

## ACM SIGGRAPH Motion, Interaction, and Games 2024 (MIG '24)

<https://mig.siggraph.org/mig-2024/>

The 17th annual ACM SIGGRAPH conference on Motion, Interaction and Games (MIG '24) will take place at George Mason University - Mason Square (Arlington Campus), 21-23 November 2024.

### About the Conference

Motion plays a crucial role in numerous interactive applications, such as VR, AR, and video games. Characters move around, objects are manipulated or they move due to physical constraints, entities are animated, and the camera moves through the scene.

MIG brings together researchers from computer graphics, animation, simulation, robotics, game technology, VR, and applied perception to present their recent research in the aforementioned areas. Furthermore, the conference has a history of fostering new research collaborations,

### Topics of Interest

Relevant topics include (but are not limited to):

- Animation systems
- Animal locomotion
- Autonomous actors
- Behavioral animation, crowds & artificial life
- Clothes, skin and hair
- Collision detection and contact
- Deformable models
- Expressive animation
- Facial animation
- Facial feature analysis
- Fluid simulation
- Game interaction and player experience
- Game technology
- Gesture recognition
- Group and crowd behavior
- Human motion analysis
- Image-based animation
- Interaction in virtual and augmented reality

- Interactive animation systems
- Interactive storytelling in games
- Machine learning techniques for animation
- Motion capture and retargeting
- Motion control
- Motion in performing arts
- Motion in sports
- Motion rehabilitation systems
- Multimodal interaction: haptics, sound, etc
- Navigation and path planning
- Physics-based animation
- Robotics
- User-adaptive interaction and personalization
- Virtual humans
- XR (AR, VR, MR) environments

### **Paper Submissions**

We invite submissions of original, high-quality papers in any of the topics of interest mentioned above or any related topic. Submissions can be 4-6 pages for **short papers**, and up to 10 pages in length for **long papers**, excluding references. We encourage authors to submit their work as a short paper if the content can fit the 6 page limit. Videos are required for techniques involving motion or animation.

All accepted papers, long and short, will appear in the conference proceedings and archived in the ACM Digital Library.

All submissions should be formatted using the SIGGRAPH formatting guidelines (sigconf). Latex template can be found here: <https://www.acm.org/publications/proceedings-template>

For the review version, please use the command:

**`\documentclass[sigconf, screen, review, anonymous]{acmart}`**

The review process will be dual anonymous, and papers should not have previously appeared in, or be currently submitted to, any other conference or journal. All papers will be reviewed by at least three (3) experts from the Program Committee. There is no rebuttal process.

Papers and supplementary material should be submitted using EasyChair:

<https://easychair.org/conferences/?conf=mig2024>

### **Extended Journal Submissions**

After the conference, all authors of accepted long papers are invited to submit revised and extended versions of their work to a special issue of the Computers & Graphics journal. Extended papers are required to contribute at least an additional 30%, including new results, additional experiments, and/or improvements to the original methodology. Extended versions will be evaluated based on their scientific contribution rather than page length.

### **Presentations**

Authors of accepted papers will present a talk about their work at the conference. Long papers will have a time slot of 15 minutes, and short papers 10 minutes. At least one (1) author from each accepted paper must register for the conference.

### **Awards**

All submissions will be considered for the Best Long Paper, Best Short Paper, Best Student Paper, and Best Presentation awards, which will be conferred during the conference.

### **Dates**

Short and Long Paper Submission deadline: July 19, 2024

Short and Long Paper Acceptance Notification: September 6, 2024

Camera-ready Deadline: September 27, 2024

Note: all submission deadlines are 23:59 AoE timezone (Anywhere on Earth).

Sheldon Andrews and Soraia Raupp Musse  
Program Chairs, MIG '24