

Rêveries

LE BULLETIN ELECTRONIQUE DE L'AFRV

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

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Et si CATIA était en VR ?

Les équipes de CATIA et le 3DEXPERIENCE Lab de Dassault Systèmes (3DS) unissent leur forces pour proposer à la communauté française de la RV de contribuer à co-créeer ce qui pourrait bien être le futur de CATIA, maintenant que la RV devient accessible au plus grand nombre.

Rendre possible l'édition de modèles CAD en VR à longterm a été un sujet de recherche académique, cela devient à présent une réalité possible, dans des solutions industrielles comme celle proposée par 3DS.

S'il est clair que la visualisation immersive et la revue de design collaborative (locale ou distante) sont des cas avérés, qu'en est-il des usages métier plus précis ou des applications desktop sont déjà largement diffusées ?

La réponse viendra peut-être de l'étude que nous entreprenons aujourd'hui.

Venez-donc partager vos rêves les plus osés, et faites nous part de votre compréhension des tendances du domaines.

Nous clorons le questionnaire fin Avril.

Merci d'avance pour les 10 minutes de votre précieux temps.

PhD position : Connected Objects and ProActive Health management

French title: Objets Connectés et gestion proActive de la Santé (OCAS)

English title: Connected Objects and ProActive Health management (COPAH)

The OCAS-COPAH project wants to identify whether and how the use of augmented objects in the context of playful interactions can create commitment in health practices.

With agile methods in the theoretical framework of user-centred design, the successful PhD applicant will prototype an environment where IOT objects are easily found, searched, exploited and composed in different playful activities. The environment will afford systematized but personalized interactions, integrating a quantified self-approach to teach healthy habits and encourage the passage to action.

With experimental methods in the theoretical framework of behavioural sciences, the successful PhD applicant will rethink (en)active learning in the context of health through the gamification of augmented objects. Experimental validation of the prototyped environment will reveal the health benefits of exploiting quantified-self and multi-sensory bio-feedbacks to achieve learning of good practices related to movement.

The ideal candidate should hold a Master (at the very last in Sept 2018) in relevant scientific domain (e.g., computer sciences, behavioural neuroscience, human movement science, experimental psychology, or other) and have a good level of programming. Candidates showing outstanding capabilities to learn software engineering, human computer interaction, human movement analysis, data fusion and mining, or behavioural experiment will be preferred.

The PhD is co supervised by Inès Di Loreto (Univ. Troyes, Computer sciences, Tech-CICO) and Denis Mottet (Univ. Montpellier, Human movement sciences, EuroMov). The position is located in Troyes, with as necessary stays in Montpellier. Net salary is 1462€/month (health insurance and student facilities included) with a 36 months contract, and with a starting date in summer 2018.

For more information about the PhD and how to apply, please contact:

Inès Di Loreto and Denis Mottet (ines.di_loreto at utt.fr, denis.mottet atumontpellier.fr)

AgileLaval 2018 – 6ème édition Jeudi 28 Juin 2018

Nous avons le plaisir de vous inviter à la 6ème édition de la journée AgileLaval qui aura lieu le jeudi 28 juin 2018 au département informatique de l'IUT de LAVAL.

Cette journée est organisée en partenariat avec l'Institut Informatique Claude Chappe, le Laboratoire d'Informatique de l'Université du Maine, le Pôle Ressources Numériques, Laval Mayenne Technopole et l'association ADIIL.

Cette journée est dédiée à l'agilité avec des ateliers, des conférences animées par des enseignants, des professionnels et des experts du sujet. Les participants pourront donc apprendre ou approfondir leurs connaissances sur ce sujet. Nous accueillerons aussi deux Keynoteurs.

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>.

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EN 2017, 110 participants sont venus à AgileLaval et nous en attendons bien plus encore cette année.

Vous aurez la possibilité de déjeuner sur place (7€ TTC), avec possibilité d'un menu végétarien.

Modalités d'inscription

Événement Gratuit. Nombre de places limitées.

Pour participer, vous devez vous inscrire ici.

