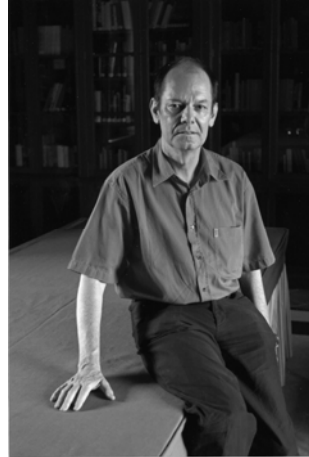


Curriculum Vitae — Daniel Thalmann

Citizenships: Switzerland and Canada

Marital status: married 3 children



Private address: 25 chemin des Prés-de-la-Gradelle
CH-1223 Coligny, Switzerland
+41-22-348-6906

Professional address: Virtual Reality Lab
EPFL
Station 14
CH-1015 Lausanne, Switzerland
tel. +41-21- 693-5214
secretary: +41-21- 693-5215
mobile: +41-79-334-5115
fax: 41-21- 693-5328
e-mail: Daniel.Thalmann@epfl.ch
WWW: <http://VRlab.epfl.ch>
Skype: danielthalmann

Current position: full professor, Director Virtual Reality Lab

Education and diploma

Diploma (BSc + MSc) in physics (nuclear physics), University of Geneva, 1970

Certificate in Statistics and Computer science, University of Geneva, 1972

PhD in Computer Science (cum laude), University of Geneva, 1977

Dr.Honoris Causa, Université Paul-Sabatier, Toulouse, 2003

Languages: French, English, some German

Sports: Ski, tennis, golf

Professional background

Positions

1988-	Full Professor, Director Virtual Reality Lab, EPFL, Switzerland
2003-2006	Director Institute for Computing and Multimedia Systems, EPFL, Switzerland
July-Sept 2007	Visiting Professor, National University of Singapore
May-July 1995	Visiting Scientist, University of Tokyo
July-Nov. 1995	Visiting Scientist, Institute of Systems Sciences, Singapore
1991- 1993	Head, Computer Science, EPFL, Switzerland
1991-1995	Adjunct Professor, University of Montreal, Canada
1986 - 1989	Full Professor, University of Montreal, Canada
1985	Invited Professor, EPFL, Switzerland
1984	Invited Professor, University of Freiburg, Switzerland
1983-84	Invited consultant, Computer Graphics Group, CERN
1981-86	Associate Professor, University of Montreal, Canada
1981	Invited Professor, EPFL, Lausanne, Switzerland
1979	Visiting Professor, University of Nebraska, USA
1979	Lecturer, US Air Force, Omaha, USA
1977-81	Assistant Professor, University of Montreal, Canada
1976-77	Lecturer, EPFL, Switzerland
1972-76	Research assistant in Centre Universitaire d'Informatique, University of Geneva

Program committees and editorial boards

Journals

- Co-editor-in-chief, Computer Animation and Virtual Worlds (formerly Journal of Visualization and Computer Animation), John Wiley and Sons, Chichester, UK, since 1990
- Associate editor, The Visual Computer, Springer-Verlag, Heidelberg, Germany, since 1985
- Member of Editorial Board, Transactions on Edutainment, Springer, since 2008
- Member of Editorial Board, International Journal on Virtual Reality, since 2006
- Member of Editorial Board, International Review on Computers and Software, since 2006
- Member of Editorial Board, The International Journal of Human Factors Modeling and Simulation, Inderscience Publ., since 2004
- Member of Editorial Board, Journal of Universal Computer Science, Electronic Journal, since August 1994

- Member of Editorial Board, Computer Graphics & Geometry, Russia, since 1993
- Executive member of Editorial Board, Computer Aided Drafting and Manufacturing, China Engineering Graphics Society, since 1991
- Guest Editor, The Visual Computer, 2008
- Guest Editor, IEEE Transactions on Neural systems and Rehabilitation Engineering, March 2007
- Guest Editor, The Visual Computer, 2007
- Guest Editor, Presence, MIT Press, 2005
- Guest Editor, IEEE Computer Graphics and Applications, special issue on VR 2000
- Guest Editor, The Visual Computer, Springer, 1999
- Guest Editor, IEEE Computer Graphics and Applications, Mai 1998
- Guest Editor, Communications of ACM, Special Section on Virtual Reality Software and Technology
- Guest Editor, IEEE Computer Graphics and Applications, October 1985
- Guest Editor, The Visual Computer, October 1985 and December 1985
- Editor-in-chief, Informatique et Images, Montreal, 1984-85

Conference Steering Committees

- ACM/Eurographics Symposium on Computer Animation, member since 2003
- ACM Virtual Reality Software Technology (VRST), member since 2004
- International Workshop on Virtual Rehabilitation (IWVR) since 2004

Conference (co-) chair

- CoChair CyberWorlds 2010, Singapore, October 2010
- CoChair, ACM VRST, Bordeaux, France, October 2008
- CoChair, CyberWorlds 2008, Beijing, China, September 2008
- CGIM 2008, Computer Graphics and Imaging 2008, Innsbruck, Austria, February 2008.
- CoChair, ACM/Eurographics Symposium on Computer Animation (SCA) 2007, San Diego, USA, August 2007
- CoChair, Computer Animation and Social Agents (CASA) 2007, Hasselt, Belgium, June 2007
- CoChair, CyberWorlds 2006, Lausanne, Switzerland, November 2006
- CoChair, First International Workshop on Shapes and Semantics, Matsushima, Japan, June 2006
- CoChair, ACM VRCIA 2006, Hong Kong, June 2006

- CoChair, VSMM 2006, Xi'an, China, October 2006
- CoChair, V-Crowds 2005, The First International Workshop on Crowd Simulation, Lausanne, Switzerland, November 2005
- Cochair, Computer Animation and Social Agents (CASA) 2005, Hong Kong, October 2005
- Cochair, SVE 2005, Workshop on Semantic Virtual Environments' 2005, Villars, March 2005
- Demonstration CoChair, 1st Forum on the Promotion of European and Japanese Culture and Traditions in Cyber-Societies and Virtual Reality, Laval, France, April 2005
- Cochair, GRAPHICON 2004, Moscow, Russia, September 2004
- Cochair, Third International Workshop on Virtual Reality Rehabilitation (IWVR), Lausanne, September 2004
- Cochair, CAPTECH 2004, Modelling and Motion Capture Techniques for Virtual Environments, Zermatt, Switzerland, December 2004
- Cochair, Second International Workshop on Virtual Reality Rehabilitation (IWVR), Piscataway, New Jersey, November 2003
- Cochair, RICHMEDIA2003, First International Workshop on Interactive Rich Media Content Production: Architectures, Technologies, Applications, Tools, Lausanne, October 2003
- Cochair, CAD/CG2003, Macau, China, October 2003
- Cochair, Computer Animation and Social Agents (CASA) 2003, New Bruswick NJ, USA, May 2003
- Cochair, First International Workshop on Virtual Reality Rehabilitation (IWVR), Lausanne, November 2002
- Cochair, 12th Eurographics Workshop on Animation and Simulation, Manchester, UK, September 2001.
- CoChair, Computer Animation '2000, Philadelphia, USA, June 2000
- Cochair, 11th Eurographics Workshop on Animation and Simulation, Interlaken, Switzerland, August 2000.
- Cochair, 10th Eurographics Workshop on Animation and Simulation, Milano, Italy, September 1999.
- Chair, MMM '98, Lausanne, Switzerland, October 1998
- CoChair, Computer Animation '98, Philadelphia, USA, June 1998
- Conference chair, ACM VRST '97, Lausanne, Switzerland, September 1997.
- Honorary co-chair, Anigraph '98, Moscow, Russia, May 1998
- Conference Cochair, Computer Animation '97, Geneva, Switzerland, June 1997
- Conference Cochair, 8th Eurographics Workshop on Animation and Simulation, Budapest, Hungary, September 1997.
- Conference Cochair, Computer Graphics International '97, Hasselt, Belgium, June 1997

- Conference Cochair, Computer Animation '96, Geneva, Switzerland, June 1996
- Conference Cochair, 6th Eurographics Workshop on Animation and Simulation, Maastricht, The Netherlands, September 1995.
- Conference Cochair, Pacific Graphics '95, Seoul, Korea, August 1995
- Conference Cochair, Computer Animation '95, Geneva, Switzerland, April 1995
- Conference Cochair, Computer Animation '94, Geneva, Switzerland, May 1994
- Conference Cochair, 4th Eurographics Workshop on Animation and Simulation, Barcelona, Spain, September 1993.
- Conference Chair, Computer Graphics International '93, EPFL, Lausanne, June 1993
- Conference Cochair, Computer Animation '93, Geneva, Switzerland, June 1993
- Cochair, 2nd Eurographics Workshop on Animation and Simulation, Wien, September 1991.
- Chair, First Eurographics Workshop on Animation and Simulation, Lausanne, September 1990.
- Organizer, computer-generated film festival, Computer '90, Palais de Beaulieu, Lausanne.
- Chair, Eurographics Workshop on Motion Control, Battelle, June 1989
- Honorary cochair, Computer Graphics International '87, Karuizawa, Japan

Program (co-) chair

- Program CoChair, Computer Animation and Social Agents (CASA) 2010, Saint Malo, France, June 2010
- Program CoChair, ACM VRCAI 2009, Yokohama, Japan, December 2009
- Program CoChair, ACM VRST 2009, Kyoto, Japan, November 2009
- Program CoChair 11th IEEE International conference on Computer-Aided Design and Computer Graphics, Yellow Mountain City, China, August 2009
- Program CoChair ACM VRCAI 2008, Singapore, December 2008
- Program cochair, Computer Graphics International (CGI) 2008, Istanbul, Turkey, June 2008
- Program cochair, Virtual Rehabilitation 2007, Venezia, Italy, September 2007
- Program cochair, Computer Graphics International (CGI) 2007, Petropolis, Brazil, June 2007
- Program Chair, CyberWorlds 2006, Lausanne, Switzerland, November 2006
- Program cochair, Fourth workshop on Virtual Reality Rehabilitation (IWVR2005), Santa Catalina, USA, September 2005
- Program cochair, Computer Animation and Social Agents (CASA) 2004, Geneva, Switzerland, July 2004
- Program cochair, Third workshop on Virtual Reality Rehabilitation, Lausanne, September 2004

- Program cochair, Second workshop on Virtual Reality Rehabilitation, Piscataway, NJ, USA, November 2003
- Program cochair, RICHMEDIA2003, First International Workshop on Interactive Rich Media Content Production: Architectures, Technologies, Applications, Tools, Lausanne, October 2003
- Program cochair, First workshop on Virtual Reality Rehabilitation, Lausanne, November 2002
- Program cochair, Computer Animation 2002, Geneva, Switzerland, June 2002
- Program Cochair, Computer Animation 2001, Seoul, Korea, November 2001.
- Program Cochair, CAST 01, GMD, Sankt Augustin, Germany, September 2001
- Program Cochair, IEEE VR 2000, New Brunswick, USA, March 2000.
- Program Cochair, Computer Graphics International 2000, Geneva, June 2000.
- Program Cochair, Computer Animation 99, Geneva, Switzerland, May 1999.
- Program Chair, CapTech 98, Geneva, Switzerland, November 1998
- Program Cochair, ACM VRST '97, Lausanne, Switzerland, September 1997.
- Program Cochair, Computer Graphics International '96, Pohang, Korea, 1996
- Program Cochair, Pacific Graphics '96, Taiwan, 1996
- Program Cochair, VRST '94, Singapore, 1994
- Program Cochair, Pacific Graphics '94, Beijing, China, 1994
- Program Chair, Computer Animation '92, Geneva, Switzerland, May 1992
- Program Chair, Computer Animation '91, Geneva, Switzerland
- Program Chair, Computer Animation '89, Geneva, June 1989
- Program Chair, Computer Graphics International '88, Geneva, May 1988
- Program Chair, Graphics Interface '85, Montreal, Canada

