

We are looking for an engineer knowledgeable in 3D animation of human body. S/he will participate to European projects running in the lab. Her/his role will be:

- to develop tools for animation 3D models from motion capture data: the tools will focus on facial expressions and upper body movement. The data will be mainly laughter
- to enhance human shoulder and torso movement; in particular to simulate laughter on 3D virtual characters
- to integrate our platform of virtual agent (Greta: <http://www.tsi.telecom-paristech.fr/mm/en/themes-2/greta-team/>) within the Metropolis system (<http://gv2.cs.tcd.ie/metropolis/>) that simulates a city where crowd passes by.

Pre-requisite: C++, Java, 3D animation, motion capture

Project Length: 1 year position

Place: TELECOM ParisTech

Stipend: depends on applicant qualification (around 2400 euros)

Contact:

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