

Damien Rohmer

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*I am a Professor of Computer Science at École Polytechnique, Institut Polytechnique de Paris.
I am a researcher in Computer Graphics, with a specialization in 3D Interactive Modeling and Animation.*

Employment

2017–now	Professor, École Polytechnique <i>Researcher, Laboratoire d'Informatique de l'École Polytechnique - LIX</i>
2007–2017	Assistant Professor, CPE Lyon
2005–2006	Research Assistant, Lawrence Berkeley National Laboratory (LBNL), USA

Main responsibilities

2023–now	Director, LIX Laboratory , Ecole Polytechnique / CNRS (UMR7161)
2019–2025	Head of the VISTA Research Team
2022–2023	Vice-President Teaching, Department of Informatics (DIX)
2018–now	Teaching Coordinator, Image, Vision & Machine Learning Program
2014–2017	Coordinator, Math-Signal-Image at CPE Lyon

Education

2017	HDR , Université Grenoble Alpes
2007–2011	PhD , Université Grenoble Alpes
2006–2007	MSc , Univ. Saint-Étienne <i>Optics, Image & Vision</i>
2003–2007	Engineering Degree , CPE Lyon <i>Electronics, Telecom, Informatics</i>

Research Topics

Skinning & Anim. Dynamic, Volume, Implicit [EG21, GI22, SIGGRAPH13]	Garment Modeling [SIGGR.A10, TOG15, CGF17, SIGGR.19, CGF21]
Virtual Humans & Terrains [TVC23, SCA24, EG25, PG25]	Volcanic Phenomena & Shape Design [I3D22, EG24, SMO22, CGF24]
Interactive Virtual Paper [TOG15, SCA16, CGF17]	

Teaching

2025–now	X2A	C++ Programming & CG
2019–2024	X3A	3D Computer Animation
2018–2024	BX1	Web Programming

>200h per year since 2011, >15 different topics (Website)

Key elements

Research

- 14 PhD students (9 graduated, 5 ongoing)
- 70+ publications, 15 paper awards
- 7 public grants (2 PI), 6 industrial grants
- Program Chair IMET23, MIG21
- General Chair SCA18

Development for the community

- Open-source courses and video lectures in CG, animation, and web programming (Website).
- Collaborative job and offer platform for AFIG community (Website).
- Framework for building interactive online course pages (LHTML).
- C++ library for learning computer graphics (CGP).

General public

- Creation of the *Flat Torus* image with the Hevea team (*PNAS cover*, *Movie documentary*, *Pour la Science*, etc.).
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Selected publications

- EG25 T. Cheynel et al. *ReConForM: Real-time Contact-aware Motion Retargeting*, Eurographics 2025.
- CGF24 D.-H. Garnier et al. *PhysOM: Physarum polycephalum Oriented Microstructures*, CGF 2024.
- I3D22 M. Lastic et al. *Interactive Simulation of Plume and Pyroclastic Ejections*, I3D 2022.
- CGF21 D. Rohmer et al. *Velocity Skinning for Real-time Stylized Skeletal Animation*, CGF 2021.