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Soggetti	Optical data processing Application software Artificial intelligence User interfaces (Computer systems) Computer simulation Algorithms Computer Imaging, Vision, Pattern Recognition and Graphics Information Systems Applications (incl. Internet) Artificial Intelligence User Interfaces and Human Computer Interaction Simulation and Modeling Algorithm Analysis and Problem Complexity
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Sommario/riassunto

This book constitutes the proceedings of the 4th International Workshop on Motion in Games, held in Edinburgh, UK, in November 2011. The 30 revised full papers presented together with 8 revised poster papers in this volume were carefully reviewed and selected from numerous submissions. The papers are organized in topical sections on character animation, motion synthesis, physically-based character motion, behavior animation, animation systems, crowd simulation, as well as path planning and navigation.

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