

# **Proceedings Motion in Games 2016**

**9<sup>th</sup> International Conference on Motion in Games**

**San Francisco, California, USA  
October 10 – 12, 2016**

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## Preface

The Ninth International Conference on Motion in Games (MIG) is being held in San Francisco, California, USA from October 10-12, 2016 at the Embassy Suites by Hilton, San Francisco Airport. MIG 2016 is sponsored by ACM SIGGRAPH, with papers appearing in the ACM digital library. It is also in-cooperation with Eurographics. Financial support was generously provided by Disney Research. For the first time, MIG is being co-located with AIIDE, the Twelfth Annual AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment.

Games have become a very important medium for both education and entertainment. Motion plays a critical role in computer games. Characters move around, objects are manipulated or move due to physical constraints, entities are animated, and a 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 Motion in Games conference is to bring together researchers from these various fields to present the most recent results and to initiate collaboration.

This year, the conference received 47 submissions. The conference program consists of 25 papers (10 long and 15 short) and a poster session. Each paper received four or more reviews from an international program committee of 78 members. The event is accented with three high-profile speakers from industry, academia and research: Michiel van de Panne, University of British Columbia; Simon Clavet, Ubisoft; and Mark Walsh, Motional A.i.

October 2016

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