



**AFRV**

ASSOCIATION FRANÇAISE  
DE RÉALITÉ VIRTUELLE AUGMENTÉE,  
MIXTE ET D'INTERACTION 3D

# Rêveries

LE BULLETIN ELECTRONIQUE DE L'AFRV

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23 juillet 2018

Abonnements, remarques, envoi de textes :  
secretaire@af-rv.com

Numéro 580

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**POSTE**

**Stage Développeur Application RA/RV Light and Shadow**

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**POSTE**

**Marie Curie Fellowship**

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**POSTE**

**1 year postdoctoral position Proprio-kinesthetic feedback for cockpit interaction**

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**POSTE**

**Starting Researcher, Postdoc, Ph.D. and Engineer Openings at Inria/GRAPHDECO  
(Sophia-Antipolis, France)**

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**CfP**

**[sif-adherent] à destination des doctorants / for PhD students**

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**CfP**

**ICAT-EGVE 2018 - Final Call For Papers - deadline extended: 27 July 2018**

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**Conf****Driving Simulation Conference Europe 2018 on September 5th-7th on the South of  
France**

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## **POSTE      Stage Développeur Application RA/RV Light and Shadow**

### ***Contexte***

Depuis 2009 LIGHT & SHADOWS fournit des solutions de réalité virtuelle et augmentée pour de grands comptes industriels : Logiciel de conformation CAO – Configurateur temps réel - Contenu Photo-réaliste - Produits interactifs – Solutions VR et AR sur-mesure.

Identifié comme l'un des acteurs principaux sur la scène de la réalité virtuelle pour les professionnels, son effectif a rapidement triplé. Conscient de la portée et du dynamisme de ce secteur si prometteur, 25% du chiffre d'affaires de l'entreprise est investi dans la recherche et le développement.

Grâce à son expertise Light & Shadows intervient sur toute la chaîne de valeur de la réalité virtuelle et répond ainsi aux défis des industriels de demain. Sa pro-activité et sa recherche constante, garantissent des solutions novatrices d'une qualité à la hauteur des attentes de ses clients.

CLIENTS : Airbus Group, Airbus Helicopters, Alstom, Christian Dior Parfum, Dassault Aviation, EADS, Getinge, IRT Jules Verne , PSA, Renault, SEB , Saint Gobain, Technip, Zodiac Aerospace

### ***Mission***

Afin de répondre aux besoins de ses clients, Light & Shadows vous propose de participer à la réalisation de solution concrète, d'applicatif de réalité virtuelle, réalité augmentée

Au sein de l'équipe en charge de la réalisation des solutions VR et sous la responsabilité d'un expert technique, vous découvrirez et apprendrez à maîtriser le fonctionnement des moteurs 3D temps réel : Unreal Engine et Unity 3D.

### ***Lieu***

Light and Shadows

162 Boulevard Maréchal de Lattre de Tassigny

92150 SURESNES

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## **Profil**

### **Compétences techniques :**

C++, C#

Unreal Engine

Unity 3D

PC/Mac

### **Expérience recommandée :**

Développement logiciel

Moteur 3D temps réel

Réalité virtuelle

Réalité augmentée

### **Formation recommandée :**

Bac +5 diplôme d'ingénieur en informatique ou Master

## **Contact**

CV, lettre de motivation à l'attention de :

Cédric BEMATOL – [cedric.bematol@ls-vr.com](mailto:cedric.bematol@ls-vr.com)

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## **POSTE Marie Curie Fellowship**

EPFL Switzerland and Mirrakoi SA are looking for researchers in computer graphics interested in applying for a "EU Horizon 2020 Marie-Curie" fellowship.

EPFL and its spin-off company Mirrakoi SA are hiring researchers for a duration of max. 24 months to work on a novel 3D digital modeling technology. Mirrakoi SA is a start-up linked to Prof. Michael Unser's lab at EPFL; its novel shape modeling technology is based on advanced spline signal processing algorithms for interactive 3D modeling.

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The “EU Horizon 2020 Marie-Curie” fellowship is a mobility-grant that allows high-technology companies to hire researchers from a different country.

