



We, the Conference Committee of the GAME-ON'2022 Conference, which was held in Lisbon, Portugal from September 14-16, 2022, hereby declare that after a peer review

Robert Roth and Bernard Beitz

were selected with their paper entitled

Macro-Controlled Generation of Geometry Using Vector Fields and their Application

As Best Paper of the aforementioned conference

Philippe Geril
GAME-ON'2022
Conference Coordinator

Helena Barbas
GAME-ON'2022
General Conference Chair