Animation and Multimedia CoChair

- Eurographics 2007, Prag, Czech Republic, September 2007

Program Committee member

- FDG 2010, 5th Intern. Conf. on the Foundations of Digital Games, Monterey, USA, July 2010
- SMI'10, Shape Modeling International Conference), Aix-en-Provence, France, June 2010
- 3DOR2010, 3D Object Retrieval Workshop, Norrkoping, Sweden, May 2010

- AAMAS 2010, 9th International Conference on Autonomous Agents and Multi-Agent Systems, Toronto, May 2010
- GRAPP 2010, Fourth International Conference on Computer Graphics Theory and Applications, Angers, France, May 2010
- ACHI 2010, St. Maarten - Netherlands Antilles, February 2010
- ISBMS10, 5th Intern. Symposium on Biomedical Simulation, Phoenix, USA, January 2010
- MIG2009, Motion in Games, Utrecht, The Netherlands, November 2009
- 3IA'2009, International Conference on Computer Graphics and Artificial Intelligence, Limoges, France, May 29-30
- ADVCOMP 2009, International Conference on Advanced Engineering Computing and Applications in Sciences, Sliema, Malta, October 11-16
- CGGM 2009, Computer Graphics and Geometric Modeling, Baton Rouge, Louisiana, May 25-27
- CGI 2009, Computer Graphics International, Victoria, British Columbia, Canada, May 26-29
- CISA'09, Mediterranean Conference on Intelligent Systems and Automation, Zarsis, Tunisia, March 23-25
- CW09, Cyberworld International Conference, Bradford, UK, September 7-11
- EUROGRAPHICS 2009, Munich, Germany, March 30 - April 3
- HCI International 2009, San Diego, CA, USA, July 19-24
- I3D 2009, ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games, Boston, USA, February 27-March 1
- ICINCO 2009, International Conference on Informatics in Control, Automation and Robotics, Milan, Italy, July 2-5
- IDET 2009, International Workshop on Interactive Digital Entertainment Technologies, Taipei, Taiwan, December 3-5
- IVA'09, International Conference on Intelligent Virtual Agents, Amsterdam, the Netherlands, September 14-16
- VRIC'09, Rencontre Internationales de la Réalité Virtuelle, Laval, France, April 22-26
- SCCG 2009, Spring Conference on Computer Graphics, April 23-25
- SIGMAP 2009, International Conference on Signal Processing and Multimedia Applications, Milan, Italy, July 7-10
- SMI'09, Shape Modeling International, Beijing, China, June 26-28
- SVR 2009, Symposium on Virtual and Augmented Reality, Porto Alegre, Brazil, May 25-28
- Virtual Rehabilitation 2009, Haifa, Israel, June 29 - July 2
- IEEE VR 2009, Lafayette, USA, March 14-18

- VSMM09, Conference on Virtual System and Multimedia Dedicated to Digital Heritage, Limassol, Cyprus, October 20-25
- WEB3DW 2009, International Conference Web Virtual Reality and Three-Dimensional Worlds, Algarve, Portugal, June 19-21
- IEEE VR2009, IEEE Virtual Reality Conference 2009, Lafayette, USA, March 2009
- CASA 2009, 22nd Annual Conference on Computer Animation and Social Agents, Twente, The Netherlands, June 2009
- Second EG Workshop on 3D Object Retrieval, Germany, March 2009
- PMA09: The Third International Symposium on Plant Growth Modeling, Simulation, Visualization and Applications, Beijing, November 2009
- KES2009, 13th International Conference on Knowledge-Based and Intelligent Information & Engineering Systems, Santiago, Chile, September 2009:
- ACHI 2009, Second International Conferences on Advances in Computer-Human Interactions, Cancun Mexico, February 2009
- WINVR09, World Conference on Innovative Virtual Reality, Chalons-Sur-Saone, France, February 2009
- ACII 2009, Conference on Affective Computing and Intelligent Interaction, The Netherlands, September 2009
- MIRAGE2009, Fourth International Conference on Computer Vision/Computer Graphics Collaboration Techniques and Applications, Paris, France, May 2009.
- GRAPP 2009, Third International Conference on Computer Graphics Theory and Applications, Lisboa, Portugal, February 2009
- MMM2009, 15th International MultiMedia Modeling Conference, Sophia Antipolis, France, January 2009
- ICVGIP 2008, Indian Conference on Computer Vision, Graphics, and Image Processing, Bhubaneswar, India, Dec 2008
- MIG2008, Motion in Games, Utrecht, The Netherlands, November 2008
- ADVCOMP 2008, The Second International Conference on Advanced Engineering Computing and Applications in Sciences, Valencia, Spain, October 2008.
- CASA 2008, Computer Animation and Social Agents, Seoul, Korea, Sept 2008
- Computer Animation and Social Agents (CASA) 2008, Seoul, Korea, September 2008
- ICDVRAT 2008, International Conference on Disability, Virtual Reality and Associated Technologies, Maia, Portugal, Sept 2008
- CW 2008, Cyberworlds, Hangzhou, China, Sept 2008
- EVA 2008, Digital Cultural Heritage - Essential for Tourism, Vienna, Austria, August 2008
- GRAPHICON 2008, Computer Graphics, Computer Vision, Image and Video processing, Moscow, Russia, June 2008

- IVA 2008, Intelligent Virtual Agents, Tokyo, Sept 2008
- VIRTUAL REHABILITATION 2008, Virtual Rehabilitation, Vancouver, Canada, August 2008
- ISBMS 2008, International Symposium on Computational Models for Biomedical Simulation, London, England, July 2008
- AMDO 2008, 5th International Conf. on Articulated Motion and Deformable Objects Puerto de Andratx, Mallorca, Spain, July 2008
- U-MEDIA 2008, Ubi-media Computing, Lanzhou, China, July 2008
- SMI 2008, Shape Modelling International, New-York, USA, June 2008
- SVR 2008, Symposium on Virtual and Augmented Reality, Joao Pessoa, Brazil, May 2008
- INCINCO 2008, International Conference on Informatics in Control, Automation and Robotics, Funchal, Madeira, Portugal, May 2008
- EGVE 2008, Eurographics Symposium on Virtual Environments, Eindhoven, The Netherlands, May 2008
- AAMAS08, International Conference on Autonomous Agents and Multi-Agent Systems, Esturial, Portugal, May 2008
- 3IA2008, Athens, Greece, May 2008
- EGW3DOR 2008, Eurographics 2008 Workshop on 3D object retrieval, Crete, Greece, April 2008
- SCCG 2008, Spring Conference on Computer Graphics, Budmerice Castle, Slovak Republic, April 2008
- VRIC 2008, Symposium on Virtual Humanoids, Laval, France, April 2008
- VR 2008, Virtual Reality, Reno, Nevada, USA, March 2008
- ACHI 2008, The International Conference on Advances in Computer-Human Interactions. St. Luce, Martinique, February 2008
- MMM 2008, Multimedia Modeling Conference, Kyoto, Japan, January 2008
- GRAPP 2008, Third International Conference on Computer Graphics Theory and Applications, Madeira Island, Portugal, January 2008
- VSMM 2007, Virtual Systems and Multimedia 2007, Brisbane, Australia, September 2007
- IVA 07, 7th International Conference on Intelligent Virtual Agents, Paris, France, September 2007.
- ACM VRST 2007, ACM Virtual Reality Software and Technology, Newport Beach, California, November 2007
- ICAT 2007, International Conference on Artificial Reality and Telexistence, Esbjerg, Denmark, November 2007
- Pacific Graphics 2007, Hawaii, USA, October 2007

- ICIIG 2007, Fourth International Conference on Image and Graphics, Chengdu, China, August 2007
- VIP 2007, Asia-Pacific WORKSHOP On Visual Information Processing 2007, Taiwan, December 2007.
- ADVCOMP 2007, The International Conference on Advanced Engineering Computing and Applications in Sciences, Papeete, French Polynesia, November 2007
- Graphicon 2007, 17th International Conference on Computer Graphics and Vision, Moscow, Russia, June 2007
- CAD/Graphics 2007, 10th International Conference on CAD/Graphics, Beijing, China, September 2007
- EG 2007 Cultural Heritage, Prag, Republic Czech, September 2007
- ACHI 2007, Affective Computing and Intelligent Interaction Conference, Lisbon, Portugal, September 2007
- CW2007, CyberWorlds 2007, Hannover, Germany, October 2007
- Haptex 2007, Workshop on haptic and tactile perception, Hannover, Germany, October 2007
- CGGM07, Workshop on Computer Graphics and Geometric Modeling, Beijing, China, May 2007
- ISCIS 2007, 22nd International Symposium on Computer and Information Sciences, Ankara, Turkey, November 2007
- IPT & EGVE 2007, Immersive Projection Technology and Eurographics Virtual Environments Symposium 2007, Weimar, Germany, July 2007
- 3IA2007, Athens, Greece, May 2007
- AAMAS07, International Conference on Autonomous Agents and Multi-Agent Systems, Hawaii, USA, May 2007
- SCCG 2007, Spring Conference on Computer Graphics 2007, Budmerice Castle - Slovak Republic, April 2007
- Second International Conference on Computer Graphics Theory and Applications GRAPP 2007, Barcelona, March 2007
- SMI 07, Shape Modelling 2007, Lyon, France, June 2007
- ICINCO 2007, Setubal, Portugal, August 2007
- MMM 2007, Singapore, January 2007 (Area chair)
- MIRAGE 2007, Rocquencourt, France, March 2007
- Laval VR 2007, Laval, France, April 2007
- CGIM 2007, Innsbruck, Austria, February 2007
- Second European Workshop on Interactive Evolution and Humanized Computational Intelligence (EvoInteraction), Valencia, Spain, April 2007

- ACM Virtual Reality Software and Technology VRST 2006, Limassol, Cyprus, November 2006
- Pacific Graphics 2006, Taipei, October 2006
- IEEE VR 2006, Arlington, USA, March 2006
- Eurographics 2006, Vienna, Austria, September 2006
- Indian Conference on Computer Vision, Graphics and Image Processing ICVGIP 2006, Madurai, India, December 2006
- International Conference on Artificial Reality and Telexistence (ICAT), Hangzhou, China, November 2006
- Virtual Reality International Conference VRIC 2006), Laval, France, April 2006
- 22nd Spring Conference on Computer Graphics, Budmerice Castle, April 2006
- ACM SIGGRAPH / Eurographics Symposium on Computer Animation, Vienna, Austria, September 2006
- EGVE06, Eurographics Symposium on Virtual Environments, Lisbon, Portugal, June 2006
- Second International Symposium on Plant Growth Modeling (PMA06), Beijing, China, November 2006
- 9th International Symposium on the 3D Analysis of Human Movement, Valenciennes, France, June 2006
- Human 10th International Conference on Knowledge-Based & Intelligent Information & Engineering Systems (KES 2006), Bournemouth, UK, November 2006
- CGI06, Computer Graphics International 2006, Hangzhou, China, June 2006
- 6th International Conference on Intelligent Virtual Agents (IVA06), Marina del Rey, USA, August 2006
- ICINCO 2006, Setubal, Portugal, August 2006
- ISCIS 2006, Istanbul, Turkey, November 2006
- MMM06, 12th International Multi-Media Modelling Conference, Beijing, China, January 2006
- GRAPHICON 2006, Novosibirsk, Russia, July 2006
- Workshop on Computer Graphics and Geometric Modeling (CGGM), Reading, UK, May 2006
- First European Workshop on Interactive Evolution and Humanized Computational Intelligence (EvoInteraction), Budapest, Hungary, April 2006
- ICDVRAT 2006, Esbjerg, Denmark, October 2006
- ArtAbilitation 2006, Esbjerg, Denmark, October 2006
- 3IA2006, Limoges, France, May 2006
- Shape Modelling 2006 (SMI06), Sendai, Japan, June 2006

