Egges / Kamphuis / Overmars

Motion in Games

First International Workshop, MIG 2008, Utrecht, The Netherlands, June 14-17, 2008, Revised Papers

This book constitutes the thoroughly refereed post-workshop proceedings of the First International Workshop on Motion in Games, held in Utrecht, The Netherlands, during June 14-17, 2008, in collaboration with the NLGD Festival of Games. The 24 revised papers presented during the workshop cover topics on crowd simulation; virtual humans; motion synthesis; interfaces; navigation and steering; and facial and behavioral animation.

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