio Scarano <i>BehaveRT: a GPU-based library for autonomous characters</i></p> <p>Michael Wißner, Felix Kistler and Elisabeth André <i>Level of Detail AI for Virtual Characters in Games and Simulation</i></p>
17:30	–	19:00	Snacks & Poster Session
19:00	–	21:00	Diner
22:00			Live show by “The Euler Angles”

Day 3 **Tuesday (November 16)**

9:00 – 9:30 **Coffee**

9:30 – 10:30 **Learning Movements**

Hubert Shum, Taku Komura, Takaaki Shiratori and Shu Takagi
Physically-based Character Control in Low Dimensional Space

Panayiotis Charalambous and Yiorgos Chrysanthou
Learning Crowd Steering Behaviors

10:30 – 11:00 **Coffee break**

11:00 – 12:00 **Motion Synthesis**

Yazhou Huang and Marcelo Kallmann
Motion Parameterization with Inverse Blending

Katsu Yamane and Kwang Won Sok
Planning and Synthesizing Superhero Motions

12:00 – 13:30 **Lunch**

13:30 – 15:00 **Perception**

Ludovic Hoyet, Franck Multon, Taku Komura and Anatole Lecuyer
Perception based real-time dynamic adaptation of human motions

Cagla Cig, Zerrin Kasap, Arjan Egges and Nadia Magnenat-Thalmann
Realistic Emotional Gaze and Head Behavior Generation Based on Arousal and Dominance Factors

Nicolas Courty
Why is the Creation of a Virtual Signer Challenging Computer Animation?

15:00 – 15:30 **Coffee**

15:30 – 17:00 **Real-time Graphics**

Young-Min Kang
Realtime rendering of realistic fabric with alternation of deformed anisotropy

Xiubo Liang, Ludovic Hoyet, Weidong Geng and Franck Multon
Responsive action generation by physically-based motion retrieval and adaptation

Thomas Oskam, Robert W. Sumner and Markus Gross
Visibility Transition Planning for Dynamic Camera Control

17:00 **Closing Session**