The interested applicant might contact [daniel.schmitter@epfl.ch](mailto:daniel.schmitter@epfl.ch) or [daniel.schmitter@mirrakoi.com](mailto:daniel.schmitter@mirrakoi.com)

Mirrakoi is a Swiss technology software company that provides high-end 3D CAD solutions that simulate real-world physical contact during the 3D digital modeling process. We enable unprecedented efficiency, precision, and the acceleration of the interactive 3D design process for CAD and computer-aided engineering (CAE). As a spin-off from EPFL, the Swiss Federal Institute of Technology, Lausanne, Switzerland, Mirrakoi has established strong partnerships with globally leading engineering, architecture, design and CAD companies to bring our technology to the market.

We would like to reinforce our research and innovation team through the Marie Skłodowska-Curie Individual Fellowship Program (MSCA IF EF-SE). Therefore, we are looking for candidates with a Ph.D. in ComputerGraphics for a

## Marie Curie Fellowship

### *Summary*

The topic of the work will be on the development, design and implementation of our 3D CAD software products. The specific topic of the work will be determined more in depth for every candidate through the process of mentored proposal preparation and can range from spline and polygon-modeling to 3D visualization, scene representation and rendering as well as UX/UI design.

### *Responsibilities*

- Development of concepts for interactive 3D shape representation and manipulation
- Implementation of visualization and rendering-related aspects
- Writing patents, technical reports, supervision of interns and possibly scientific publications

### *Qualifications*

- Holding a Ph.D. in Computer Graphics or equivalent by September 2018 (MSCA IF EF-SE requirement)
- Less than 3 years of living in Switzerland in the past 5 years (MSCA IF EF-SE requirement)
- Expert in C++, JavaScript

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- Strong analytical skills as well as experience in software design
- Knowledge of English

### ***We are looking for***

- an enthusiastic person motivated by designing and building innovative solutions
- passionate about innovation and development of new technologies
- structured and methodical
- ability to work independently and as part of a team
- autonomous and rigorous

### ***We offer***

The selected researchers will be contacted for an MSCA IF development and training opportunity. We will support the candidate to prepare and submit the proposal. The candidates, whose proposal will be accepted by the EU, will work with the research and innovation team of Mirrakoi SA in Lausanne, Switzerland.

**Duration:** 12-24 months contract

**Salary:** 5900 € / month and an additional monthly 600 € mobility allowance.

**Application deadline:** August 5, 2018

**Proposal submission deadline:** September 12, 2018

**Start date:** Spring 2019

**Workplace:** Mirrakoi SA, 1015 Lausanne, Switzerland

The position is open to researchers from all nationalities.

**Contact:** Send your CV (including references, list of publications, and nationality) to Daniel Schmitter, CEO Mirrakoi: [daniel.schmitter@mirrakoi.com](mailto:daniel.schmitter@mirrakoi.com)

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## **POSTE 1 year postdoctoral position Proprio-kinesthetic feedback for cockpit interaction**

### ***Context:***

The evolution of aircraft cockpits is characterized by a continuous increase in the number of available information and progressive system dematerialization. New concepts tend to substitute current physical devices with large tactile surfaces. This evolution offers important advantages: direct interaction with the data, flexibility of the displays, adaptability to the context, ease of maintenance, genericity and reduction of the costs etc. Nevertheless, the use of touchscreens in the cockpit presents severe operational limits. Unlike conventional physical devices (such as buttons, rotators, levers etc.) whose perception and manipulation also use the sense of touch and proprioception, tactile interfaces are very difficult to use without the eyes or in severe turbulences. Moreover, the use of these devices can also be problematic when workload is high. In addition, flexibility provided by touchscreens is opposed to the "immutable" spatial distribution of systems and interactors in the cockpit with which pilots are familiar. Eventually, other concepts such as virtual reality are being considered for the design and evaluation of future cockpits. These "cheap" test benches also suffer from a lack of physicality that should be compensated.

### ***Subject of investigation:***

The present post-doctoral project is done in the frame of the Airtius project (<http://airtius.net/>) and aims to reintroduce a proprio-kinesthetic sense during the interaction with dematerialized devices such as touchscreens or virtual reality. Mixed devices, using haptic, tangible, or organic technologies/interactions, associated with tactile interactive surfaces, allow reintegration of this proprio-kinesthetic sense. New haptic technologies are appearing, as recently the so-called "ultrahaptic" technique, to create non-contact tactile sensation synthesized by ultrasound transducers. Tangible and embodied interaction (TEI) is a genre of interaction which seeks to move beyond the graphical user interface paradigm by using our bodies' capabilities. It uses physicality and physical space to interact with digital systems.