- AAMAS06, International Conference on Autonomous Agents and Multi-Agent Systems, Hakodate, Japan, May 2006
- AMDO06, Fourth International Workshop on Articulated Motion and Deformable Objects, Palma de Mallorca, September 2006
- Bio-ADIT 2006, the Second International Workshop on Biologically Inspired Approaches to Advanced Information Technology, Osaka, Japan, January 2006
- IEEE VR 2005, Bonn, Germany, March 2005
- ACM SIGGRAPH/Eurographics Symposium on Computer Animation, Los Angeles, USA, August 2005
- IPT & EGVE Workshop 2005, Aalborg University, Denmark, October 2005
- HAPTEX '05 - VR Workshop On Haptic and Tactile Perception of Deformable Objects, Hanover, Germany, December 2005
- VSMM 2005, 11th Conference on Visual Systems and MultiMedia, Ghent, Belgium, October 2005
- CAD/Graphics 2005, Hong Kong, December 2005
- CGI05, Computer Graphics International 2005, New York, USA, June 2005
- SMI05, Shape Modelling 2005, Boston, USA, June 2005
- AAMAS05, International Conference on Autonomous Agents and Multi-Agent Systems, Utrecht, The Netherlands, July 2005
- Pacific Graphics 2005, Macau, China, October 2005
- Computer Animation and Social Agents (CASA) 2005, Hong Kong, October 2005
- IVA 2005, International Working Conference On Intelligent Virtual Agents, Kos, Greece, September 2005
- CGGM05, Workshop on Computer Graphics and Geometric Modeling, Atlanta, USA, May 2005
- MIRAGE 2005, Rocquencourt, France, March 2005
- ICINCO 2005, International Conference on Informatics in Control Automation and Robotics, Barcelona, March 2005
- VRIC 2005, 7th Virtual Reality International Conference, Laval, France, May 2005
- CGIM 2005, Computer Graphics and Imaging, Hawaii, USA, August 2005
- CEMVRC '05, Central European Multimedia and Virtual Reality Conference, Prague, , Czech Republic, June 2005
- MMM05, 11th International Multi-Media Modelling Conference, Melbourne, Australia, January 2005
- GRAPHICON 2005, Novosibirsk, Russia, June 2005
- PDCN 2005, Parallel And Distributed Computing And Networks, Innsbruck, Austria, February 2005

- CW2005, CyberWorlds 2005, Singapore, November 2005
- 3IA2005, Limoges, France, May 2005
- Eurographics 2004, Grenoble, France, September 2004
- ICINCO 2004, International Conference on Informatics in Control Automation and Robotics, Portugal
- VSMM 2004, 10th Conference on Visual Systems and MultiMedia, Gifu, Japan, October 2004
- ISCIS04, International Symposium on Computer and Information Sciences, Antalya, Turkey, October 2004
- VRST04, ACM Virtual Reality Software and Technology, Hong Kong, November 2004
- Laval Virtual 2004, Laval, France, May 2004
- VRCAI04, ACM SIGGRAPH International Conference on Virtual-Reality Continuum & Its Applications in Industry, Singapore, June 2004
- EGVE04, Eurographics Symposium on Virtual Environments, Grenoble, France, June 2004
- ICAT 2004, Tokyo, Japan, 2004
- SMI04, Shape Modelling 2004, Genova, Italy
- MMM04, 10th Conference on Multimedia Modeling, Brisbane, Australia, January 2004
- SCA04, ACM SIGGRAPH Symposium on Computer Animation, Grenoble, France, July 2004
- FG04, 6th International Conference on Automatic Face and Gesture Recognition, Seoul, June 2004
- CW2004, CyberWorlds 2004, Tokyo, November 2004
- CGI04, Computer Graphics International 2004, Crete, July 2004
- CGGM04, Workshop on Computer Graphics and Geometric Modeling, Krakow, Poland, June 2004
- AMDO04, Third International Workshop on Articulated Motion and Deformable Objects, Palma de Mallorca, September 2004
- AAMAS04, International Conference on Autonomous Agents and Multi-Agent Systems, New York, USA, June 2004
- 3IA2004, Limoges, France, May 2004
- 6th International Conference on Automatic Face and Gesture Recognition (FG2004), Seoul, Korea, 2004
- Cyberworlds 2003 (CW2003), Singapore, December 2003
- ICAT 2003, Seoul, Korea, 2003
- EUROGRAPHICS 2003, Granada, Spain, September 2003
- Symposium on Virtual Reality (SVR2003), October 2003, Ribeirão Preto, Brazil

- Gesture Workshop 2003, Genova Italy, April 2003
- Pacific Graphics 2003, Canmore, Canada, October 2003
- SIBGRAPI 2003, Sao Carlos Brazil, October 2003
- IPT/EGVE 2003 Workshop, Zurich, May 2003
- International Symposium on Plant growth Modeling, simulation, visualisation and their Applications, Beijing, China, October 2003
- Laval Virtual, Laval, France, May 2003
- ACM SIGGRAPH Symposium on Computer Animation, San Diego, USA, July 2003
- Second International Workshop on Computer Graphics and Geometric Modeling, CGGM'2003, Montreal, Canada, May 2003
- Symposium on Surgery Simulation and Human Modeling, Sophia Antipolis, France, June 2003
- MMM 2003, 9th Conference on Multimedia Modeling, Taiwan January 2003
- Cybertherapy 2003, San Diego, USA, March 2003
- Computer Graphics International 2003, Tokyo, Japan, July 2003
- 3IA 2003, Limoges, France, May 2003
- IEEE VR 2003, Los Angeles, USA, March 2003
- AMDO 2002, Palma de Majorca, Spain, November 2002
- Pacific Graphics 2002, Beijing, China, October 2002
- Fifth Symposium on Virtual Reality, Fortaleza, Brazil, October 2002
- SIBGRAPI 2002, Fortaleza, Brazil, October 2002
- 3D Virtual Heritage Workshop, Geneva, Switzerland, September 2002
- EUROGRAPHICS 2002, Sarrbrucken, Germany, September 2002
- IEEE ROMAN 2002, Berlin, Germany, September 2002
- VSMM 2002, KAIST, Korea, September 2002
- Computer Graphics International 2002, Bradford, UK, July 2002
- IEEE Workshop on Knowledge Media Networking, Kyoto, Japan, July 2002
- ACM SIGGRAPH Symposium on Computer Animation, San Antonio, Texas, USA, July 2002
- AAMAS'02 workshop, Bologna, Italy, July 2002
- Laval Virtual 2002, Laval, France, June 2002
- 5th International Conference on Automatic Face and Gesture Recognition (Washington DC, USA), May 2002
- 3IA 2002, Limoges, France, May 2002

- Spring Conference on Computer Graphics 2002. Budmerice Castle, Austria, April 2002
- ICAT 2002, Tokyo, Japan, April 2002
- International Conference on VR and its Application in Industry (VRAI'2002), Hangzhou, China, March 2002
- MICAD2002, Paris, France, March 2002
- IEEE VR 2002, Orlando, USA, March 2002
- IPT 2002, Orlando, USA, March 2002
- WSCG 2002, Plzen, Czech Republic, February 2002
- VSMM 2001, University of California, Berkeley, USA, October 2001
- VEonPC 2001, Baikal Lake, Russia, September 2001
- Virtual Reality International Conference (VRIC 2001), Laval, May 2001
- PACIFIC GRAPHICS 2001, Tokyo, Japan, October 2001
- SIBGRAPI 2001, Santa Catarina, Brazil, October 2001
- YoungVR, 2001, KAIST, Daejeon, Korea, December 18-20, 2001
- Symposium on Virtual Reality, Florianópolis, Brazil, October 2001
- EUROGRAPHICS 2001, Manchester, UK, September 2001
- Computer Graphics International 2001, Hong Kong, July 2001
- IEEE Workshop on Knowledge Media Networking, MIT, Boston, USA, June 2001
- IPT/EGVE'01 workshop, Stuttgart, Germany, May 2001
- EUROIMAGE 2001 ICAV3D, Mykonos, Greece, May 2001
- Spring Conference on Computer Graphics 2001 Budmerice Castle, Austria, April 2001
- IEEE VR 2001, Tokyo, Japan, March 2001
- MICAD2001, Paris, France, March 2001
- WSCG'2001, Plzen, Czech Republic, February 2001
- VRST 2000, Seoul, Korea, October 2000
- EUROGRAPHICS 2000, Interlaken, Switzerland, August 2000
- ROMAN 2000, Osaka, Japan, September 2000
- Virtual Worlds 2000, Paris, France, 2000
- Sixth EUROGRAPHICS Workshop on Virtual Environments, Amsterdam, The Netherlands
- AMDO 2000, First International Workshop on Articulated Motion and Deformable Objects, Palma, Spain
- VISUAL 2000, Mexico City
- MICAD2000, Paris, France, March 2000

- First French-British International Workshop on Virtual Reality, Brest France
- Laval Virtual 2000, Laval France
- IEEE Workshop on Knowledge Media Networking, NIST, USA, 2000
- Human Modeling, Analysis and Synthesis Workshop, South Carolina, USA
- Spring Conference on Computer Graphics 2000, Budmerice Castle, Austria
- 3IA'2000, Limoges, France
- WISE Workshop on Database Support for Information Visualization, 2000, HongKong
- Eurographics Workshop on Virtual Environments, Wien, Austria, 1999
- MMM'99. Ottawa, Canada, October 1999
- Workshop on Modelling People, Corfu, Greece, 1999.
- Rencontres Internationales de la Réalité Virtuelle, Laval, France, 1999
- VSMM '99, Dundee, Scotland, 2000
- European Conference on Artificial Life, ECAL 99 (advisory board), Lausanne, Switzerland, September 1999
- IEEE Workshop on Knowledge Media Networking, Stanford University, USA, 1999
- International Workshop on Synthetic-Natural Hybrid Coding and 3D Imaging, Santorini, Greece, October 1999
- GRAPHICON 99, Moskow, Russia, September 1999
- Pacific Graphics 99, Seoul, Korea, October 1999
- Eurographics '99, Milano, Italy, September 1999
- MICAD 99, Paris, France, 1999
- ECMAST 99, Madrid, Spain, May 1999
- ICVC 99, Goa, India, February 1999
- Computer Graphics International '99, Canmore, Canada, June 1999
- VR '99, IEEE, Houston, USA, March 1999
- Eurographics '98, Lisbon, Portugal, September 1998
- GRAPHICON 98, Leicester, UK and Moskow, Russia, September 1998
- ACM VRST 98, Taiwan, November 1998
- Pacific Graphics 98 (Singapore), October 1998
- VSMM '98, Gifu, Japan, September 1998
- VE'98, Stuttgart, Germany, June 1998
- ANIGRAPH 98, Moscow, Russia, May 1998
- ECAI 98 Workshop on Intelligent Virtual Environments, Brighton, UK, 1998

