

## **Julien Pettré**

Julien Pettré is research scientist at Inria since 2006. He obtained a PhD in Robotics in 2003 from the University of Toulouse III in France, prepared under the direction of Jean-Paul Laumond. He then obtained a Marie-Curie IEF grant to spend an 18 months post doc at VRLab, EPFL, Switzerland, headed by Daniel Thalmann.

Julien Pettré started his research activities on motion planning for digital humans moving in their virtual environment. He then took interest in virtual crowds. He designed efficient crowd animation techniques to massively populate virtual worlds. He studied real humans moving in crowds in the aim of designing realistic simulation algorithms as well as to provide evaluation methodologies. He finally takes interest in Virtual Reality as an efficient research tool to study human behaviors by setting them in interaction with virtual crowds.