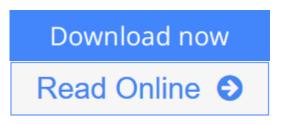


Motion in Games: First International Workshop, MIG 2008, Utrecht, The Netherlands, June 14-17, 2008, Revised Papers (Lecture Notes in Computer Science)

From Arjan Egges



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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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- Rank: #13318933 in Books
- Brand: Arjan Egges
- Published on: 2008-12-05
- Released on: 2008-11-19
- Original language: English
- Number of items: 1
- Dimensions: 9.25" h x .62" w x 6.10" l, .90 pounds
- Binding: Paperback
- 257 pages

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