- SIBGRAPI 98 (Rio de Janeiro, Brazil , October 1998)
- ICES 98, Lausanne, Switzerland, September 1998
- Computer Graphics International '98, Hannover, Germany, June 1998
- ECMAST '98, Berlin, May 1998
- 3IA '98, Limoges, France, April 1998
- MICAD '98, Paris, France, March 1998
- VRAIS '98, IEEE, Atlanta, USA, March 1998
- ICES 98, Lausanne, Switzerland, January 1998
- 1998 International Conference on WEB-Based Modeling and Simulation, San Diego, USA
- Edugraphics 97, Algarve, Portugal, December 1997
- MMM '97, Singapore, November 1997
- VSMM '97, Geneva, Switzerland, September 1997
- IEEE Nonrigid and Articulated Motion Workshop, Porto Rico, June 1997
- Eurographics '97, Budapest, Hungary, September 97
- Swiss Workshop on Collaborative and Distributed Systems, Lausanne, Switzerland, May 1997
- Graphicon '97, Moscow, Russia, May 1997
- Spring Conference on Computer Graphics SCCG'97, Bratislava, Slovakia, June 1997
- Computer Graphics International '97, Hasselt, Belgium, June 1997
- VRAIS '97, IEEE, Albuquerque, USA, March 1997
- Pacific Graphics '97, Seoul, Korea, October 1997
- ECMAST '97, Milan, Italy, May 1997
- 4th Eurographics Workshop on Virtual Environments, Stuttgart, 1997
- MICAD '97, Paris, France, March 1997
- ISATA Conference on Simulation, Diagnosis and Virtual Reality in the Automotive Industry, Florence, Italy, June 1997
- ISATA Conference on Robotics, Motion and Machine Vision in the Automotive Industry, Florence, Italy, June 1997
- VSMM '96, Gifu, Japan, September 1996
- VRAIS '96, IEEE, Santa Clara, USA, March 1996
- FIVE '96, Pisa, Italy, December 1996
- Compugraphics '96, Paris, September 1996.
- Pacific Graphics '96, Taiwan, August 1996
- Graphicon '96, San Petersburg, Russia, June 1996

- Computer Graphics International '96, Pohang, Korea, June 1996
- 3IA '96, Limoges, France, April 1996
- MICAD '96, Paris, France, 1996
- Dedicated Conference on Simulation, Diagnosis and Virtual Reality in the Automotive Industry, Florence, Italy, June 1996
- 3rd Eurographics Workshop on Virtual Environments, Monte Carlo, 1996
- 7th Eurographics Workshop on Animation and Simulation, Poitiers, France, September 1996.
- Compugraphics '95, Lisbon, September 1995.
- FIVE '95, London, UK, December 1995
- ICAT/VRST '95, Chiba, Japan, November 1995
- VSMM '95, Gifu, Japan, September 1995
- Eurographics '95, Maastricht, The Netherlands, September 1995
- Isata '95, Aachen, Germany, September 1995
- Graphicon '95, San Petersburg, Russia, June 1995
- Eurographics Workshop on Implicit Surfaces, Grenoble, May 1995
- 01Design '95, Autrans, France, January 1995
- VRAIS '95, IEEE, USA, 1995
- Eurographics Workshop on Virtual Environments, Monte Carlo, February 1995
- Pacific Graphics '95, Seoul, Korea, August 1995
- Videa '95, La Coruna, Spain, June, 1995
- MMM'95, Singapore, November 1995
- Fourth CAD and CG Conference, Wuhan, China, November 1995
- Computer Graphics International '95, Leeds, UK, June 1995
- IFIP Conf. on Visual Databases, Lausanne, March 1995
- Graphicon '94, Nizhni Novgorod, Russia, September 1994
- 5th Eurographics Workshop on Animation and Simulation, Oslo, Norway, September 1994.
- Computer Graphics International '94, Melbourne, Australia, June 1994
- AVI '94, Italy
- Isata '94, Aachen, Germany, September 1994
- Edugraphics'93, Lisbon, Portugal, December 1993
- MMM'93, Singapore, November 1993
- ESS '93, Delft, The Netherlands, October 1993
- Isata, Aachen, Germany, September 1993

- Pacific Graphics '93, Seoul, Korea, August 1993
- ImageCom '93, Bordeaux, France, April 1993
- VideA '93, Southampton, March 1993
- Third CAD and CG Conference, Beijing, September 1993
- IFIP Conference on Modelling in Computer Graphics, Genova, Italy, June 1993.
- Compugraphics '92, Lisbon, September 1992.
- 3rd Eurographics Workshop on Animation and Simulation, Cambridge, UK, September 1992.
- Computer Graphics International '92, Tokyo, Japan, June 1992
- IFIP Conference on Modelling in Computer Graphics, Tokyo, April 1991.
- Compugraphics '91, Lisbon, September 1991.
- Computer Graphics International '91, MIT Media-Lab, June 1991
- 2nd Conf. on CAD and CG, Hangzhou, China, September 1991.
- Computer Graphics International '90, Singapore.
- Computer Animation '90, Geneva, May 1990
- IFIP Visual Database à Tokyo
- PIXIM '89, Paris
- Computer Graphics International '89, Leeds, UK
- Graphics Interface '88 à Edmonton
- Computer Graphics International '87, Karuizawa, Japan
- Computer Graphics Tokyo '85, Japan
- Computer Graphics Tokyo '84, Japan
- 1st Quebec Workshop on Computer Graphics, Montreal 1983

Expertises

- Expert for European Union, IST Program
- Expert for Greek government, Department of Industry
- Expert for Georgia National Science Foundation
- Expert for King Fahd University of Petroleum & Minerals, Saudi Arabia
- Expert for European Union, ACTS Visionary Research, chair panel “From Multimedia to TelePresence”, Brussels
- Expert for European Union, Esprit Projects on IT for Mobility, Brussels
- Expert for Natural Sciences and Engineering Research Council of Canada
- Expert for Netherlands Organisation for Scientific Research

- Expert for European Union, Esprit Basic Research Projects, Brussels
 - Expert for Science and Engineering Research Council (SERC) in Singapore
 - Expert for Research Grants Council of Hong Kong
 - Expert for INRIA, France
 - Expert for "National Science Foundation", USA.
 - Expert for "Engineering and Physical Sciences Research Council", UK
 - Expert for "Swiss National Research Foundation", Switzerland
 - Expert for FWF (Austrian Research Foundation)
 - Expert for "Basic Research Foundation", Israel
 - Reviewer for:
 - ACM SIGGRAPH
 - ACM Transactions on Internet Technology
- IEEE Transactions on Visualization and Computer Graphics
- IEEE Transactions on Autonomous Systems
 - IEEE Computer Graphics and Applications
 - IEEE Computer
 - IEEE Transactions on Circuits and Systems
 - IEEE Transactions on Pattern Analysis and Machine Interpretation
 - IEEE Transactions on Robotics
 - IEEE Transactions on Multimedia
 - ACM Transactions on Graphics
 - Communications of ACM
 - The Visual Computer
 - Computer Graphics Forum
 - Computer Vision, Graphics and Image Processing
 - Presence
 - International Journal of Modelling and Simulation
 - Journal of ACM Multimedia
 - International Journal of Human-Computer Studies
 - Computers and Graphics
 - Signal Processing
 - EUROGRAPHICS
 - CAD
 - MMM
 - Graphics Interface
 - Computer Graphics International
 - Pacific Graphics
 - MICAD

Professional societies

- SARIT (Swiss Association for the Research in Information Technologies), President, since 2004
- ERCIM, member of Board of Directors, since 2004
- Troisième Cycle Romand d'Informatique, President, 2002-2004
- International Society on Virtual Systems and Multimedia, Director, since 1995
- Computer Graphics Society, Executive Board member, treasurer, since 1988
- EUROGRAPHICS Working Group on animation and simulation, cochair, 1992-2002
- IFIP WG5.10, Computer Graphics Group, member since 1992
- IEEE Computer Society, member, since 1978
- Association for Computer Machinery, SIGGRAPH, member, since 1978
- EUROGRAPHICS, member, since 1980
- Canadian Man-Computer Communications Society, director, 1985-89

Awards

- Doctor Honoris Causa, University Paul-Sabatier, Toulouse, France, June 2003
- 2nd best paper award, Computers and Graphics, 2000
- Winner, "Technologiestandort Schweiz" competition, Hannover fair CEBIT 1989
- Raster Technologies award 1986
- Special award, Facets Multimedia, Chicago, 1985
- Chris Award, 32nd Annual Columbus International Film Festival (Ohio, USA), 1984
- Special award, Murcia Film-Festival, Spain, 1984
- Golden Sheaf Award, Yorkton Short Film and Video Festival Festival, Canada, 1983
- First award, Computer Graphics, Online, 1982
- First award for the best paper, EUROGRAPHICS '81, Darmstadt, Germany

Newspapers and TV

- Our research on Virtual Humans has been reported in many newspapers and Journals including New York Times, Daily Mirror, The Times, Chicago Tribune, Globe and Mail, Macleans, Toronto Star, Dallas Morning News, Portland Oregoner, Vancouver Sun, Neue Zürcher Zeitung, Le Monde, L'Express.
- Our computer-generated films have been selected for numerous international festivals (Siggraph, Imagina, Hiroshima etc...). They have been shown on numerous TV channels in USA, Canada, Japan (NHK Nightly News), Switzerland, France (TF1, Antenne 2, Canal +), Germany, Italy, Spain, UK (BBC), Holland, Denmark, Brasil, Australia, Korea, China.

