



MIG 2015 PARIS

MOTION IN GAMES

CALL FOR PAPERS

The 2015 ACM SIGGRAPH Conference
on Motion in Games 2015 (MIG)
NOVEMBER 16-18, 2015
PARIS, FRANCE

ORGANIZATION & CONTACT

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**General conference
URL and related links:**
mig2015.inria.fr

www.motioningames.org

The 8th International Conference on Motion in Games (MIG) will be hosted at Telecom ParisTech in the beautiful and lively city of Paris from November 16-18, 2015. The event is sponsored by ACM SIGGRAPH and held in cooperation with Eurographics. Papers will appear in the ACM digital library.

The relevant topics include:

- Animation Systems
- Animation Algorithms & Techniques
- Character Animation
- Behavioral Animation
- Facial Animation
- Particle Systems
- Simulation of Natural Environments
- Virtual Humans
- Physics-based Motion
- Crowd Simulation
- Path Planning
- Navigation & Way-finding
- Flocking & Steering Behavior
- Camera Motion
- Object Manipulation
- Motion Capture Techniques
- Motion Analysis & Synthesis
- Gesture Recognition

PAPER DEADLINE: JULY 7, 2015

PAPER NOTIFICATION: SEPT 4, 2015

CONFERENCE: NOV 16-18, 2015