



Motion in Games: First International Workshop, MIG 2008, Utrecht, the Netherlands, June 14-17, 2008, Revised Papers

By -

Springer. Paperback. Condition: New. 257 pages. Dimensions: 9.1in. x 6.1in. x 0.7in. From June 14-17, 2008, the Center for Advanced Gaming and Simulation (AGS), Utrecht University, in collaboration with the NLGD Festival of Games, organized a Workshop on Motion in Games in Utrecht. 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. The goal of the Motion in Games workshop was to bring together researchers from this variety of fields to present the most recent results and to initiate collaboration. The MIG 2008 workshop hosted over 30 internationally renowned researchers who all presented their ongoing work on topics such as crowd simulation, motion capture, path planning and facial animation. This volume is a collection of the papers presented during the workshop. Since this volume was published after the workshop, the authors of the papers adapted their content in order to include any discussion that took place during the workshop itself. All contributions were carefully checked by the workshop organizers. The Motion in Games workshop was a very

Reviews

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-- Dr. Celestino Spinka III