Research valorization and projects

European projects

- 2009-2013 Partner in an Integrated Project CYBEREMOTIONS (Collective Emotions in Cyberspace) (Amount for VRLab: 465'000 Euros)
- 2008-2010 Partner in a Coordinate Action FOCUS K3D (FOster the Comprehension, adoption and USe of Knowledge intensive technologies for coding and sharing 3D media content in consolidate and emerging application communities) (Amount for VRLab: 128'400 Euros)
- 2006-2010 Partner in a Marie Curie Research Training Network (3D ANATOMICAL HUMAN) (Amount for VRLab: 378'400 Euros)
- 2006-2010 Partner in a Network of Excellence (INTERMEDIA: Interactive Media with Personal Networked Devices) (Amount for VRLab: 399'060 Euros)
- 2004-2008 Partner in a Network of Excellence (INTUITION: Network of Excellence on Virtual Reality and Virtual Environments Applications for Future Workspaces) (Amount for VRLab: 60'000 Euros)
- 2004-2008 Partner in a Network of Excellence (EPOCH: Excellence in Processing Open Cultural Heritage) (Amount for VRLab: 200'000 Euros)
- 2004-2008 Partner in a Network of Excellence (AIM@SHAPE: Advanced and Innovative Models And Tools for the development of Semantic-based systems for Handling, Acquiring, and Processing knowledge Embedded in multidimensional digital objects) (Amount for VRLab: 718'600 CHF)
- 2004-2008 Partner in a Network of Excellence (ENACTIVE: Enactive Interface) (Amount for VRLab: 482'400 CHF)
- 2004-2008 Partner in a Network of Excellence (HUMAINE: Human-Machine Interaction Network on Emotion) (Amount for VRLab: 205'330 CHF)
- 2005-2006 Marie-Curie Intra European Fellowship (RAGA: Robotics Algorithms for Computer Animation) (Amount for VRLab 108'000 Euros)
- 2003-2006 Partner in an INCO-MED project (ERATO: Identification And Revival Of The Acoustic Heritage Of The Ancient Theatre And Odea) with University of Geneva (Switzerland), Yildiz Technical University (Turkey), Universita degli Studi di Ferrara (Italy), Institut National de Recherche sur le Transport et la Sécurité (France), Danmarks Tekniske Universitet (Denmark), Hashemire University (Jordan). (Amount for VRLab: 357'770 CHF)
- 2001-2004 Partner in an IST project (*MELIES: Modelling Equipment for Live Interactive Electronic Streaming*) with XD Productions (France), The University of Surrey (U.K.), Giunti Multimedia srl (Italy), Ernst Klett AG (Germany), University of Geneva (Switzerland) (Amount for VRLab: 640'750 CHF)

- 2001-2004 Partner in an IST project (*STAR: Services and Training Through Augmented Reality*) with Siemens AG (Germany), Swiss Federal Institute of Technology (EPFL), Delft University of Technology (Netherlands), University of Geneva (Switzerland), Katholieke Universiteit Leuven (Belgium), Realviz SA (France), Siemens Corporate Research (USA) (Amount for VRLab: 583'040 CHF)
- 2001-2003 Partner in an IST project (*WORLDS STUDIOS: Innovative Computer Tools and Methods for Virtual 3D Environments Production*) with EADS Matra Systèmes and Information (France), Broadview (Germany), PlanB Media (Germany), Cryo Networks (France), Informatics and Telematics Institute (Greece) (Amount for VRLab: 348'254 CHF)
- 2000-2003 Partner in an IST project (*JUST :Training of non professionals in Health Emergency Situations by Virtual Reality*) with University of Geneva (Switzerland), Foundation for Research & Technology (Greece), Universidad Politécnica de Madrid (Spain), TSD (Italy), University of Genova (Italy), GIUNTI labs (Italy), Danish Centre for Health Telematics (Denmark), Assistance Publique – Hopitaux de Paris (France), Sociedad Andaluza para el Desarrollo de la Informatica y la Electronica (Spain) (Amount for VRLab: 439'600 CHF)
- 2000-2002 Partner in an IST project (*CROSSES: Simulation of emergency situation with crowds*) with Matra (France), Scotland Yard (UK), ISTAR (France), Ruhr-Universität Bochum (Germany) - Hanover University (Germany), University of Geneva (Switzerland) (Amount for VRLab: 722'000 CHF)
- 2000-2002 Partner in an IST project (*MESH: Modeling of Expression and Shape of human Heads*) with University of Geneva (Switzerland), Duran (France), Universität Freiburg (Germany), Eyetronics (Netherlands), Imagination In Motion (Belgium), Eidgenossische Technische Hochschule (Switzerland) (Amount for VRLab: 516'400 CHF)
- 2000-2001 Partner in an IST project (*MADISON: Networked Virtual Environment System based on MPEG-4, DIS, and Set-top-box users*) with University of Geneva (Switzerland), Memondo Graphics (Spain), Deltatec (Belgium), Archetypon (Greece), Norsk Regnesentral (Norway), BoostWorks (France), Canal+ (Belgium) (Amount for VRLab: 691'983 CHF)
- 2000-2002 Partner in an IST project (*INTERFACE: Autonomous agent that can communicate with users over the Internet*) with University of Geneva (Switzerland), Signal processing Lab, EPFL (Switzerland), University of Genova (Italy), Universitat Politècnica Catalunya (Spain), Linköping University (Sweden), Matra-Nortel Communications (France), Informatics and Telematics Institute (Greece), W Interactive (France), TAU (Italy), Elan Informatique (France), University of Maribor (Slovenia), Curtin University of Technology (Australia) (Amount for VRLab: 593'573 CHF)

- 2000-2001 Partner in an IST project (*SONG: Networked Virtual Environment System based on MPEG-4*) with University of Geneva (Switzerland), Blaxxun Interactive (Germany), Deutsche Telekom (Germany), France Télécom, GMD (Germany), Imperial College (UK), Telenor (Norway), INRIA (France), CSELT (Italy), Groupement des Ecoles de Telecommunications (France), Universität Stuttgart (Germany), Siemens (Germany) (Amount for VRLab: 478'368 CHF)
- 2000-2002 Partner in a GROWTH project (*VIRTUAL: Virtual reality systems for perceived ergonomic quality testing of driving task and design*) with University of Geneva (Switzerland), Centro Recherche Fiat (Italy), Scuola superiore di studi universitari e di perfezionamento (Italy), University of Regensburg (Germany), Fraunhofer – Institute für Arbeitswirtschaft und Organisation (Germany), Loughborough University (UK), Darmstadt University (Germany) (Amount for VRLab: 522'650 CHF)
- 2000-2002 Partner in an INCO-MED project (*CAHRISMA: Identification, revival and conservation of architectural heritage using audio-visual reconstruction of worship spaces in real-time 3D virtual environments*) with University of Geneva (Switzerland), Yildiz Technical University (Turkey), Università degli Studi di Ferrara (Italy), Institut National de Recherche sur le Transport et la Sécurité (France), Danmarks Tekniske Universitet (Denmark), University of Malta. (Amount for VRLab: 224'000 CHF)
- 1996-2001 Partner in a TMR research network (*PAVR: Platform for Animation and Virtual Reality*) with University of Bath (UK), Siemens (Germany), Limburg University Center (Belgium), Ecole des Mines de Nantes (France), IRISA (France), University of Islas Baleares (Spain), University of Glasgow (UK), University Joseph Fourier, Grenoble (France), Technical University of Wien (Austria), and University of Geneva. (Amount for VRLab: 342'000 CHF)
- 1998-2000 Partner in a Telematics - TIDE project (*DRAMA: Developments in rehabilitation of the Arm – A Multimedia Approach*) with University of Newcastle Upon Tyne, (UK), MIE Medical Research (UK), Signo Motus (Italy), Scuola Superiore S.Anna (Italy), University of Geneva (Switzerland), Klinik Berlin (Germany) Centro Neurolesi Messina, (Italy), North Staffordshire Hospital (UK), Belgian MS Society (Belgium) (Amount for VRLab: 219'000 CHF)
- 1997-2000 Partner in an Esprit project (*eRENA: Electronic Arenas for Culture, Performance, Art and Entertainment*) with KTH (Sweden), British Telecom (UK), University of Geneva (Switzerland), GMD (Germany), Illuminations (UK), University of Nottingham (UK), ZKM (Germany) (Amount for VRLab: 5936'000 CHF)
- 1995-2000 Partner in an ACTS project (*VIDAS: VIDEO Assisted with audio coding and representation*) started in 1995 with Matra Communication (France), Philips (France), Modis Spa Italy), Linköping University (Sweden), Universitat Polytechnica Catalunya (Spain), University of Genova (Italy), Inria (France), University of Geneva (CH) (Amount for VRLab: 926'500 CHF)
- 1996-2000 Partner in a Telematics - TIDE project (*TREMOR: Development and Validation of New Assistive Devices for the Treatment of Disability Caused by TREMOR*) with 19 partners. (Amount for VRLab: 256'500 CHF)

- 1995-1999 Partner in an ACTS project (COVEN: Collaborative Virtual Environments) started in 1995 with Thomson CSF (France), Division Ltd (UK), University College London (UK), University of Nottingham (UK), University of Lancaster (UK), Swedish Institute of Computer Science (Sweden), Arax (UK), Integrated Information Systems (Greece), KPN Research (The Netherlands), TNO Physics and Electronics (The Netherlands), University of Geneva (CH). (Amount for VRLab: 1'023'000 CHF)
- 1996-1999 Partner in an Esprit project (*VISTA: Virtual Interactive Studio for Television Applications*) started in 1996 with EDC (Netherlands), VPRO (Netherlands), NOB (Netherlands), BRT (Belgium), University of Bradford (UK), Limburg University Center (Belgium), and University of Geneva. (Amount for VRLab: 623'250 CHF)
- 1997-1999 Partner in an Esprit project (*MOCA: Motion Capture*) with Actisystem (France), Art & Magic (Belgium), Bits (UK), Duran (France) (Amount for VRLab: 719'700 CHF)
- 1996-1999 Partner in a BIOMED-2 project (*MIAS: Minimally Invasive Assisted Surgery*) with Scuola Santa Anna (Italy), Istituto Ortopedici Rizzoli (Italy), University of Islas Baleares (Spain), University of Bristol (UK), University Hospital Lund (UK), Karl Storz GmbH % Co (Germany), and University of Geneva. (Amount for VRLab: 96'780 CHF)
- 1996-1997. Partner in an TEN-IBC project (*VISINET: 3D Visualization through Networks*) started in 1995 with 27 partners. (Amount for VRLab: 53'000 CHF)
- 1994-1997 Member of the Esprit FIVE (*FrameWork for Immersive Virtual Environments*) Working Group, with Queen Mary College (UK), Fraunhofer Institute (Germany), Bochum University (Germany), Arts (Italy) and University of Geneva. (Amount for VRLab: 22'000 CHF)
- 1993-1997 Partner in an Esprit project (*CHARM: A Comprehensive Human Animation Resource Model*) with Ecole des Mines de Nantes (France), Technical University of Lisbon (Portugal), University of Islas Baleares (Spain), University of Geneva and University of Karlsruhe (Germany). (Amount for VRLab: 357'938 CHF)
- 1995-1997 Partner in an Esprit project (*HUMANOID-2: Realistic Autonomous Virtual humans for multimedia Applications*) with Philips (UK), RTL/Productions (Luxemburg), PDG and Partners (Belgium), Silicon Graphics, and University of Geneva. (Amount for VRLab: 405'000 CHF)
- 1992-1995 Partner in an Esprit project (*HUMANOID: A Real-time and Parallel System for the Simulation of Virtual Humans*) with Silicon Graphics Manufacturing S.A., Telmat Informatique (France), RTL/Productions (Luxemburg), University of Geneva and University of Karlsruhe (Germany). (Amount for VRLab: 144'400 CHF)

National projects

- 2009-2011 Main Investigator of SINERGIA project "Aerial Crowds" (Amount for VRLab: 266'000 CHF)

- 2001-2009 Partners of IP “A generalized approach towards functional modeling of human articulations (Project 10)” in NCCR CO-ME (The Computer Aided and Image Guided Medical Interventions) (Amount for VRLab: 208'000 CHF for 2005-2009)
- 2005-2008 Co-investigator in Project Indo-Swiss Joint Research Program: Crowd Analysis and Simulation (104'000 CHF)
- 1990-2009 Main researcher in project of Swiss National Research Foundation on *Behavioral Animation and Virtual Reality* (184'900 CHF for 2007-2009)
- 1998-2009 Main researcher in project of Swiss National Research Foundation on *Virtual Animation of Real Scenes* (94'288 CHF for 2007-2009)
- 1999-2007 Co-investigator in project of Swiss National Research Foundation on *Interactive Optimization of Mobile Articulated Structures* (95'278 CHF for 2007-2009)
- 1998-2001 Co-investigator in project of Swiss National Research Foundation on *Realistic Modeling from Video Sequences* (50'000CHF per year)
- 1995-1999 Partner with University of Geneva in SPP priority project on *Collaborative Environments*. (120'000 CHF)

