



We, the conference Committee of the GAMEON-ASIA'2010 Conference, which was held in Shanghai, China from March 1-3, 2010, hereby declare that after a peer review

Antoine Abi Chakra and Xin Li

were selected with their paper entitled

Priority-Based Level of Detail Approach for Animation Interpolation of Articulated Objects

As Best Paper of the aforementioned conference

Wenji Mao
GAMEON-ASIA'2010 Conference Chair

Lode Vermeersch
GAMEON-ASIA'2010 Co-Organizer