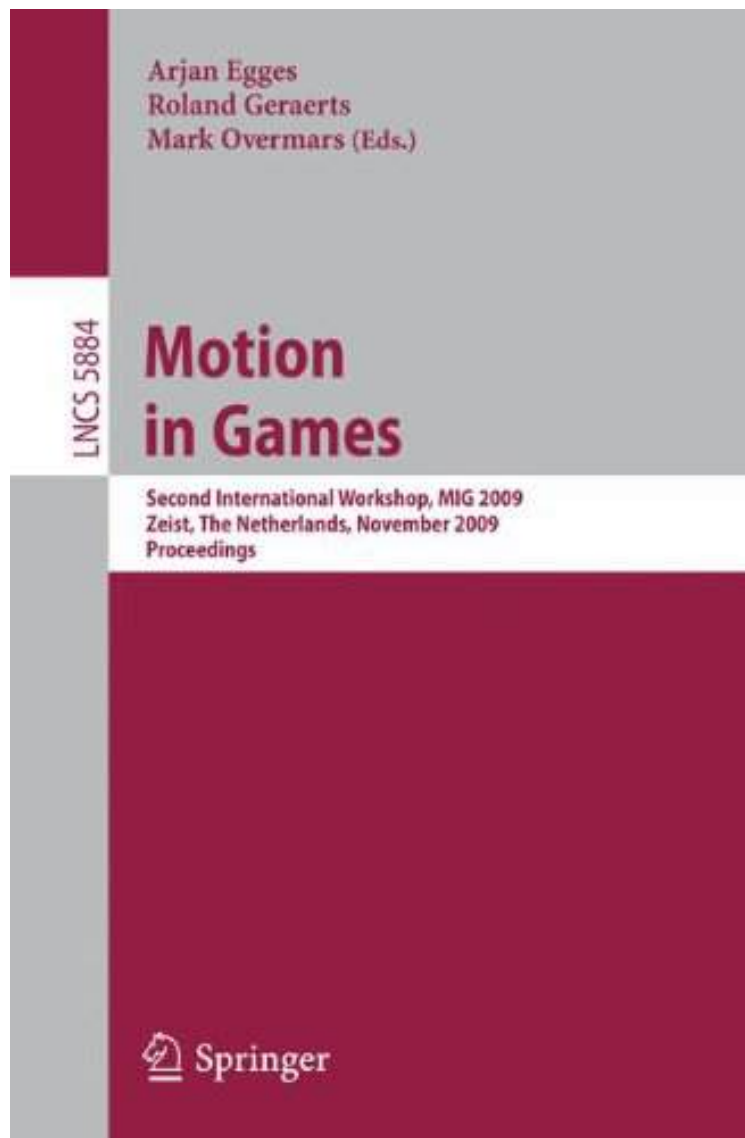


Motion in Games: Second International Workshop, MIG 2009, Zeist, The Netherlands, November 21-24, 2009 (Lecture Notes in Computer Science)

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