EPFL Projects

- 2005-2007 Solar Impulse - Human-Machine Interface with Dario Floreano (Intelligent Systems Lab - ISL-I2S-STI) Amount for VRLab: 108'000 CHF
- 2005-2008 SRE program, Athletic Video Re-synthesis (180'000 CHF for 3 years)
- 2005-2006 FIFO – Vision Mentale 3D - 156'000 CHF
- 1995-1999 Partner in the EPFL project *Web over ATM*

LIST OF PUBLICATIONS

Refereed and invited papers in journals

1. B. Yersin, J. Maïm, D. Thalmann, **Unique Instances for Crowds**, *IEEE Computer Graphics and Applications*, 2009 (to appear)
2. H. Grillon, D. Thalmann **Simulating Gaze Attention Behaviors for Crowds**, *Computer Animation and Virtual Worlds*, 2009 (to appear)
3. M. Hopmann, D. Thalmann and F. Vexo, **Tangible drag-and-drop: Transferring digital content with a remote control**, *Transactions on Edutainment*, Springer, Volume 5670/2009, pp. 306-315, 2009.
4. J. Maïm, B. Yersin, J. Pettré, D. Thalmann, **YaQ: An Architecture for Real-Time Navigation and Rendering of Varied Crowds**, *IEEE Computer Graphics and Applications*, 2009
5. E. Arbabi, R. Boulic and D. Thalmann, **Fast collision detection methods for joint surfaces**, *Journal of Biomechanics*, Vol. 42, Nr. 2, pp. 91-99, 2009.
6. R. Boulic, D Maupu, D Thalmann, **On Scaling Strategies for the Full Body Interaction with Virtual Mannequins**, *Journal Interacting with Computers, Special Issue on Enactive Interfaces*, 21(1-2), January 2009. pp 11-25, Elsevier
7. X. Maurice, A. Sandholm, N. Pronost, R. Boulic, D. Thalmann, **A subject-specific software solution for the modeling and the visualization of muscles deformations**, *The Visual Computer*, 2009, vol.25, number 9, 2009, pp. 835-842.
8. M. Peinado, D. Maupu, D. Raunhardt, D. Meziat, D. Thalmann, R. Boulic, **Full-body Avatar Control with Environment Awareness**, *IEEE Computer Graphics and Applications*, 29(3), May-June 2009
9. D. Maupu, R. Boulic, D. Thalmann, **Characterizing full-body reach duration across task and viewpoint modalities**, *on-line Journal of Virtual Reality and Broadcasting*, 5(2008), no. 15, November 2008
10. F. Morini, B. Yersin, J. Maïm, and D. Thalmann, **Real-Time Scalable Motion Planning for Crowds**, *The Visual Computer*, Vol.24, No.10, pp.859-870, 2008.
11. N. Magnenat-Thalmann, A. Peternier, X. Righetti, M. Lim, G. Papagiannakis, T. Fragopoulos, K. Lambropoulou, P. Barsocchi and D. Thalmann, **A virtual 3D mobile guide in the INTERMEDIA project**, *The Visual Computer*, Vol. 24, Nr. 7-9, pp. 827-836, 2008.
12. A. Garcia-Rojas, M. Gutierrez and D. Thalmann, **Visual creation of inhabited 3D environments: An ontology-based approach**, *The Visual Computer*, Vol.24 No7-9, 2008.

13. A. Maciel, R. Boulic, D.Thalmann, **Efficient Collision Detection within Deforming Spherical Sliding Contact**, *IEEE Transactions on Visualization and Computer Graphics*, Vol.13, No3, 2007, pp.518-529.
14. T. Conde, D. Thalmann, **Virtual Perception and Learning: Tools to Improve Sense of Presence Quality**, *International Journal of Virtual Reality*, 2007
15. M. Gutierrez, D. Thalmann, F. Vexo, L. Moccozet, N. Magnenat-Thalmann, M. Mortara, M. Spagnuolo, **An Ontology of Virtual Humans: incorporating semantics into human shapes**, *The Visual Computer*, Vol.23, No3, 2007, pp.207-218.
16. S. Cardin, D.Thalmann, F. Vexo, **A wearable system for mobility improvement of visually impaired people**, *The Visual Computer*, Vol.23, No2, 2007 pp.109-118.
17. H. Grillon, F. Riquier, B. Herbelin, D. Thalmann, **Virtual Reality as Therapeutic Tool in the Confines of Social Anxiety Disorder Treatment**, *International Journal on Disability and Human Development*, Vol.5, No3, 2006
18. J. Pettre, P. de Heras, J. Maim, B. Yersin, J.P. Laumond, D.Thalmann, **Real-Time Navigating Crowds: Scalable Simulation and Rendering**, *Computer Animation and Virtual Worlds*, Vol.16, No3-4, 2006, pp.445-456.
19. S. Cardin, F. Vexo, D.Thalmann, **Vibro-Tactile Interface for Enhancing Piloting Abilities During Long Term Flight**, *Journal Of Robotics and Mechatronics*, Vol.18, No4, 2006, pp.381-391.
20. N. Magnenat-Thalmann, D.Thalmann, **Autonomous Virtual Characters: Realistic Inhabitants of Artificial Worlds**, *ACM Computing Reviews*, February 2006
21. T. Conde, D. Thalmann, **An Integrated Perception for Autonomous Virtual Agents: Active and Predictive Perception**, *Computer Animation and Virtual Worlds*, Vol.16, No3-4, 2006, pp.457-468.
22. P.Glardon, R.Boulic, D.Thalmann, **Dynamic Obstacle Clearing for Real-time Character Animation**, *The Visual Computer*, Vol.22, No6, 2006, pp.399-414.
23. R. Ott, D. Thalmann, F. Vexo, **Organic Shape Modelling through Haptic Devices**, *Computer-Aided Design and Applications*, Vol.3, No1-4, 2006, pp.79-88
24. A. Garcia-Rojas, D. Thalmann, F. Vexo, **Emotional Face Expression Profiles Supported by Virtual Human Ontology**, *Computer Animation and Virtual Worlds*, Vol.16, No3-4, 2006, pp.259-270.
25. P.Glardon, R.Boulic, D.Thalmann, **Robust On-line Adaptive Footplant Detection and Enforcement for Locomotion**, *The Visual Computer*, Vol.22, No3, 2006, pp.194-209.
26. D. Thalmann, **Trends in VR: Virtual Humans, VR Games for Education, and Wearable VR**, *Virtual Reality Society of Japan Journal*, Vol.11, No1, 2006, pp.16-19.
27. B. Herbelin, P. Benzaki, F. Riquier, O. Renault, H. Grillon, D. Thalmann, **Using physiological measures for emotional assessment: a computer-aided tool for Cognitive and Behavioural Therapy**, *International Journal on Disability and Human Development*, 2005

28. R. Ott, D. Thalmann, F. Vexo, **Modélisation haptique de Formes organiques par Métaballes assistée de Périphériques de Réalité virtuelle**, *numéro Spécial de la Revue de CFAO et d'informatique graphique intitulé "Interaction Homme Machine et CFAO"*, 2005
29. B.Herbelin, M.Ponder, D.Thalmann, **Building Exposure: Synergy of Interaction and Narration through Social Channels**, *Presence*, MIT, Vol.14, No2, 2005 pp.234-246.
30. N. Magnenat-Thalmann, D.Thalmann, **Virtual Humans: Thirty Years Of Research, What Next ?**, *The Visual Computer*, Vol.21, 2005, pp.1-19
31. G.Papagiannakis, S. Schertenleib, B. O'Kennedy , M. Poizat, N.Magnenat-Thalmann, A. Stoddart, D.Thalmann, **Mixing Virtual and Real scenes in the site of ancient Pompeii**, *Computer Animation and Virtual Worlds*, Vol.16, No1, 2005 pp.11-24.
32. M.Gutierrez, F.Vexo, D.Thalmann, **Semantics-based representation of Virtual Environments**, *International Journal of Computer Applications in Technology*, 2005 Vol.23, No 2/3/4.
33. A. Aubel, D.Thalmann, **MuscleBuilder: A Modeling Tool for Human Anatomy**, *Journal of Computer Science and Technology*, Vol.19, No 5, 2004, pp. 585-595
34. A.Manganas, M.Tsiknakis, E.Leisch, M. Ponder, T.Molet, B.Herbelin, N.Magnenat-Thalmann, D.Thalmann, **JUST in Time Health Emergency Interventions: An innovative approach to training the citizen for emergency situations using Virtual Reality Techniques and Advanced IT Tools (The VR Tool)**, *Journal on Information Technology in Healthcare*, Vol.2, No6, 2004, pp. 399-412
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33. N.Badler, N. Magnenat-Thalmann, D.Terzopoulos, D. Thalmann, **Recent Techniques in Human Modeling, Animation and Rendering**, SIGGRAPH '93, Anaheim, USA, 1993
34. D. Thalmann, **State-of-the-art Report on Human Modeling and Animation**, Eurographics '93, Barcelona, Spain, 1993
35. D. Thalmann, **Virtual Reality and Multimedia for Animation**, MMM '93, Singapore, 1993
36. N. Magnenat-Thalmann, D. Thalmann, **Recent Techniques in Computer Animation**, Pacific Graphics '93, Seoul, Korea, 1993
37. N.Badler, N. Magnenat-Thalmann, D.Terzopoulos, D. Thalmann, **Recent Techniques in Human Modeling, Animation and Rendering**, SIGGRAPH '93, Anaheim, USA, 1993
38. N. Magnenat-Thalmann, D. Thalmann, **Computer Animation**, ICCG '93, Bombay, 1993
39. N.Badler, N. Magnenat-Thalmann, D.Terzopoulos, D. Thalmann, **Advanced Techniques in Human Modeling, Animation and Rendering**, SIGGRAPH '92, Chicago, USA, 1992
40. N. Magnenat-Thalmann, D. Thalmann, **From Physics to Computer Animation**, Computer Graphics International 91, MIT, Boston, 1991
41. N.Badler, N. Magnenat-Thalmann, D.Terzopoulos, D. Thalmann, **Advanced Techniques in Human Modeling, Animation and Rendering**, SIGGRAPH '91, Las Vegas, USA, 1991
42. N. Magnenat-Thalmann, D. Thalmann, **Computer Animation**, Graphics Interface '91, Calgary, Canada, 1991
43. N. Magnenat-Thalmann, D. Thalmann, **Computer Animation**, Computer Graphics International 90, Singapore, 1990
44. N. Magnenat-Thalmann, D. Thalmann, B.Wyvill, D.Zeltzer, **Synthetic Actors: the Impact of A.I. and Robotics on Animation**, SIGGRAPH '88, Atlanta, USA, 1988
45. N. Magnenat-Thalmann, D. Thalmann, **Computer Animation**, Graphics Interface '88, Emonton, Canada, 1988

46. N. Magnenat-Thalmann, D. Thalmann, **Computer Animation**, Computer Graphics International 88, Genève, 1988
47. N. Magnenat-Thalmann, D. Thalmann, **Do it Yourself 3D Animation**, Japan Management Association, 1985
48. N. Magnenat-Thalmann, D. Thalmann, **Computer Animation**, Graphics Interface '85, Montreal, Canada, 1985
49. N. Magnenat-Thalmann, D. Thalmann, **Introduction à l'infographie**, Eurographics '85, Nice, France, 1985
50. N. Magnenat-Thalmann, D. Thalmann, **Computer Animation**, Computer Graphics Tokyo 84

