

CONTENTS

Preface.....	IX
Keynote Speech.....	XVII
Scientific Programme.....	1
Author Listing	118

KEYNOTE

Simulating Autonomous Agents with augmented Reality Erol Gelenbe, Khaled Hussain and Varol Kaptan.....	XVII
--	------

GAMES DESIGN AND DEVELOPMENT

A Review of 3_D Accelerator Technology for Games Nathan Chia, Richard Cant and David Al-Dabass	5
Component Based Motion Editing Environment for 3D Game Character Design Yoshihiro Okada	12
Stratego Expert System Shell Casper Treijtel and Leon Rothkrantz	17
Directions for Future Games Development Michael J. Allen, Zhigang Wen, Hussan Suliman, Norman E. Gough and Qasim H. Mehdi	22

MODELLING INTELLIGENT CHARACTERS

Software Development for Reasoning and Cognitive NPCs H. Suliman Hussam, Q.H. Mehdi and N. E. Gough.....	35
Behavioural Interaction of Characters for Virtual Storytelling Fred Charles, Steven J. Mead and Marc Cavazza	43
Artificial Player for Quake III Arena J M P van Waveren and L J M Rothkrantz	48

CONTENTS

Mesh Skinning Technique for Intelligent Animated Characters in Computer Games Z. Wen, Q. Mehdi and N. Gough	56
---	-----------

ALGORITHMS FOR GAMES SIMULATION AND AGENT PATH PLANNING

Real-Time Edge Follow: A New Paradigm to Real-Time Path Search Cagatay Undege, Faruk Polat and Ziya Ipekkan	63
Using Games Engines to implement Intelligent Virtual Environments Carlos Calderon and Marc Cavazza	71
Co-ordination of Multi-agent Path Planning using the Synchronous Near-Admissibility A* (SNA*) Algorithm M.Shafie Abd Latiff, Ian Palmer and Marc Cavazza	76
A New Computational Approach to the Game of Go Julian Churchill, Richard Cant and David Al-Dabass.....	81
A Learning Architecture for the Game of Go A B Meijer and H.Koppelaar	87

GAMES PLATFORMS

Palm Game Design Pieter Spronck	95
Distributed Audio-video Sharing by Copy-and-transfer Operation for Network 3D Games Hirotatsu Sakamoto, Yoshihiro Okada, Eisuke Itoh and Masafumi Yamashita	100
Content-Based Reckoning for Internet Games Jörg R.J. Schirra	107

CONTENTS

LATE PAPER

- New Anti-Aliasing and Depth of Field Techniques for Games Graphics**
Richard Cant, Nathan Chia and David Al-Dabass**114**