Le programme de la journée sera disponible sur: <http://www.agilelaval.org/>

N'hésitez pas à faire passer l'information autour de vous,

Bien cordialement,

Le comité d'organisation AgileLaval 2018 - Contact : contact@agilelaval.org

Offre de thèse en informatique graphique et sciences des données au laboratoire ICube à Strasbourg

Dear all,

We seek an excellent student for a 3-year funded PhD position in the field of Computer Graphics and Data Science, both in the SDC and IGG groups, ICube Lab (UMR 7357, University of Strasbourg / CNRS) starting October 2018. Candidates are invited to contact us via the three following e-mail addresses: wemmert@unistra.fr, dischler@unistra.fr, and allegre@unistra.fr. Candidates must send us the following elements: a detailed CV, marks obtained during Licence and Master degree, or Engineering School degree, and a one-page motivation letter. The application deadline is April 29th, 2018.

Please feel free to relay the information.

A detailed version of the proposal is available following this link.

Title: Textures and deep learning: from the control of texture synthesis methods for computer graphics applications to the validation of recognition methods in histopathological images

Host teams: SDC (Data Science and Knowledge) and IGG (Computer Graphics and Geometry Group) at ICube Lab (UMR 7357, University of Strasbourg / CNRS)

Advisors: Cédric Wemmert, Professor in Computer Science (wemmert@unistra.fr) and Jean-Michel Dischler, Professor in Computer Science (dischler@unistra.fr)

Co-advisor: Rémi Allègre, Associate Professor in Computer Science (allegre@unistra.fr)

Prerequisites: Data Science and/or Computer Graphics or image processing

Abstract: By-example texture synthesis aims at generating large textures similar to input texture samples, which facilitates the work of artists who have to cope with the increasing demand of highly detailed digital content in the computer graphics industry. The extensive use of by-example texture synthesis methods, especially procedural methods, is hampered by difficulties to reproduce the spatial relations between different sub-textures, to assess the visual quality and control the parameters of the methods. The recent advances in the field of deep learning offers new avenues to tackle these issues. By-example texture synthesis also emerges as a promising approach to evaluate and improve automated image analysis tools in areas of expertise like digital histopathology. The

challenge is to be able to generate large collections of examples matching some biological rules, with diversity, while controlling the statistical bias with respect to real data. This thesis lies at the crossroads of Computer Graphics and Data Science, with applications in both the graphical and medical image analysis domains. The first goal is to develop new methods based on deep learning to improve the control of by-example texture synthesis methods. The second goal is to identify by-example texture synthesis methods suitable for histopathological slides and contribute to the validation of detection methods in these images.

ISMAR 2018 - Call for Workshops

The ISMAR 2018 organizing committee invites proposals for workshops to be held in the ISMAR 2018 main conference. The workshops will be held on 16th and 20th October 2018, in Munich, Germany.

The purpose of the workshops is to provide participants with the opportunity to present and discuss research ideas on cutting-edge research topics related to Augmented, Mixed, and Virtual Reality as Science & Technology and Arts, Media, & Humanities. We encourage researchers from different academic communities as well as from industry and public institutions to bring together and to collaborate and discuss with each other about possible future topics and trends.

The scope of the proposals should be consistent with the main conference topics. Please visit the conference website (<https://ismar2018.org>).

Important Dates

Workshops Proposal Deadline: May 2nd, 2018 (all deadlines: 23:59 AoE)

Workshops Acceptance Notification: May 10th, 2018

Workshops Call-for-Participation (issued by): June 10th, 2018

Workshops Notification of Acceptance (issued by): August 14th, 2018

Workshops Camera Ready Deadline: September 4th, 2018

Workshops Dates: Oct 16th and 20th, 2018

The deadline for workshop proposal submissions is May 2nd, 2018, notifications will be sent out on May 10th. Workshop organizers will be expected to issue their calls-for-participation no later than June 10th and to issue any acceptance decisions to their participants no later than August 14th in order to allow sufficient time for travel planning and advance registration to the conference. All camera-ready material for the proceedings should be collected by September 4th.

Format

ISMAR workshops provide a platform for presentations of novel work, work in progress and position papers. ISMAR workshops may also serve as a platform to actively experience the insights of a variety of pervasive computing topics in seminars. Since seminars aim for a maximum of interactivity, we ask organizers of seminars to focus on proposals of how to involve attendees. This can be for example, by organizing hands-on sessions or pro-contra discussions of reading lists. Workshops may also be organized as a combination of both, resulting in seminars with presentations of novel work, work in progress, or position statements.

