

## **Motion in games : 5th International Conference, MIG 2012, Rennes, France, November 15-17, 2012 : proceedings**

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### **Abstrak**

This book constitutes the refereed proceedings of the 5th International Workshop on Motion in Games, held in Rennes, France, in November 2012. The 23 revised full papers presented together with 9 posters and 5 extended abstracts were carefully reviewed and selected from numerous submissions. The papers are organized in topical sections on planning, interaction, physics, perception, behavior, virtual humans, locomotion, and motion capture.