Melvin Even

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EXPERIENCE

PhD Student (Computer Graphics)   2021-2024
INRIA, University of Bordeaux

Thesis: Computer-assisted 2D Animation
My research focuses on developing new methods to design and explore motion for traditional 2D animation by providing real-time animation preview from (rough) key drawings and non-linear editing of the preview (redrawing, trajectory constraints, spacing).
Industrial partner: Praxinos

Research Intern (Computer Graphics, 3D Animation)   2020
INRIA

I worked with a PhD student on an artist-guided method for geometric deformations resulting from contacts in 3D animation.

EDUCATION

PhD Student (Computer Graphics)   2021-2024
INRIA, University of Bordeaux

Thesis: Computer-assisted 2D Animation
Supervisors: Pascal Barla and Pierre Bénard
Funds: ANR Mostyle

M.Sc in Computer Science   2019-2021
Bordeaux Institute of Technology

Majors: Artificial intelligence and computer graphics.
Graduated with honours

B.Sc in Computer Science   2016-2021
University of Bordeaux

General computer science curriculum
Graduated with honours

SOFTWARES

Frite

A 2D animation research prototype developed as part of my PhD thesis. The project is based on Pencil2D and was started by the research group I am part of. I am the main contributor of the project.
The public release of the project is available on Github.

LilTracer

CPU path-tracer and BRDF analyser for personal use. Initially started by a colleague in my research group. I implemented various algorithms for the project.
The public release of the project is available on Github.

PUBLICATIONS

[1] J. Chen, X. Zhu, M. Even, J. Basset, P. Bénard, and P. Barla. "Efficient Interpolation of Rough Line Drawings". In: *Computer Graphics Forum* (2023). DOI: `10.1111/cgf.14946`.

[2] M. Even, P. Bénard, and P. Barla. "Non-linear Rough 2D Animation using Transient Embeddings". In: *Computer Graphics Forum* (2023). ISSN: 1467-8659. DOI: `10.1111/cgf.14771`.

TALK

[1] M. Even, J. Basset, P. Bénard, and P. Barla. "Motion and layout depiction using 2D/3D animation tools". Vision and Depiction. 2024. URL: `https://inria.hal.science/hal-04617731`.

REVIEWING ACTIVITIES

ACM Transactions on Graphics (TOG), 2024 and 2023
Computer & Graphics, 2024

AWARDS

- Best paper award at Pacific Graphics 2023 for *"Efficient Interpolation of Rough Line Drawings"*
- 1st prize at *Prix des droits de l'homme - René Cassin 2014* (national high shcool art competition)

TEACHING EXPERIENCE

Institut d'Optique Graduate School

Numerical methods — 2024
MATLAB, linear and non-linear optimization, FEM for first master's student.

C++ programming — 2024
Introduction to C++ and OOP for first master's student.

University of Bordeaux

Introduction to computer science — 2023
Introduction to computer science for first year students.

Bordeaux Institute of Technology

Functional programming — 2022
Introduction to OCaml and functional programming.

SKILLS

Languages
French (native), English (TOEIC 990/990), basic Japanese

Technologies
Mainly C/C++, C#, Python, OpenGL, Qt