**General Information**

- **Theme/Domain**: Interaction and visualization
- **Town/city**: Rennes
- **Inria Center**: CRI Rennes - Bretagne Atlantique
- **Starting date**: 2018-01-01
- **Duration of contract**: 3 years
- **Deadline to apply**: 2018-09-30

**Contacts**

- **Inria Team**: HYBRID
- **Recruiter**: Lécuyer Anatole / anatole.lecuyer@inria.fr

**About Inria**

Inria, the French National Institute for computer science and applied mathematics, promotes "scientific excellence for technology transfer and society." Graduates from the world's top universities, Inria's 2,700 employees rise to the challenges of digital sciences. With its open, agile model, Inria is able to explore original approaches with its partners in industry and academia and provide an efficient response to the multidisciplinary and application challenges of the digital transformation. Inria is the source of many innovations that add value and create jobs.

**Conditions for application**

Please submit online: your resume, cover letter and letters of recommendation eventually

**Defence Security**

This position is likely to be situated in a restricted area (ZRR), as defined in Decree No. 2011-1425 relating to the protection of national scientific and technical potential (PPST). Authorization to enter an area is granted by the director of the unit, following a favourable Ministerial decision, as defined in the decree of 3 July 2012 relating to the PPST. An unfavourable Ministerial decision in respect of a position situated in a ZRR would result in the cancellation of the appointment.

**Recruitment Policy**

As part of its diversity policy, all Inria positions are accessible to people with disabilities.

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**2018-00920 - Touching Objects in Virtual Reality Using Next-Generation Haptic Interfaces**

**Level of qualifications required**: Graduate degree or equivalent

**Fonction**: PhD Position

**About the research centre or Inria department**

The Inria Rennes - Bretagne Atlantique Centre is one of Inria’s eight centres and has more than thirty research teams. The Inria Center is a major and recognized player in the field of digital sciences. It is at the heart of a rich R&D and innovation ecosystem: highly innovative PMEs, large industrial groups, competitiveness clusters, research and higher education players, laboratories of excellence, technological research institute, etc.

**Context**

This PhD is in the frame of a French collaborative research project funded by the French National Research Agency called “LOBBY-BOT”. Partners of the project are Inria Rennes, RENAULT company, LS2N laboratory, and CLARTE technological center. The project aims at designing a next generation of haptic interfaces for Virtual Reality industrial applications based on an “encountered-type approach”.

**Assignment**

In a Virtual Reality simulation, haptic devices are supposed to allow a more tangible and physical interaction with the virtual environment. To date, efficient haptic devices do exist and can be purchased along with industrial applications, but they suffer from several drawbacks. Particularly, they usually have to be permanently held by the user and do not allow for touching virtual object in a natural fashion. Yet, many applications require hand-free interaction. This is particularly the case with simulations that require tactile exploration of the physical properties of virtual objects, or simulations that require a high fidelity haptic feedback. Due to the lack of relevant solutions, it is still to date impossible to carry on such a natural haptic interaction in a virtual reality simulation.

Encountered-type haptic devices are an alternative category of haptic devices that may address that requirement. They rely on a mobile physical prop, usually actuated by a robot, that constantly follows the user hand, and encounter it only when needed, e.g. to simulate a contact between the user and the virtual environment. Just as the lobby-boy, in the Grand Budapest Hotel movie, is supposed to anticipate any customer wishes, our Lobby-Bot robot is supposed to anticipate any motion of the user in the simulation.

However, numerous limitations have to be overcome prior to a real industrial usage involving encountered-type haptic devices may be considered.

**Main activities**

In this PhD program, we aim at designing novel 3D interactive techniques specifically adapted to this unique kind of haptic interface in immersive Virtual Reality. The successful candidate will thus study, design, and then assess a set of several novel software/interaction techniques in order to compensate for intrinsic limitations of encountered-type haptic devices. Examples of such limitations are the potential delays between the encountered-type haptic devices and the user, the limited set of shapes and textures that can be simulated, or the problems related to surface follow-through.

The PhD results will be integrated into an operational prototype available in CLARTE facilities, and will be used to assess the benefits of encountered-type haptic devices when used in an industrial use-case that can not be simulated with current haptic technologies (provided by RENAULT company): the perceived quality in an automotive interior.

**Skills**

- Master of Science (or equivalent) in Computer Science (Computer Science, Visualization, Virtual Reality, Computer Graphics)
- Good programming skills; C/C++
- Motivation for Human Perception, or Cognitive Sciences.

**Benefits package**

- Subsidised catering service
- Partially-reimbursed public transport

**Remuneration**

Monthly gross salary amounting to 1982 euros for the first and second years and 2085 euros for the third year.