

EURO**SIS**



Rensselaer

We, the Conference Committee of the GAMEON-NA'2011 Conference, which was held in Troy, USA from September 28-30, 2011, hereby declare that after a peer review

Dhanyu Amarasinghe and Ian Parberry

were selected with their paper entitled

Fast Believable Real-Time Rendering of Burning Low Polygon Objects in Video Games

As Best Paper of the aforementioned conference

Mei Si
GAMEON-NA'2011 General Conference Chair