Visual works

1. DVD-ROM, (edited by O. Renault), **Virtual Humans**, mpeg movies, 2009
2. DVD-ROM, (edited by O. Renault), **Virtual Humans**, mpeg movies, 2008
3. DVD-ROM, (edited by O. Renault), **Virtual Humans**, mpeg movies, 2006
4. DVD-ROM, (edited by O. Renault), **Virtual Humans**, mpeg movies, 2005
5. DVD-ROM, (edited by O. Renault), **Virtual Humans**, mpeg movies, 2004
6. DVD-ROM, (edited by O. Renault), **Virtual Humans**, mpeg movies, 2003
7. CD-ROM, (edited by O. Renault), **Virtual Humans**, 26 mpeg movies, March 2001
8. CD-ROM (edited by O. Renault), **Oldies**, 25 mpeg movies, March 2001
9. Thalmann et al., **Virtual Humans '2001**, video Betacam, 38 min.
10. Thalmann et al., **Virtual Humans '99**, video Betacam, 32 min.
11. Thalmann et al., **Virtual Humans '98**, video Betacam, 32 min.
12. Thalmann et al., **Virtual Humans '97**, video Betacam, 32 min.
13. Thalmann et al., **Virtual Humans '96**, video Betacam, 29 min.
14. N. Magnenat-Thalmann, D. Thalmann, **Marilyn: Autonomous Virtual Humans**, SAE International, NASA, 10 min , 1996.
15. N. Magnenat-Thalmann, D. Thalmann, **Recent Techniques in Human Modelling, Animation and Rendering**, Siggraph '93 video for course, 20 min., 1993
16. N. Magnenat-Thalmann, D. Thalmann, **Fashion Show**, computer-generated film, in ray tracing, with cloth animation, 1 minute, 1 inch video, 1992
17. N. Magnenat-Thalmann, D. Thalmann, **Still Walking**, computer-generated film, in ray tracing, with walking modle, 40 seconds, 1 inch video, 1991

18. N. Magnenat-Thalmann, D. Thalmann, **Flashback**, computer-generated film, in ray tracing, with cloth animation, 40 seconds, 1 inch video, 1990
19. N. Magnenat-Thalmann, D. Thalmann, **Iad**, computer-generated film, in ray tracing, with hand animation, 3 minutes, 1 inch video, 1990
20. N. Magnenat-Thalmann, D. Thalmann, **Les îles ont une âme**, computer-generated film, produced with the HUMAN FACTORY system, 2 minutes, 35mm color, 1988
21. N. Magnenat-Thalmann, D. Thalmann, **Galaxy Sweetheart**, computer-generated film, produced with the HUMAN FACTORY system, 6 minutes, 35mm color, 1988
22. N. Magnenat-Thalmann, D. Thalmann, **Rendez-vous à Montréal**, computer-generated film, produced with the HUMAN FACTORY system, 7 minutes, 35mm color, 1987
23. N. Magnenat-Thalmann, D. Thalmann, **Eglantine**, computer-generated film, produced with the HUMAN FACTORY system, 3 minutes, 35mm color, 1987
24. N. Magnenat-Thalmann, D. Thalmann, **Nirvana**, computer-generated film, produced with the MIRANIM system, 4 minutes, 16mm color, 1985
25. P. Bergeron, N. Magnenat-Thalmann, D. Thalmann, **Vol de Rêve (Dream Flight)**, computer-generated film, produced with the MIRA Animation system, 13 minutes, 16mm color, 1982

International Talks and Lectures

1. Motion in Games (MIG2009), Utrecht, the Netherlands, November 2009
2. CyberWorlds 2009, Bradford, UK, September 2009
3. Seminar about Ergonomics in Design, Lisbon, Portugal, May 2009
4. Eurographics 2009, Munchen, Germany, March 2009
5. CISA 2009, Zarzis, Tunisia, March 2009
6. Motion in Games (MIG2008), Utrecht, the Netherlands, November 2008
7. COST 2102 International Conference on Cross-Modal Analysis of Speech, Gestures, Gaze and Facial Expressions, Prague, Czech Republic, October 2008
8. Ionian University, Corfu, Greece, September 2008
9. CGI 2008, Istanbul, Turkey, June 2008
10. Collège de France, Paris, France, February 2008
11. CGIM 2008, Innsbruck, Austria, February 2008
12. ACM VRST 2007, Newport Beach, USA, December 2007
13. MobileHCI 2007, Singapore, September 2007
14. Eurographics 2007, Prague, Republic Czech, September 2007
15. National University of Singapore, August 2007
16. AWVR Workshop, Hong Kong, June 2007
17. Federal University of Pernambuco, Recife, Brazil, June 2007
18. Federal University of Alagoas, Maceio, Brazil, June 2007
19. CGI 2007, Petropolis, Brazil, June 2007
20. 2nd Congress of the Greek Society of Biomechanics, Olympia, Greece, May 2007
21. Forth, Heraklion, Greece, May 2007
22. ICVGIP 2006, Madurai, India, December 2006

23. Indian Institute of Technology, Delhi, India, December 2006
24. Graphite 2006,, Kuala Lumpur, December 2006
25. Charles University, Prag, November 2006
26. ISCIS 2006, Istambul, Turkey, November 2006
27. Human Character Modelling and Animation Symposium, Bournemouth, UK, November 2006
28. CIDE 2006, Jinan, China, October 2006
29. Workshop on Digital Heritage, Kaifeng, China, October 2006
30. University of Udine, Italia, September 2006
31. Eurographics 2006, Vienna, Austria, September 2006
32. Summer School AIM@SHAPE, Tallin, Estonia, July 2006
33. ACM VRCIA 2006, Hong Kong, June 2006
34. CGI 2006, Hangzhou, China, June 2006
35. CAD 2006, Phuket, Thailand, June 2006
36. Seoul workshop, Korea, May 2006
37. ITESM, Mexico, March 2006
38. ITESM, Toluca, Mexico, March 2006
39. ASAI2005, Rosario, Argentina, September 2005
40. Eurographics 2005, Dublin, Ireland, August 2005
41. SIGGRAPH 2005, Los Angeles, August 2005
42. 11-ième Congrès of Afforthecc, Aix-les-Bains, France, June 2005
43. Uday III, Vorarlberg, Austria, May 2005
44. Multi Media Modeling 2005, Melbourne, Australia, January 2005
45. Symposium on Image Synthesis and Sport, Cannes, France, October 2004
46. Eurographics 2004, Grenoble, France, September 2004
47. University of Southern California, Los Angeles, USA, August 2004
48. SIGGRAPH 2004, Los Angeles, USA, August 2004
49. CASA 2004, Geneva, Switzerland, July 2004
50. CGI 2004, Heraklion, Greece, June 2004
51. ARVideo Workshop, INRIALPES, Grenoble, France, February 2004
52. Cyberworlds 2003, Singapore, December 2003
53. IWVR 2003, Rutgers University, USA, October 2003
54. 3DIM 2003, Banff, Canada, October 2003
55. Eurographics 2003, Granada, Spain, September 2003
56. NATO Seminar, London, UK, September 2003
57. Sony Entertainment, San Diego, USA, August 2003
58. Hokkaido University, Japan, July 2003
59. Computer Graphics International 2003, Tokyo, Japan, July 2003
60. CASA 2003, Rutgers University, USA, May 2003
61. Summer School on Virtual Reality, Marseille, France, May 2003
62. ISPRS Workshop, Vulpera, Switzerland, February 2003
63. Digital Human Lab, Tokyo, January 2003
64. MMM 2003, Taipei, Taiwan, January 2003
65. Swansea Animation Days, Swansea, UK, November 2002
66. Hanyang University, Seoul, Korea, September 2002
67. Chinagraph, Beijing, China, September 2002
68. Matsushita, Osaka, Japan, August 2002
69. VRAI 2002, Hangzhou, China, March 2002
70. VLBV'01, Athens, Greece, October 2001

71. HERCMA 2001, Athens, Greece, September 2001
72. Intelligent Virtual Actors 2001, Madrid, Spain, September 2001
73. University of Sydney, Australia, August 2001
74. National University of Singapore, August 2001
75. Fudan University, Shanghai, China, July 2001
76. City University of Hong Kong, July 2001
77. AT&T, New Jersey, USA, May 2001
78. Agents 2001, Montreal, Canada, May 2001
79. INRIA, Sophia Antipolis, France, February 2001
80. Sigrapbi, Virtual Reality 2000, Porto Alegre, Brazil, October 2000
81. Visual 2000, Mexico, September 2000
82. Eurographics 2000, Interlaken, Switzerland, September 2000
83. IEEE VR, New Brunswick, USA, March 2000
84. Workshop on Achieving Human-Like Behavior in Interactive Animated Agent, Barcelona, Spain, May 2000
85. AVI 2000, Palermo, Italy, June 2000
86. IEEE VR, Houston, USA, March 1999
87. ECAL 99, Lausanne, Switzerland, September 1999
88. Agents 99, Seattle, USA, April 1999
89. Digital Media, Bradford, April 1999
90. HongKong University of Science and Technology, August 1998
91. Lecturer in course "Artificial Life for Graphics, Animation, and Virtual Reality", SIGGRAPH '98, Orlando, USA, August 1998
92. Computer Graphics International 98, Hannover, Germany, June 1998
93. Virtual Humans 98, Los Angeles, USA, June 1998
94. Autonomous Virtual Humans, University of Central Florida, Orlando, USA, June 1998
95. Computer Animation 98, Philadelphia, USA, June 1998
96. Agents 98, Minneapolis, USA, April 1998
97. 7^o Congreso Nacional de Estudiantes de Ingenieria de Sistemas, Medellin, Columbia, March 1998
98. VRAIS 98, Atlanta, USA, March 1998
99. Réalité Virtuelle, Issy-les-Moulinaux, France, March 1998
100. Université Paul-Sabatier, Toulouse, France, February 1998
101. TAP 98, Barcelona, Spain, February 1998
102. CSN 97, Utrecht, The Netherlands, November 1997
103. Philips Research Lab, Eindhoven, The Netherlands, November 1997
104. Journées Réalité Virtuelle, Rennes, November 1997
105. Pacific Graphics 97, Seoul, Korea, October 1997
106. Lecturer in course "Artificial Life for Graphics, Animation, and Virtual Reality", SIGGRAPH '97, Los Angeles, USA, August 1997
107. Computer Graphics International 97, Hasselt, Belgium, June 1997
108. Virtual Humans 97, Los Angeles, June 1997
109. Moscow University, Russia, May 1997
110. Graphicon 97, Moscow, Russia, May 1997
111. VRAIS 97, Albuquerque, USA, March 1997

