

Pierre Bénard

Curriculum Vitae

Grenoble University - LJK - Artis

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Education

- 2008 - 2011 *Ph.D., Computer Science*
Grenoble University - INRIA, France
Topic: *Stylization of animations based on textures*
Advisers: Prof. Joëlle Thollot and François Sillion
- 2007 - 2008 *M.S., Image, Vision and Robotics, with honors*
Grenoble University - INRIA, France
Thesis: *Non-photorealistic rendering based on solid textures*
Advisers: Adrien Bousseau and Prof. Joëlle Thollot
- 2003 - 2008 *BSc - M.S., Computer Science and Applied Mathematics*
Ensimag (École nationale supérieure d'informatique et de mathématiques appliquées),
Grenoble INP, France

Work Experience

- Feb. - Jul. 2010 *Visiting Student Research Collaborator (Explora'Doc program)*
Princeton University, USA
Topic: *Temporally coherent stylization of lines*
Adviser: Prof. Adam Finkelstein
- Summer 2007 *Research intern, LEAR team*
INRIA, Grenoble
Topic: *Creation of ontologies for visual recognition using collaborative work sources*
Advisers: Marcin Marszałek and Cordelia Schmid
- 2006 - 2007 *Part-time J2EE Developer (Clinigene project)*
Ensimag "Junior Entreprise" NSIGMA, Grenoble

Publications and Talk

Journals

P. Bénard, A. Lagae, P. Vangorp, S. Lefebvre, G. Drettakis, and J. Thollot, "A Dynamic Noise Primitive for Coherent Stylization," *Computer Graphics Forum (Proceedings of the Eurographics Symposium on Rendering 2010)*, vol. 29, no. 4, pp. 1497–1506, 2010. <http://artis.inrialpes.fr/Publications/2010/BLVLD10>.

International Conferences

P. Bénard, F. Cole, A. Golovinskiy, and A. Finkelstein, "Self-Similar Texture for Coherent Line Stylization," in *NPAP 2010: Proceedings of the 8th International Symposium on Non-photorealistic Animation and Rendering*, pp. 91–97, ACM, 2010. <http://artis.inrialpes.fr/Publications/2010/BCGF10>, **runner-up best paper award**.

P. Bénard, A. Bousseau, and J. Thollot, "Dynamic Solid Textures for Real-Time Coherent Stylization," in *I3D 2009: ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games*, pp. 121–127, ACM, 2009. <http://artis.inrialpes.fr/Publications/2009/BBT09>, **best presentation award**.

P. Bénard, J. Thollot, and F. Sillion, "Quality Assessment of Fractalized NPR Textures: a Perceptual Objective Metric," in *APGV 2009: Proceedings of the 6th symposium on Applied perception in graphics and visualization*, ACM, 2009. <http://artis.inrialpes.fr/Publications/2009/BTS09>, short paper.

National Conferences

P. Bénard, A. Bousseau, and J. Thollot, "Textures volumiques auto-zoomables pour une stylisation temporellement cohérente en temps réel," in *AFIG '08 (Actes des 21èmes journées de l'AFIG)*, 2008. <http://artis.inrialpes.fr/Publications/2008/BBT08a>, **best paper award**.

P. Bénard, C. Lu, F. Cole, A. Finkelstein, and J. Thollot, "Contours actifs pour la stylisation cohérente de lignes animées," in *AFIG '10 (Actes des 23èmes journées de l'AFIG)*, 2010. **best paper award**.

Technical Talk

P. Bénard, A. Lagae, P. Vangorp, S. Lefebvre, G. Drettakis, and J. Thollot, "NPR Gabor Noise for Coherent Stylization," in *SIGGRAPH 2010 : Technical talk*, ACM, 2010. <http://artis.inrialpes.fr/Publications/2010/BLVLDT10a>.

Technical Skills

Computer Sciences and Applied Mathematics

Main skills: Image Synthesis, Analysis and Processing; Computer Vision; Software Engineering

Programming Languages: Ada, C/C++, Java-J2EE, HTML, .Net, SQL

Graphics Development: Opengl, GLSL, OGRE

Systems: Windows, Linux

Languages

French (native)

English (fluent - TOEIC 880/990)

German (academic)

Teaching

Advanced Image Synthesis (lectures and practicals), M.S.

Second Year Speciality Projects, M.S

.NET Project, M.S.

Graphical User Interface Project, BSc

Introduction to Algorithmic in Caml (practicals), BSc

Personal Interest

Theatre (acting and directing)

Skiing, hiking

Grenoble, July 26, 2011