Some of the physical devices that allow tangible interaction may also include dynamic modification possibilities. It is the organic interaction paradigm that proposes interfaces based on the dynamic deformation of surfaces, objects and/or materials of the interactive space.

### ***Field of application:***

Two use cases are interesting for the present project: the improvement of the interaction with the touchscreens in degraded contexts, and the increase of the perception of virtual spaces. The objective of the post doctorate will be twofold. 1. Comparison of the multimodal and tangible AIRTIUS environment with a 100% tactile environment,

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from the point of view of perception, performance, cognitive load and cooperation. 2. Exploring the possibilities offered by the "ultrahaptic" device to improve interaction and perception in touchscreen and VR. Therefore, the candidate will have to instrument the currently developed devices and contribute to define dimensions of "physicality" to be evaluated during simple piloting tasks (changing flight parameters), navigation (modification of the flight plan) or mission management. For touchscreens, an experiment will compare the performance obtained by:

1a) a tactile interface representing rotators, sensorially augmented by haptic, tangible or organic device; 1b) conventional physical rotators; 1c) a classical touchscreen representing rotators (without augmentation). For the interaction with VR, the same task will be carried out by another group of participants (we can imagine an expert pilot on the ground taking charge of a flight in difficulty, he could visualize the situation in the cockpit via VR). In this second study, we will compare the obtained performances: 2a) in VR augmented with ultrahaptic; 2b) with conventional rotators; 2c) solely with VR. The effect of the perturbation on the performance achieved due to the different interactors will be explored through a platform recreating the movements with 6 degrees of freedom. Finally, a few tests in real flight will be possible.

### ***Candidate profile:***

A doctor in human machine interfaces with very good programming skills is desired. Knowledge in human factors will be more than appreciated for designing and conducting experiments with human participants. Prior knowledge of mixed or immersive real world environments is not mandatory but is considered an added value (unity framework or others).

The postdoctoral work will be conducted at ISAE-SUPAERO (Toulouse, France) in collaboration with ENAC (Toulouse, France) and will be supervised by Pr. Mickaël Causse and Pr. Christophe Hurter.

Duration: 1 year, starting date: September 2018.

Deadline for candidature: Jul 31, 2018.

### ***Contact:***

#### ***Mickaël Causse***

Département Conception et Conduite des véhicules Aéronautiques et Spatiaux

ISAE-SUPAERO

10 Avenue Edouard Belin, 31055 Toulouse

mickael.causse@isae.fr

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Tél. : 05 61 33 81 28

*Christophe Hurter*

ENAC/LII

christophe.hurter@enac.fr

Airtius Project Leader

*Jean Luc Vinot*

ENAC/LII

jean-luc.vinot@enac.fr

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## **POSTE Starting Researcher, Postdoc, Ph.D. and Engineer Openings at Inria/GRAPHDECO (Sophia-Antipolis, France)**

FUNGRAPH is an ERC Advanced Grant in the GRAPHDECO research group (<http://team.inria.fr/graphdeco>) at Inria Sophia-Antipolis (South of France), starting fall 2018.

The high level goal of the project is to build new foundations for rendering in Computer Graphics, by taking into account uncertainty in rendering algorithms and in the data (geometry, materials, lights) we use to render Computer Graphics.

A high-level description of the FUNGRAPH projet can be found here: <http://fungraph.inria.fr>

and a description of possible research topics can be found here:

<http://fungraph.inria.fr/fungraph-jobs.html>

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These topics should be considered as the "perimeter" of the research, and will be adapted to the candidate's interests and qualifications. We are looking to hire 1-2 Starting Researchers, 2-3 postdoctoral fellows, 1-2 PhD students (but probably a little later) and 1-2 engineers.

It is possible that a Ph.D. student works on one of the topics listed as "PostDoc" below, and vice versa. Starting Researchers and -- depending on their experience -- postdoctoral fellows are expected to define their own research agenda within this "perimeter" (to be interpreted very widely).