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Workshop organizers can choose one out of two options regarding the publication. (1) The workshop's papers will be published in ISMAR 2018 adjunct Proceedings and IEEE Xplore. OR (2) The workshop's papers will not be published but included in the supplemental material folder of the ISMAR 2018 USB memory proceedings.

Submission Guidelines

Workshop submissions can be directed to: wt_chairs@ismar2018.org with cc-ing to all co-organizers and the subject "ISMAR 2018 Workshop Proposal". Please provide a PDF document containing:

Title of workshop:

Preferable date for the workshop: 16/20/no preference

Theme and topics of interest:

Brief description of research issues that the workshop will address.

Reasons why the workshop is of interest to the conference participants.

Reasons why the workshop is timely and relevant for ISMAR 2018.

Format of the workshop (including a rudimentary agenda).

Interest to get the paper published or not.

Preliminary Call for Papers.

Organizers (having two organizers for a workshop is the minimum requirement):

Names.

Affiliations.

Research interest.

Short bio.

Potential program committee members.

Audience: approximate expected number of participants and submissions (range).

After sending your proposal to the aforementioned email address, you should receive an acknowledgment of receipt. Workshop proposal will be reviewed by the committee, and notifications of acceptance will be sent out after the review period.

Organizers (at least two organizers for a workshop) are expected to be proactive in the field where they propose a workshop. Potential workshop organizers should also note that at least one workshop organizer is required to attend those workshops they are organizing. Any change to the workshop organization team must be submitted in writing at least two weeks prior to the workshop paper deadline. No changes to the workshop organization team can be made after this date to ensure that potential participants submitting papers to workshops are aware of the final organization team.

Contact

ISMAR 2018 Workshop and Tutorial Chairs: wt_chairs@ismar2018.org

Gerd Bruder, University of Central Florida, USA

Maki Sugimoto, Keio University, Japan

ISMAR 2018 - Call for Tutorials

The ISMAR 2018 organizing committee invites proposals for tutorials associated with the ISMAR 2018 conference. The tutorials will be held on 16th and 20th October 2018, in Munich, Germany. The purpose of the tutorials is to expand the knowledge in the fields of Augmented, Mixed, and Virtual Reality and foster the next generation of researchers, developers, and artists.

Important Dates

Tutorials Proposal Deadline: May 2nd, 2018 (all deadlines: 23:59 AoE)

Tutorials Acceptance Notification: May 10th, 2018

Tutorials Dates: Oct 16th and 20th, 2018

Format

Experts, pioneers, and experienced developers and artists are needed to propose and present tutorials that may target a specific application area, a specific research area, or a topic of general interest for Augmented, Mixed, and Virtual Reality.

Topics can range from introductory for AR/MR/VR novices to highly technical for researchers. Tutorials can be half or full day tutorials, depending on the scope of topics covered and the presenters available.

Submission Guidelines

To submit a proposal for a tutorial, please send an email to wt_chairs@ismar2018.org with the subject "ISMAR 2018 Tutorial Proposal" and a PDF document containing:

Title

Topics:

Provide a brief summary of the proposed tutorial.

Preferable date for the tutorial: 16 / 20 / no preference

Motivation:

Explain why ISMAR attendees would be interested in attending this tutorial.

Explain how an increased knowledge of this subject will advance Augmented, Mixed, or Virtual Reality.

Presenters:

Provide a really brief bio of the presenters', list of several relevant publications on the proposed topic tutorial, and contact information (e-mail, phone, affiliation)

If you have taught this or a similar tutorial before, where and when was it taught.

Target Audience:

Describe what population this tutorial is targeted towards (e.g., students, industry professionals, everyone).

Expected number of attendees.

Outline of Tutorial

Include the order of topics and approximate time for each topic. For example:

1. Topic A: 1.5 hours

1.1. Subtopic A1

1.2. ...

2. Topic B: 1.5 hours

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2.1. Subtopic B1 ...

After sending your proposal to the aforementioned email address, you should receive an acknowledgment of receipt. Tutorial proposal will be reviewed by the committee, and notifications of acceptance will be sent out after the review period.

