

Camille Schreck

Ph.D. student in Computer Graphics

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Research interests

I am a 3rd year PhD student, member of IMAGINE team (Université Grenoble-Alpes) at INRIA Rhone-Alpes. I am conducting my research under the supervision of Stefanie Hahmann and Damien Rohmer.

I worked on interactive simulation of crumpling paper, including the sound made by the paper as it crumples. I'm now working on modeling tearing (of paper again, still interactively). During my thesis, I mainly interested myself in mixing physically-based simulation and geometric or procedural method in order to obtain hybrid methods that are both fast and realistic.

Education

- 2013–present **Thesis**, *Computer sciences and applied mathematics*.
- 2010–2013 **Engineering degree**, *ENSIMAG, Grenoble INP*, University of Grenoble.
Option : Mathematical Modelling, Images, Simulation, Virtual Reality,
5th semester : courses in common with the international research master Mosig, option : Graphics, Vision, Robotics
- 2008–2010 Higher School Preparatory Classes, *Mathematics, Physics, Computer Sciences*, Lycée Kléber, Strasbourg.

Publications

- (to come) July 2016 **Real-time sound synthesis for paper material based on geometric analysis**, Accepted at ACM SIGGRAPH / Eurographics Symposium on Computer Animation (SCA).
- December 2015 **Non-smooth developable geometry for interactively animating paper crumpling**, *Camille Schreck, Damien Rohmer, Stefanie Hahmann, Marie-Paule Cani, Shuo Jin, Charlie Wang, Jean-Francis Bloch*, ACM Transactions on Graphics (TOG), Association for Computing Machinery.
- November 2015 **Interactive procedural simulation of paper tearing with sound**, *Thibault Lejembre, Amélie Fondévilla, Nicolas Durin, Thibault Blanc-Beyne, Camille Schreck, Pierre-Luc Manteaux, Paul G. Kry, Marie-Paule Cani*, Motion In Games (MIG).

Conference presentations

- (to come) July 2016 **Non-smooth developable geometry for interactively animating paper crumpling**, SIGGRAPH, Anaheim, California, United States.
- (to come) July 2016 **Real-time sound synthesis for paper material based on geometric analysis**, SCA, Zurich, Switzerland.
- November 2015 **Synthèse de son de papier adaptée au mouvement et à la géométrie de la surface**, Journée de l'AFIG, Lyon, France.
- September 2015 **Interactively animating crumpling paper**, womEncourage 2015, Uppsala, Sweden.

Professional Experience

- 02–06/2013 Master's internship, *Animation and manipulation of creased paper*, Inria, Univ. of Grenoble.
- 06–09/2012 Engineer internship, ATOS WORLDGRID, Grenoble.

Teaching

- 05-06/2015 Co-advisor of a 4-students team for a 2nd year engineer school's projet., *Ensimag*, This project resulted in a MIG short paper.
- 10-12/2014 Tutorials and practical work of algorithmics and imperative programming (Ada), *Polytech' Grenoble*, L3, 36h.
- 10-12/2013 Practical works of visualisation, *Polytech' Grenoble*, M2, 18h.

Skills

Technical skills

Programming C++ (openGL, Boost), C, Java, Ada
Emacs, Latex, Eclipse

Languages

French Native speaker

English Advanced

Written and oral communication with researchers, international conference.

Spanish Novice

Interests and activities

- 2015–present Member of the association 1001-FOULÉES (<http://1001-foulees.com/>) – we are running to gather donation for 5 humanitarian associations
- 2011–2012 Member of the Sports Office of the Ensimag
- 2005–2008 Member of the association FIHAVANANA which helps a school in Madagascar
- October 2007 AMIFRAN, Theatre Festival, Arad, Roumanie
- Sport Running, hiking, climbing
- Other Music listening, reading, role playing games