The candidate will be part of the local group working on Character Animation and computation load, as we demonstrated that introducing variety in crowd animations groups of individuals. Then such insights will be used to design adaptive perception-perceptual experiments how, when and where to add variations in the motions of numbers of virtual characters, and to identify the best means of producing variations adapted to produce efficiently and realistically variations in the motions of large.

The main task of the candidate will be to explore how animation methods can be adapted to produce efficiently and realistically variations in the motions of large numbers of virtual characters, and to identify the best means of producing variations in such scenarios. In particular, one area to explore will be identifying through perceptual experiments how, when and where to add variations in the motions of groups of individuals. Then such insights will be used to design adaptive perception-based methods automatically providing the best trade-off between visual realism and computation load, as we demonstrated that introducing variety in crowd animations motions contribute to the overall naturalness of virtual scenes (H0KP16).

The candidate will be part of the local group working on Character Animation and...
Crowd Simulation, and will participate in the supervision of the PhD students and interns involved on the related projects (including ANR JCJC Per2, EU H2020 ICT 25 CROWDBOT, EU H2020 ICT 25 PRESENT, EU H2020 ITN CLIPE).

Environment

The candidate will work in the MimeTIC team in the joined Inria / IRISA research centre located in Rennes. Inria (www.inria.fr) and IRISA (http://www.irisa.fr/) are amongst the leading research centres in Computer Sciences in France, and the MimeTIC team is internationally recognised in the fields of Computer Graphics and Virtual Human Simulation. Research activities in MimeTIC focus on simulating virtual humans that behave in a natural manner and act with natural motions.

Keywords and References

Virtual Characters, Human Motion, Crowd Animation, Perception


Compétences

Requirements for candidacy

The candidate must have a PhD degree in Computer Sciences, in the field of Computer Vision, Computer Graphics or Simulation. Beyond scientific excellence, we will consider candidates with excellent organization and communication skills.

Application

We are looking for motivated candidates, please send CV, a motivation letter, reference letters, and any relevant material to ludovic.hoyet@inria.fr, anne-helene.olivier@inria.fr and julien.pettre@inria.fr.

Avantages

- Subsidized meals
- Partial reimbursement of public transport costs

Rémunération

Monthly gross salary amounting to 2 653 euros