112. Université Claude-Bernard, Lyon, February 1997
113. FIVE '96, Pisa, Italy, December 1996
114. CompuGraphics '96, Bonneuil sur Marne, France, december 1996
115. MMM 97, Toulouse, France, November 1997
116. Eurographics '96, Poitiers, France, September 1996
117. 3D/VR seminar, Taipei, Taiwan, August 1996
118. Pacific Graphics '96, Hsinchu, Taiwan, August 1996.
119. Lecturer in course "Artificial Life for Graphics, Animation, and Virtual Reality", SIGGRAPH '96, New Orleans, USA, August 1996
120. Graphicon '96, Saint Petersburg, Russia, July 1996
121. ETRI, Taejon, Korea, June 1996
122. Computer Graphics '96, Pohang, Korea, August 1996
123. Virtual Humans '96, Anaheim, USA, June 1996
124. Digimedia '96, Montreux, Switzerland, June 1996
125. University of Toronto, Canada, January 1996
126. FIVE '95, London, UK, December 1995
127. Images et ordinateur, Entretiens Jacques Cartier, Saint Etienne, December 1995
128. Virtual Reality Fair, National Museum of Singapore, November 1995
129. Multimedia Modeling '95, Singapore, November 1995
130. Nanyang Technology University, Singapore, November 1995
131. ICAT/VRST '95, Chiba, Japan, November 1995
132. VSMM '95, Gifu, Japan, September 1995
133. University of Hokkaido, Sapporo, Japan, August '95
134. Pacific Graphics '95, Seoul, August 1995
135. Lecturer in course "Artificial Life for Graphics, Animation, and Virtual Reality", SIGGRAPH '95, Los Angeles, USA, August 1995
136. University of Tokyo, Japan, July 1995
137. Institute of Systems Sciences, Singapore, July 1995
138. CEIG,95, Palma de Mallorca, Spain, June 1995
139. Computer Graphics International '95, Leeds, UK, June 1995
140. Workshop on Synthetic Actors, A.I. Institute, Wien, Austria, June 1995
141. ETL, MITI, Tsukuba-city, Japan, June 1995
142. Toshiba Research Lab, Tokyo, Japan, June 1995
143. ATR, Kyoto, Japan, June 1995
144. University of Nagoya, Japan, June 1995
145. University of Gifu, Japan, June 1995
146. Hitachi, Central Research Laboratory, Tokyo, June 1995
147. NTT, Yokohama, Japan, May 1995
148. Digimedia '95, Geneva, Switzerland, April 1995
149. IFIP Congress, Hamburg, Germany, September '94
150. Pacific Graphics '94, Beijing, August 1994
151. Computer Graphics International '94, Melbourne, Australia, July 1994
152. EITC '94, Brussels, Belgium, June 1994
153. Virtual Reality and Applications, Leeds, June 1994
154. Digimedia '94, Geneva, Switzerland, June 1994
155. Workshop on Synthetic Worlds, Aizu, Japan, December 1993
156. Hitachi - Europe, Dublin, Ireland, December 1993
157. Hitachi - Europe, Cambridge, UK, December 1993

158. SIGRAD, Linköping, Suède, December 1993
159. Cours Comett sur l'Infographie, Liège, Belgium, December 1993
160. Multimedia Modeling, MMM'93, Singapore, November 1993
161. Forum, Kunsthalle, Bonn, Germany, September, 1993
162. Eurographics '93, Barcelona, Spain, September 1993
163. Pacific Graphics '93, Seoul, Korea, August 1993
164. 3rd International Conference on CAD and CG, Beijing, China, August 1993
165. lecturer and course chair "Recent Techniques in Human Modeling, Animation and Rendering", SIGGRAPH '93, Anaheim, USA, July 1993
166. Wavefront Technologies Advisory Academic Program, Santa Barbara, California, USA, July 1993
167. Workshop on Intention and Action, University of Pennsylvania, Philadelphia, USA, March 1993
168. Workshop on Virtual Reality, European Community, Brussels, Belgium, March 1993
169. Conference on Interacting with Images, British Computer Society, London, UK, February 1993
170. First Hellenic Symposium on Film and Technology, Athens, Greece, October 1992
171. lecturer and course chair "Advanced Techniques in Human Modeling, Animation and Rendering", SIGGRAPH '92, Chicago, USA, July 1992
172. Keynote Speaker, Virtual Reality Conference, London, UK, May 1992
173. Tübingen University, Germany, February 1992
174. University of Bern, February 1992
175. Wavefront Technologies Advisory Academic Program, Santa Barbara, California, USA, January 1992
176. Transfer Technology Forum, Tokyo, Japan, November 1991
177. Matsushita Central Research Laboratory, Osaka, Japan, November 1991
178. Sony Central Research Laboratory, Tokyo, Japan, November 1991
179. Hiroshima University, Hiroshima, Japan, November 1991
180. Visual Computer Seminar, Tokyo, Japan, October 1991
181. Comett workshop on Media, Palma de Majorque, Spain, September 1991
182. Tsinghua University, Beijing, China, September 1991
183. NorthWestern Polytechnic Institute, Xian, China, September 1991
184. 2nd Conf. CAD and CG, Hangzhu, China, September 1991
185. IBM Seminar, Oberlecht, Austria, August 1991
186. lecturer and course chair "Advanced Techniques in Human Modeling, Animation and Rendering", SIGGRAPH '91, Las Vegas, USA, July 1991
187. Graphics Interface '91, Calgary, Canada, June 1991
188. Computer Graphics International '91, MIT Media Lab, June 1991
189. Hitachi Central Research Laboratory, Tokyo, Japan, April 1991
190. Polytechnic University of Catalunya, Barcelona, Spain, March 1991
191. Imagina '91, MonteCarlo, February 1991
192. workshop organized by the Spanish Eurographics Chapter, Valencia, Spain, May 1990.
193. Hitachi Research Lab, Hitachi city, Japan, July 1990
194. Computer Graphics International '90, Singapore, June 1990
195. Education in Computer Art, Venicia, Italy, December 1989
196. Computers and Art, Lugano, August 1989
197. workshop "Mechanics, Control and Animation of Articulated Figures" grouping world leaders specialists on motion of articulated bodies, Media Lab, MIT, Boston, April 1989

198. EUROGRAPHICS UK, Manchester, Grande-Bretagne, March 1989
199. PLEIAS, Education in Computer Art, Paris, France, November 1988
200. Technical University Darmstadt, Germany, October 1988
201. Nippon Telegraph Telephone (NTT), Tokyo, Japan, September 1988
202. Ricoh Software, Tokyo, Japan, September 1988
203. University of Tokyo, Japan, September 1988
204. lecturer and course chair "Synthetic Actors: the Impact of A.I. and Robotics on Animation", SIGGRAPH '88, Atlanta, USA, August 1988
205. IRISA, Rennes, France, July 1988
206. University of Campinas, Brasil, July 1988
207. Brasilian Congress of Computer Science, Rio de Janeiro, Brasil, July 1988
208. INESC, Lisbon, Portugal, June 1988
209. Graphics Interface '88, Edmonton, Canada, May 1988
210. Eurographics Spanish Chapter, Barcelona, June 1987
211. IRISA, Rennes, France, October 1986
212. EUROGRAPHICS '86, Lisbon, Portugal, August 1986
213. Federal University of Rio de Janeiro, Brazil, May 1986
214. Federal University of Rio Grande del Sul, Brazil, May 1986
215. Television festival, Caracas, Venezuela, February 1986
216. Polytechnique School, Montreal, Canada, December 1985
217. IBM Yorktown Heights Research Center, November 1985
218. University of Fribourg, Switzerland, June 1985
219. Canadian Operation Research Society, Montreal, Canada, May 1985
220. Université du Québec, Chicoutimi, Canada, April 1985
221. University of Grenoble, France, June 1984
222. Polytechnic University, Barcelona, Spain, July 1984
223. Chinese University of Hong Kong, April 1984
224. ENITA, Alger, June 1983
225. Kyoto University, Japan, April 1983

PhDs obtained

1. Grillon, Helena: Simulating Interactions with Virtual Characters for the Treatment of Social Phobia, June 2009
2. Arbabi, Ehsan: Contact Modeling And Collision Detection In Human Joints, June 2009
3. Maim, Jonathan: Generating, Animating, and Rendering Varied Individuals for Real-Time Crowds, 2009
4. Yersin, Barbara: Real-Time Motion Planning, Navigation, and Behavior for Large Crowds of Virtual Humans, 2009
5. Ott, Renaud: Two-Handed Haptic Feedback in Generic Virtual Environments, 2009
6. Rojas, Alejandra: Semantics for Virtual Humans, 2009
7. Schertenleib, Sebastien, A Data-Driven and Multitasking Architecture for Multi-Agents Simulations, 2006
8. De Heras Pablo: Rendering Massive Real-Time Crowds, 2006
9. Sarni, Sofiane, A Spreadsheet Framework for Interactive Medical Visualization, 2006
10. Abaci, Tolga : Object manipulation and grasping for virtual humans., 2006

11. Sevin, Etienne de : An action selection architecture for autonomous virtual humans in persistent world., 2006
12. Glardon, Pascal : On-line locomotion synthesis for virtual humans., 2005
13. Conde, Toni : Méthodes infographiques pour l'apprentissage des agents autonomes virtuels., 2005
14. Maciel, Anderson : A biomechanics-based articulation model for medical applications., 2005
15. Herbelin, Bruno : Virtual reality exposure therapy for social phobia., 2005
16. Ciger, Jan : Collaboration with agents in VR environments., 2005
17. Lemoine, Patrick : Interaction indirecte en réalité virtuelle à l'aide d'un médiateur., 2005
18. Gutiérrez Alonso, Mario A. : Semantic virtual environments., 2005
19. Ulicny, Branislav : Crowds for interactive virtual environments., 2005
20. Ponder, Michal : Component-based methodology and development framework for virtual and augmented reality systems., 2004
21. Guye-Vuillème, Anthony : Simulation of nonverbal social interaction and small groups dynamics in virtual environments., 2004
22. Lim, Ik Soo : Learning-based visual computing., 2003
23. Monzani, Jean-Sébastien : An architecture for the behavioural animation of virtual humans., 2002
24. Aubel, Amaury : Anatomically-based human body deformations., 2002
25. Esmerado, Joaquim : A model of interaction between virtual humans and objects : application to virtual musicians., 2001
26. Farenc, Nathalie : An informed environment for inhabited city simulation., 2001
27. Balcisoy, Selim Saffet : Analysis and development of interaction techniques between real and synthetic worlds., 2001
28. Abel, Pierre : Supervision d'informations dynamiques et distribuées à l'aide de mondes 3D interactifs : application à la gestion de réseaux., 2001
29. Kallmann, Marcelo : Object interaction in real-time virtual environments., 2001
30. Babski, Christian : Virtual humanoids on the WEB., 2000
31. Raupp Musse, Soraia : Human crowd modelling with various levels of behaviour control., 2000
32. Emering, Luc : Human action modeling and recognition for virtual environments., 1999
33. Maurel, Walter : 3D modeling of the human upper limb including the biomechanics of joints, muscles and soft tissues., 1998
34. Molet, Tom : Etude de la capture de mouvements humains pour l'interaction en environnements virtuels., 1998
35. Porcher Nedel, Luciana : Anatomic modeling of human bodies using physically-based muscle simulation., 1998
36. Bécheiraz, Pascal : Un modèle comportemental et émotionnel pour l'animation d'acteurs virtuels., 1998
37. Bandi, Srikanth Satya Pradhan : Discrete object space methods for computer animation., 1998
38. Capin, Tolga Kurtulus : Virtual human representation in networked virtual environments., 1998
39. Noser, Hansrudi : A behavioral animation system based on L-systems and synthetic sensors for actors., 1997
40. Huang, Zhiyong : Motion control for human animation., 1997
41. Shen, Jianhua : Human body modeling and deformations., 1996
42. Gobbetti, Enrico : Virtuality builder II : Vers une architecture pour l'interaction avec des mondes synthétiques., 1993

43. Balaguer, Jean-Francis : Virtual studio : Un système d'animation en environnement virtuel., 1993
44. Turner, Russell : Interactive construction and animation of layered elastic characters., 1993