This list of topics will evolve constantly throughout the project, so please visit the topics page regularly.

### ***Context***

Several of these topics will involve work with our network of regular collaborators: at institutions such as MIT, Berkeley and UCL, and can include visits to the respective laboratories.

We plan to expand this set of collaborators during FUNGRAPH.

Successful candidates will be members of a dynamic and highly motivated group of excellent young researchers, the GRAPHDECO Inria group (<https://team.inria.fr/graphdeco/team-members/>), and will have the opportunity to collaborate and interact with my colleague Adrien Bousseau (who has a Starting ERC Grant called D<sup>3</sup>) and

the other Ph.D. students, postdocs and engineers of the group.

### ***Required Qualifications***

For Starting Researcher and Postdoctoral positions, candidates are expected to have a Ph.D. in Computer Graphics or in Computer Vision with an emphasis on Graphics applications, and an excellent publication record. Ph.D. candidates are expected to have a Masters in Computer Graphics, with a solid mathematical and programming (C++/OpenGL/GLSL/Vulkan) background and have completed a thesis with a research component (ideally submitted or published). Fluency in spoken and written English is a requirement.

### ***How to apply***

If you are interested in any of these positions/topics, please email directly (George dot Drettakis at inria.fr) with your CV and short motivation, and the email addresses of 2-3 references. If you are applying for a Ph.D. please also attach your academic transcript for the last 3 years (an unofficial list of courses and grades is sufficient).

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G. Drettakis will be at SIGGRAPH in Vancouver, and will be interviewing candidates there.

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## CfP [sif-adherent] à destination des doctorants / for PhD students

Chère doctorante, cher doctorant,

La Société informatique de France, société savante française de l'informatique [1], met en place plusieurs initiatives à destination des doctorants : prix de thèse Gilles Kahn [2], séminaire annuel des doctorants en informatique [3], journée carrières "Que faire avec un doctorat" [4]; etc.

Afin de vous tenir informés et de créer un lien entre doctorants, nous mettons en place une liste de courriel. Pour vous abonner à cette liste il vous suffit de visiter la page

<https://www.societe-informatique-de-france.fr/listes-de-diffusion/>

et de cliquer sur "liste doctorants : s'abonner". Vous pourrez vous désabonner du même endroit.

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*Dear PhD student,*

*The French learned society in informatics, SIF [1], runs several events designed for PhD students : the PhD prize, named for Gilles Kahn [2], a yearly seminar of PhD students in CS/informatics [3], a workshop on careers after a PhD "What jobs with a PhD" [4]; etc.*

*In order to keep you informed, and to create a link between PhD students, we are creating a mailing list for PhD students in informatics. To subscribe, go to*

<https://www.societe-informatique-de-france.fr/listes-de-diffusion/>

*and click on "liste doctorants : s'abonner" (you can unsubscribe by clicking on "se désabonner").*

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[1] <https://www.societe-informatique-de-france.fr/la-sif/adhesions/>

[2] <http://www.societe-informatique-de-france.fr/recherche/prix-de-these-gilles-kahn/>

[3] <https://www.societe-informatique-de-france.fr/sdoc/>

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[4] <https://www.societe-informatique-de-france.fr/les-journees-sif/carrieres-academiques-et-industrielles-que-faire-avec-un-doctorat-en-informatique/>

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## CfP ICAT-EGVE 2018 - Final Call For Papers - deadline extended: 27 July 2018

### CAT-EGVE 2018 - Final Call For Papers

<http://icat-egve2018.rise.org.cy/>

**Paper submissions deadline extended! New final date: 27 July 2018**

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Proceedings of ICAT-EGVE 2018 with accepted papers will be published in the **Eurographics Digital Library** and indexed in the **ACM Digital Library**.

**Best Papers:** The authors of the best papers (selected by the award committee) will be invited to submit an extended version of their paper to a special section at **Computer & Graphics** journal (confirmed) or *Presence* (tbc).

The ICAT-EGVE 2018 conference will be held November 7th – 9th in Limassol, Cyprus. This is the merger of the 28th International Conference on Artificial Reality and Telexistence (ICAT 2018) and the 23rd Eurographics Symposium on Virtual Environments (EGVE 2018).

