



We, the conference Committee of the GAMEON-NA'2008 Conference, which was held in Montreal, Canada from August 13-15, 2008, hereby declare that after a peer review

Kelson Gist and Xin Li

were selected with their paper entitled

Dynamic Motion Patches in Configurable Environments for Character Animation and Path Planning

As Best Paper of the aforementioned conference

Hans Vangheluwe
GAMEON'NA'2008 Conference Chair

Clark Verbrugge
GAMEON'NA'2008 Conference Chair