Contact

ISMAR 2018 Workshop and Tutorial Chairs: wt_chairs@ismar2018.org

Gerd Bruder, University of Central Florida, USA

Maki Sugimoto, Keio University, Japan

École d'été GEOMDATA

Le groupe Calcul en partenariat avec les GdR IM et MIA, le groupe SMAI SIGMA, l'ERC Noria et Data@ENS organise du 10 au 14 septembre 2018 au CAES de Fréjus une école thématique intitulée GEOMDATA:

Introduction à la science des données géométriques

Son objectif est de présenter un panorama de l'analyse de données géométriques et d'images, en insistant sur la mise en œuvre pratique des algorithmes, en langage Python. Elle sera structurée autour de quatre cours-TP (3h+3h)

- Analyse topologique des données (Frédéric Chazal)
- Anatomie computationnelle (Stéphanie Allasonnière / Jean Feydy)
- Méthodes d'évolution de front et fast-marching (Jean-Marie Mirebeau)
- Méthodes variationnelles pour l'imagerie (Caroline Chaux / Sandrine Anthoine)

Le nombre de places est limité à 30 personnes.

Pour plus d'informations sur l'école et pour vous inscrire, merci de vous reporter à la page de l'événement : <https://geomdata.sciencesconf.org/> <<https://geomdata.sciencesconf.org/>>

Pour vous inscrire, il faudra vous connecter ou créer un compte (en haut à droite de la page).

CTIC2019 - Call for Papers

Workshop on Computational Topology in Image Context, CTIC2019

<http://www.ctic2019.uma.es>

The 7th Workshop on Computational Topology in Image Context CTIC2019 will be held in Malaga, Spain on January 24-25, 2019. The general aim of CTIC workshops is to gather researchers dealing with the study of topological invariants and features from the computational point of view, and/or who want to use topological information in image engineering applications.

Topics of interest of CTIC2019

- Topological features and invariants and their computation for digital images.
- Representations and compression of nD images based on topology
- Hierarchical approaches for images based on topology
- Image segmentation under topological constraints
- Parallel processing based on topology in multi-dimensional volume context
- Topology computation in parallel in multi-dimensional volume context
- Topological optimization for digital images
- Topological algorithms for image processing
- Topological transforms for digital images
- Topological recognition of digital images
- Experimental evaluation of heuristics based on topology in image processing
- Topology methods for visualization of nD digital images.
- Applications of computational topology in biomedical imagery.
- Use of topological information in image engineering applications.
- Machine learning using topological features
- Topology in biomedical imaging

IMPORTANT DATES

Registration opens July 2018
Submission deadline September 17, 2018
Acceptance notification October 8, 2018
Camera ready: October 22, 2018
Conference dates: January 24-25, 2019

PUBLICATIONS

The proceedings with accepted full papers will be published in the Springer's LNCS series. The authors of accepted talks are invited to submit extended versions of their work to the special issue "Topological Analysis and Recognition" of the journal Pattern Recognition Letters

ORGANISING COMMITTEE

Rebeca Marfil Robles, Mariletty Calderon, Antonio Bandera
University of Malaga (Spain)
Fernando Díaz del Río
University of Seville (Spain)

Nouveau master "Géométrie et Informatique Graphique" à Marseille

Nous souhaitons vous signaler la création d'un tout nouveau parcours GIG (pour "Géométrie et Informatique Graphique") à Marseille (campus de Luminy), au sein de la mention Informatique.

Ce parcours ouvre dès septembre 2018.

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La thématique principale du parcours est le traitement de la géométrie. Il portera également sur la géométrie discrète, l'animation, les applications industrielles (de l'acquisition à l'impression 3D).

Un site officiel et très complet va bientôt voir le jour, mais en attendant, pour pouvoir communiquer au plus vite sur les contenus, vous pouvez consulter cette page web temporaire :

<http://www.dil.univ-mrs.fr/~mari/GIG>

Ce parcours GIG s'adresse aux étudiants issus de L3 ou de M1 (informatique ou mathématiques). Il s'agit d'un bloc de deux ans M1 + M2 (le S1 est un tronc commun, puis la spécialisation arrive dès le S2).

Pour candidater, c'est ici <https://candidatures.univ-amu.fr/candidatures/> et c'est avant le 31 mai 2018.