ICAT-EGVE 2018 seeks original, high-quality papers describing research, applications or systems in all areas of Virtual Reality, Augmented Reality, Mixed Reality, Telexistence, and 3D User Interfaces. Research papers should describe results that contribute to advancements in the following areas:

- 3D interaction for VR/AR
- VR/AR systems and toolkits
- User studies and evaluation for VR/AR/MR
- Telexistence, Telepresence and Tele-immersion
- Haptics, audio, and other non-visual modalities
- Serious games and edutainment using VR/AR/MR
- Presence, cognition, and embodiment in VR/AR/MR

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- Novel devices (both input and output) for VR, AR, MR, and haptics
- Multi-user and distributed VR, AR, tele-immersion and telepresence
- Immersive projection technologies and other advanced display technologies

Submissions in other related areas are welcome too.

Visit <http://icat-egve2018.rise.org.cy/call-for-papers/> for the most up-to-date submission instructions.

### ***Important Dates***

- Paper submission: **27 July 2018** (all deadlines: 23:59 AoE) (new final deadline)
- Notification of results: 7 September 2018
- Camera-ready version: 8 October 2018
- Conference: 7–9 November 2018

### ***Contact***

For matters related to paper submissions:

ICAT-EGVE 2018 Program Chairs: [chairs-icategve2018@eg.org](mailto:chairs-icategve2018@eg.org)

- Gerd Bruder, University of Central Florida, USA
- Shunsuke Yoshimoto, Osaka University, Japan
- Sue Cobb, University of Nottingham, UK

For general matters related to the conference: ICAT-EGVE 2018 General Chairs: [generalchairs-icategve2018@eg.org](mailto:generalchairs-icategve2018@eg.org)

- Despina Michael-Grigoriou, Cyprus University of Technology & RISE Research Centre on Interactive Media Smart Systems and Emerging Technologies, Cyprus
- Sabine Coquillart, INRIA, France
- Anthony Steed, University College London, UK & RISE Research Centre on Interactive Media Smart systems and Emerging Technologies, Cyprus
- Andreas Lanitis, Cyprus University of Technology & RISE Research Centre on Interactive Media Smart Systems and Emerging Technologies, Cyprus

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## *Hosting Organisation*

Research Centre on Interactive Media Smart Systems and Emerging Technologies, Cyprus - [www.rise.org.cy](http://www.rise.org.cy)

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## **CONF Driving Simulation Conference Europe 2018 on September 5th-7th on the South of France**

The DSC Conference gathers driving simulation specialists from the industrial and academic communities as well as commercial simulation providers. This 17<sup>th</sup> edition follows that of 2017, held in Stuttgart, with close to 300 participants and 35 exhibitors. Participants came from all around the world from about 20 different countries of Europe, America, Asia and Africa. **This year's edition will be held in Antibes, France with an extended professional exhibition.**

Topics will include state of the art in driving simulation technology, research and developments, extended with progressively merging virtual reality (VR) developments. This year program will also give an enlarged place for simulation tools for autonomous and connected vehicles along with advanced driving assistance system (ADAS) applications. Human factors and motion rendering nevertheless will remain the now traditional axis of the conference.

**You are welcome to the DSC 2018 Europe Conference organized by the Driving Simulation Association, in cooperation with INRIA, Arts et Métiers ParisTech and IFSTTAR, sponsored by Renault, Optis and SystemX, held at University of Côte d'Azur (Airport of Nice), on September 5<sup>th</sup>-7<sup>th</sup> on the South of France!**

Program : <http://dsc2018.org/program/>

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L'Association française de Réalité Virtuelle, Augmentée, Mixte et d'Interaction 3D (AFRV) a vu le jour en novembre 2005. Fondée par une douzaine de chercheurs et de cadres de l'industrie, cette association loi 1901 entend fédérer la communauté française, académique et industrielle, autour de ces thèmes.

Plus d'informations sur le site Web : <http://www.af-rv.fr>

Retrouvez les anciens numéros de rêverie : <http://www.af-rv.fr/index.php/ressources/reveries/>

Adhérez à l'AFRV : <http://www.af-rv.fr/index.php/adhesion/>